

Player Name Xavier

Eowan	4	Swordmage	3,750
Character Name	Level	Class	Total XP
Eladrin	Medium	59	Male
Race	Size	Age	Gender
		Height	Weight
		Alignment	Deity
		Paragon Path	Epic Destiny
		Good	Corellon
		Ziruna and the Slave Hunters	Total XP
		Adventuring Company	RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	1	2	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
23	AC	12	7			1	3	

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

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

FORT

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	12	3					

CONDITIONAL BONUSES

REF

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	12	4					

CONDITIONAL BONUSES

WILL

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	+

Passive Perception

SCORE	BASE	SKILL BONUS
18	10	+

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+	6	2	4				

ABILITY: Ranged Basic Attack - Unarmed

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
49	24	12	11	
	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 +5 Racial bonus against charm effects

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
1	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

RACE FEATURES

Trance - Meditate aware 4 hours instead of sleep.

Eladrin Weapon Proficiency - Proficient with longsword.

Eladrin Education - Training in any one additional skill.

Eladrin Will - +1 Will; +5 to saving throws against charm.

Fey Step - Use fey step as an encounter power.

Fey Origin - Your origin is fey, not natural

Arcana Bonus

History Bonus

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs AC	Unarmed (Melee)	1d4+4
3	vs AC	Unarmed (Range)	1d4+1
	vs		
	vs		

SKILLS

BONUS	SKILL NAME	ABIL MOD	TRND (+5)	ARMOR PENALTY	MISC
2	Acrobatics	DEX	3	0	-1
13	Arcana	INT	6	5	n/a
7	Athletics	STR	3	5	-1
1	Bluff	CHA	1	0	n/a
1	Diplomacy	CHA	1	0	n/a
3	Dungeoneering	WIS	3	0	n/a
9	Endurance	CON	5	5	-1
3	Heal	WIS	3	0	n/a
13	History	INT	6	5	n/a
3	Insight	WIS	3	0	n/a
1	Intimidate	CHA	1	0	n/a
3	Nature	WIS	3	0	n/a
8	Perception	WIS	3	5	n/a
6	Religion	INT	6	0	n/a
2	Stealth	DEX	3	0	-1
1	Streetwise	CHA	1	0	n/a
2	Thievery	DEX	3	0	-1

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 an Aegis.

Aegis of Shielding - Use aegis of shielding 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

FEATS

Armor Proficiency (Hide) - Training with hide armor

Intelligent Blademaster - Use Intelligence instead of Strength on your basic attacks

Eladrin Soldier - +2 damage and proficiency with longswords and spears

LANGUAGES KNOWN

Common, Elven

CHARACTER NAME
Eowan

PLAYER NAME
Xavier

RACE **Eladrin** CLASS **Swordmage** LEVEL **4**

HP 49	STR 13	AC 23
Spd 6	CON 16	Fort 15
Init +3	DEX 12	Ref 16
	INT 19	Will 16
	WIS 13	
	CHA 8	

13 Passive Insight **18** Passive Perception

PLAY DATA

Aegis of Shielding

KEYWORDS **Arcane** USED

Minor Close burst 2
ACTION **2** **RANGE**

vs **DEFENSE** 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 interrupt to reduce the damage dealt by that attack to any one creature by an amount equal to 5 + your Constitution modifier (+3). At 11th level, reduce the damage dealt by 10 + your Constitution modifier (+3). At 21st level, reduce the damage dealt by 15 + your Constitution modifier (+3).

ADDITIONAL EFFECTS

CLASS **Swordmage** LEVEL **1** BOOK **FRPG**

AT-WILL POWER

Fey Step

KEYWORDS **Teleportation** USED

Move Personal
ACTION **RANGE**

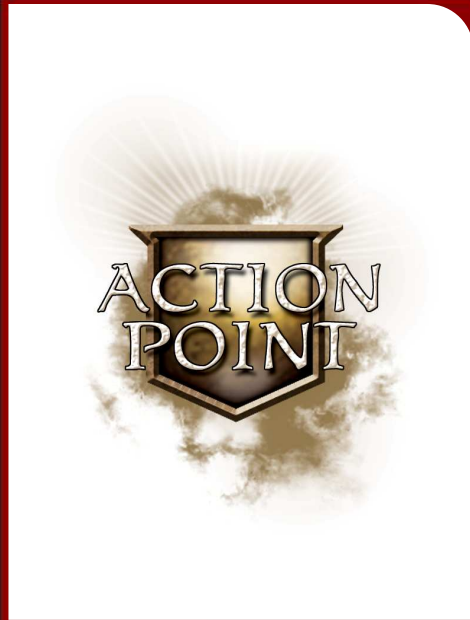
vs **DEFENSE** **TARGET**

Effect: Teleport up to 5 squares.

