

Player Name Xavier

Eowan	5	Swordmage	5,500
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	<b>STR</b> Strength	1	3
16	<b>CON</b> Constitution	3	5
12	<b>DEX</b> Dexterity	1	3
19	<b>INT</b> Intelligence	4	6
13	<b>WIS</b> Wisdom	1	3
8	<b>CHA</b> 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
+	3	2	1				

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
55	27	13	13	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
1	0
2	1
3	2

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

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
3	vs AC	Unarmed (Melee)	1d4+1
3	vs AC	Unarmed (Range)	1d4+1
	vs		
	vs		

### SKILLS

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

**Focused Expertise (Longsword)** - Gain bonus to attack rolls with Longswords.

**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 **5**

<b>HP</b> 55	<b>13 STR</b>	<b>AC</b> 23
<b>Spd</b> 6	<b>16 CON</b>	<b>Fort</b> 15
<b>Init</b> +3	<b>12 DEX</b>	<b>Ref</b> 16
	<b>19 INT</b>	<b>Will</b> 16
	<b>13 WIS</b>	
	<b>8 CHA</b>	

**13** Passive Insight    **18** Passive Perception

**PLAY DATA**

**Aegis of Shielding**

KEYWORDS Arcane USED

Minor	Close burst 2
<b>ACTION</b>	<b>RANGE</b>
vs	One creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>
<b>TARGET</b>	

**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

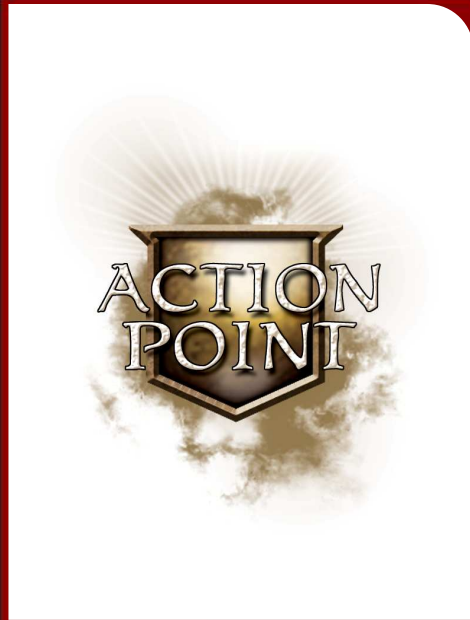
Move	Personal
<b>ACTION</b>	<b>RANGE</b>
vs	
<b>ATTACK</b>	<b>DEFENSE</b>
<b>TARGET</b>	

**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
<b>ACTION</b>	<b>RANGE</b>
8	vs Reflex
<b>ATTACK</b>	<b>DEFENSE</b>
<b>TARGET</b>	Each enemy in burst

**Attack:** Intelligence vs. Reflex  
**Hit:** 1d6 + Intelligence modifier (+4) force damage.

Increase damage to 2d6 + Intelligence modifier (+4) at 21st level.

Magic Longsword +1: +8 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
<b>ACTION</b>	<b>RANGE</b>
8	vs Reflex
<b>ATTACK</b>	<b>DEFENSE</b>
<b>TARGET</b>	Each creature in blast

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

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

ADDITIONAL EFFECTS

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

**ENCOUNTER POWER**

**Second Wind**

KEYWORDS USED

Standard	Personal
<b>ACTION</b>	<b>RANGE</b>
vs	Self
<b>ATTACK</b>	<b>DEFENSE</b>
<b>TARGET</b>	

**Effect:** You spend a healing surge and regain 13 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS **Swordmage** LEVEL **1** BOOK **PH**

**ENCOUNTER ACTION**

**Luring Strike**

KEYWORDS Arcane, Weapon USED

Standard	Melee weapon
<b>ACTION</b>	<b>RANGE</b>
11	vs AC
<b>ATTACK</b>	<b>DEFENSE</b>
<b>TARGET</b>	One creature

**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: +11 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
<b>ACTION</b>	<b>RANGE</b>
11	vs AC
<b>ATTACK</b>	<b>DEFENSE</b>
<b>TARGET</b>	One creature

**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: +11 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**

**11** 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: +11 attack, 3d8+7 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK FRPG

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### Dimensional Thunder

KEYWORDS Arcane, Teleportation, Thunder, Weapon USED

Standard \* ↓ ↻ Melee weapon

**ACTION** ↻ ↻ **RANGE**

**11** vs **Fort** One creature

**ATTACK** **DEFENSE** **TARGET**

**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).

Magic Longsword +1: +11 attack, 2d8+7 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK Dragon 367

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### 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

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### Magic Longsword +1

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

PROPERTIES  
Versatile

Melee Basic Attack: +8 attack, 1d8+4 damage

**AT-WILL**  **ENCOUNTER**  **DAILY**

POWER

ITEM SLOT One-hand WEIGHT 4 PRICE 360 BOOK PH

**MAGIC WEAPON** DUNGEONS & DRAGONS®

### Bloodcut Hide Armor +1

3	-1	-	1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
+1 AC		4	Armor
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>TYPE</b>

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** DUNGEONS & DRAGONS®