

Player Name _____

Human Swordmage 4 Swordmage 3,750
 Character Name Level Class Paragon Path Epic Destiny Total XP

Human Medium Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
6		2	4

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
22	AC	12	7			1	2	

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
14	STR Strength	2	4
16	CON Constitution	3	5
10	DEX Dexterity	0	2
19	INT Intelligence	4	6
11	WIS Wisdom	0	2
8	CHA Charisma	-1	1

FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17		12	3			1	1	

CONDITIONAL BONUSES

REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19		12	4			1	2	

CONDITIONAL BONUSES

WILL

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16		12		2		1	1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10	9
12	Passive Perception	10	2

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Lightning Longsword +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	2	2		3		1	

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	2	2					

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
49	24	12
	1/2 HP	1/4 HP

CURRENT HIT POINTS _____

CURRENT SURGE USES _____

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS _____

DEATH SAVING THROW FAILURES

SAVING THROW MODS +2 bonus against fear effects

RESISTANCES _____

CURRENT CONDITIONS AND EFFECTS _____

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
2	Acrobatcs	DEX	2	0	
11	Arcana	INT	6	5	n/a
9	Athletics	STR	4	5	
1	Bluff	CHA	1	0	n/a
1	Diplomacy	CHA	1	0	n/a
2	Dungeoneering	WIS	2	0	n/a
10	Endurance	CON	5	5	
2	Heal	WIS	2	0	n/a
11	History	INT	6	5	n/a
9	Insight	WIS	2	5	n/a
1	Intimidate	CHA	1	0	n/a
2	Nature	WIS	2	0	n/a
2	Perception	WIS	2	0	n/a
6	Religion	INT	6	0	n/a
2	Stealth	DEX	2	0	

ACTION POINTS

Action Points

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.

Bonus Skill - Trained in one additional class skill.

Bonus At-Will Power - Know one extra 1st-level attack power from your class.

Human Defense Bonuses - +1 to Fortitude, Reflex, and Will.

CLASS / PATH / DESTINY FEATURES

Swordbond - Bond with one blade (1 hr.); standard action to call to hand (10 squares); fix it in 1 hr.

Swordmage Aegis - Choose Aegis of Assault or Aegis of Shielding.

Aegis of Assault - Use aegis of assault as an at-will power.

Swordmage Warding - +1 AC with blade, +3 AC if off-hand is free; if unconscious, warding ends, restore with rest

LANGUAGES KNOWN

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Lightning Longsword +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+3	2		1		

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+2	2				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	vs AC	Lightning Longsword +1	1d8+3
4	vs AC	Unarmed (Melee)	1d4+2
2	vs AC	Unarmed (Range)	1d4
	vs		

FEATS

Armor Proficiency (Chainmail) - Training with chainmail armor

Armor Proficiency (Scale) - Training with scale armor

Shield Proficiency (Light) - Proficiency with light shields

Improved Initiative - +4 to initiative checks

CHARACTER NAME

Human Swordmage

PLAYER NAME

RACE Human CLASS Swordmage LEVEL 4

HP 49	14 STR	AC 22
Spd 5	16 CON	Fort 17
Init +6	10 DEX	Ref 19
	19 INT	Will 16
	11 WIS	
	8 CHA	

19 Passive Insight	12 Passive Perception
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Second Wind

KEYWORDS _____ USED

Standard		Personal
ACTION		RANGE
	vs	Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 12 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS _____ LEVEL _____ BOOK *PH*

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Lightning Lure

KEYWORDS Arcane, Implement, Lightning USED

Standard		Ranged 3
ACTION		RANGE
7 vs Fort		One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Fortitude
 Hit: 1d6 + Intelligence modifier (+4) lightning damage, and you pull the target to the nearest unoccupied space adjacent to you.
 Increase damage to 2d6 + Intelligence modifier (+4) at 21st level.
 Special: If you cannot pull the target to an adjacent square, this power fails and deals no damage.
 Lightning Longsword +1: +7 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK *FRPG*

AT-WILL POWER



Aegis of Assault

KEYWORDS Arcane, Teleportation USED

Minor		Close burst 2
ACTION		RANGE
	vs	One creature in burst
ATTACK	DEFENSE	TARGET

Effect: You mark the target. The target remains marked until you use this power against another target. If you mark other creatures using other powers, the target is still marked. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.
 If your marked target makes an attack that doesn't include you as a target, it takes a -2 penalty to attack rolls. If that attack hits and the marked target is within 10 squares of you, you can use an immediate reaction to teleport to a square adjacent to the target and make a melee basic attack against it. If no unoccupied space exists adjacent to the target, you can't use this immediate reaction.