ADDITIONAL EFFECTS

CLASS **Racial Power** LEVEL ***** BOOK **PH**

ENCOUNTER POWER



ENCOUNTER SPECIAL

Sword Burst

KEYWORDS **Arcane, Force, Implement** USED

Standard Close burst 1
ACTION **1** **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.

Magic Longsword +1: +7 attack, 1d6+7 damage

ADDITIONAL EFFECTS

CLASS **Swordmage** LEVEL **1** BOOK **FRPG**

AT-WILL POWER

Flame Cyclone

KEYWORDS **Arcane, Fire, Implement** USED

Standard Close blast 3
ACTION **3** **RANGE**

7 vs **Reflex** Each creature in blast
ATTACK **DEFENSE** **TARGET**

Attack: Intelligence vs. Reflex
Hit: 1d8 + Intelligence modifier (+4) + Strength modifier (+1) fire damage.

Magic Longsword +1: +7 attack, 1d8+8 damage

ADDITIONAL EFFECTS

CLASS **Swordmage** LEVEL **1** BOOK **FRPG**

ENCOUNTER POWER

Second Wind

KEYWORDS **USED**

Standard Personal
ACTION **RANGE**

vs **DEFENSE** 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 **PH** LEVEL **PH** BOOK **PH**

ENCOUNTER ACTION

Luring Strike

KEYWORDS **Arcane, Weapon** USED

Standard Melee weapon
ACTION **RANGE**

10 vs **AC** One creature
ATTACK **DEFENSE** **TARGET**

Attack: Intelligence vs. AC
Hit: 1[W] damage. You shift 1 square and slide the target 1 square into the space you occupied.
Level 21: 2[W] damage.
Effect: Before or after the attack, you can shift 1 square.

Magic Longsword +1: +10 attack, 1d8+3 damage

ADDITIONAL EFFECTS

CLASS **Swordmage** LEVEL **1** BOOK **AP**

AT-WILL POWER

Transposing Lunge

KEYWORDS **Arcane, Teleportation, Weapon** USED

Standard Melee weapon
ACTION **RANGE**

10 vs **AC** One creature
ATTACK **DEFENSE** **TARGET**

Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier (+4) damage, and you teleport the target into a space adjacent to you.
Aegis of Shielding: When you use your aegis of shielding immediate interrupt, you can use this power against the target as part of the interrupt, even if the target is beyond your reach.

Magic Longsword +1: +10 attack, 2d8+7 damage

ADDITIONAL EFFECTS

CLASS **Swordmage** LEVEL **3** BOOK **FRPG**

ENCOUNTER POWER

Frost Backlash

KEYWORDS Arcane, Cold, Weapon USED

Imm Interru * Melee weapon

ACTION **RANGE**

10 vs **Reflex** The creature that hit you

ATTACK **DEFENSE** **TARGET**

Trigger: An adjacent creature hits you
Attack: Intelligence vs. Reflex
Hit: 3[W] + Intelligence modifier (+4) cold damage.
Miss: Half damage.

Magic Longsword +1: +10 attack, 3d8+7 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK FRPG

DAILY POWER

Dimensional Warp

KEYWORDS Arcane, Teleportation USED

Minor Close burst 3

ACTION 3 **RANGE**

AT-WILL ENCOUNTER DAILY

Target: You and one ally in burst or two allies in burst
Effect: Each target teleports into the other's space. Both targets must occupy the same size space, or the power fails.

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 2 BOOK FRPG

UTILITY POWER

Magic Longsword +1

1d8	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls	1	+1d6 damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

Versatile

Melee Basic Attack: +10 attack, 1d8+7 damage

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT One-hand WEIGHT 4 PRICE 360 BOOK PH

MAGIC WEAPON

Bloodcut Hide Armor +1

3	-1	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		4	Armor
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Power (Healing Surge): Minor Action. While you are bloodied, use this armor to gain resist 10 to all damage until the end of your next turn.

ITEM SLOT Body WEIGHT 25 PRICE 840 BOOK PH

MAGIC ITEM