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL _____ BOOK *FRPG*

AT-WILL POWER



Sword Burst

KEYWORDS Arcane, Force, Implement USED

Standard		Close burst 1
ACTION		RANGE
7 vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Reflex
 Hit: 1d6 + Intelligence modifier (+4) force damage. Increase damage to 2d6 + Intelligence modifier (+4) at 21st level.
 Lightning Longsword +1: +7 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK *FRPG*

AT-WILL POWER



Booming Blade

KEYWORDS Thunder, Weapon USED

Standard		Melee 1
ACTION		RANGE
10 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. AC
 Hit: 1[W] + Intelligence modifier (+4) damage, and if the target is adjacent to you at the start of its next turn and moves away during that turn, it takes 1d6 + Constitution modifier (+3) thunder damage.
 Increase damage to 2[W] + Intelligence modifier (+4) at 21st level.

Lightning Longsword +1: +10 attack, 1d8+5 damage

ADDITIONAL EFFECTS

Lightning Clash

KEYWORDS Arcane, Lightning, Weapon USED

Standard		Melee weapon
ACTION		RANGE
10 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. AC
 Hit: 1[W] + Intelligence modifier (+4) damage. Make a secondary attack.
 Secondary Target: One creature within 5 squares of the primary target.
 Secondary Attack: Intelligence vs. Reflex
 Hit: 1d6 + Intelligence modifier (+4) lightning damage.

Lightning Longsword +1: +10 attack, 1d8+5 damage

ADDITIONAL EFFECTS

Blastback Swipe

KEYWORDS Arcane, Thunder, Weapon USED

Standard		Melee weapon
ACTION		RANGE
10 vs Fort		One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Fortitude
 Hit: 1[W] + Intelligence modifier (+4) thunder damage, and you push the target 2 squares.
 Special: When charging, you can use this power in place of a melee basic attack.
 Aegis of Assault: When you use your aegis of assault immediate reaction, you can use this power in place of the melee basic attack.

Lightning Longsword +1: +10 attack, 1d8+5 damage

ADDITIONAL EFFECTS

Dimensional Thunder

KEYWORDS Arcane, Teleportation, Thunder, Weapon		USED
Standard	* ⬇ ⬆ ⬇	Melee weapon
ACTION	⬅ ⬆ ⬇	RANGE
10	vs Fort	One creature
ATTACK	DEFENSE	TARGET
<p>Attack: Intelligence vs. Fortitude Effect: Teleport a number of squares equal to your Constitution modifier. Hit: 2[W] + Intelligence modifier (+4) thunder damage. Effect: Each enemy adjacent to you gains ongoing 5 thunder damage (save ends).</p> <p>Lightning Longsword +1: +10 attack, 2d8+5 damage</p>		
ADDITIONAL EFFECTS		
CLASS Swordmage	LEVEL 1	BOOK <i>Dragon 367</i>

DAILY POWER



Eldritch Speed

KEYWORDS Arcane		USED
No Action	⬇ ⬆ ⬇	Personal
ACTION	⬅ ⬆ ⬇	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
<p>Effect: Use this power before rolling initiative. You gain a +5 power bonus to your initiative roll. You can take an extra move action during the first round of combat (or during the surprise round, if you are allowed to act during that round).</p>		
ADDITIONAL EFFECTS		
CLASS Swordmage	LEVEL 2	BOOK <i>FRPG</i>

UTILITY POWER



Lightning Longsword +1

+1 attack rolls and damage		+1d6 lightning damage
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		
USED		
ACTION		
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
POWER		
<p>Power (At-Will • Lightning): Free Action. All damage dealt by this weapon is lightning damage. Another free action returns the damage to normal. Power (Daily • Lightning): Free Action. Use this power when you hit with the weapon. The target and each enemy within 2 squares of the target take 1d6 lightning damage.</p>		
ITEM SLOT/TYPE One-hand	LEVEL 5	PRICE 1000
		BOOK <i>PH</i>

MAGIC ITEM



Mithral Scale Armor +1

+1 AC		
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
POWER		
<p>Power (Daily): Immediate Reaction. Use this power when a melee or ranged attack hits you. Take half damage.</p>		
ITEM SLOT/TYPE Body	LEVEL 4	PRICE 840
		BOOK <i>PH</i>

MAGIC ITEM



Gloaming Shroud +1

+1 Fortitude, Reflex, and V		
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
<p>Gain an item bonus to Stealth checks in dim light or darkness equal to the shroud's enhancement bonus.</p>		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
POWER		
<p>Item Slot: Neck Power (Daily • Zone): Minor Action. Create a zone of dim light (close burst 10) that lasts until the end of the encounter. Bright light created or brought into the zone is reduced to dim light while within the zone.</p>		
ITEM SLOT/TYPE Neck	LEVEL 3	PRICE 680
		BOOK <i>AV</i>

MAGIC ITEM

