

Player Name **Xavier**

Eowan **6** Swordmage

Character Name **Eladrin** Level **Medium** 59 Male

Race **Size** Age **Gender**

Paragon Path **Good** Corellon

Height Weight Alignment **Deity**

Epic Destiny **Ziruna and the Slave Hunters** Total XP **7,500**

Adventuring Company **RPGA Number**

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	1	3	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
24	AC	13	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	4
16	CON Constitution	3	6
12	DEX Dexterity	1	4
19	INT Intelligence	4	7
13	WIS Wisdom	1	4
8	CHA Charisma	-1	2

HIT POINTS

MAX HP	BLOODED	SURGE VALUE	SURGES/DAY
66	33	16	11

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
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

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

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

LANGUAGES KNOWN

Common, Elven

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Insight	10	+ 4

19	Passive Perception	10	+ 9
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SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	3	1					

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	3	1					

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				

BASIC ATTACKS

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

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**Toughness** - Gain 5 additional hit points per tier

CHARACTER NAME
Eowan

PLAYER NAME
Xavier

RACE
Eladrin

CLASS
Swordmage

LEVEL
6

HP
66

Spd
6

Init
+4

13 STR

16 CON

12 DEX

19 INT

13 WIS

8 CHA

AC
24

Fort
16

Ref
17

Will
17

14 Passive
Insight

19 Passive
Perception

PLAY DATA

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ENCOUNTER SPECIAL

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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 16 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK
PH

ENCOUNTER ACTION

DUNGEONS & DRAGONS®

Aegis of Shielding

KEYWORDS
Arcane

USED

Minor

⬆

⬇

⬅

⬆

⬇

⬅

Close burst 2

ACTION

2

⬅

⬆

⬇

⬅

⬆

⬇

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 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

BOOK
FRPG

AT-WILL POWER

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Sword Burst

KEYWORDS
Arcane, Force, Implement

USED

Standard

⬆

⬇

⬅

⬆

⬇

⬅

Close burst 1

ACTION

1

⬅

⬆

⬇

⬅

⬆

⬇

RANGE

9

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: +9 attack, 1d6+7 damage

ADDITIONAL EFFECTS

CLASS
Swordmage

LEVEL
1

BOOK
FRPG

AT-WILL POWER

DUNGEONS & DRAGONS®

Luring Strike

KEYWORDS
Arcane, Weapon

USED

Standard

*

⬆

⬇

⬅

⬆

⬇

⬅

Melee weapon

ACTION

⬅

⬆

⬇

⬅

⬆

⬇

RANGE

12

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: +12 attack, 1d8+3 damage

ADDITIONAL EFFECTS

CLASS
Swordmage

LEVEL
1

BOOK
AP

AT-WILL POWER

DUNGEONS & DRAGONS®

Feiy Step

KEYWORDS
Teleportation

USED

Move

⬆

⬇

⬅

⬆

⬇

⬅

Personal

ACTION

⬅

⬆

⬇

⬅

⬆

⬇

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: Teleport up to 5 squares.

ADDITIONAL EFFECTS

CLASS
Racial Power

LEVEL
*

BOOK
PH

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Flame Cyclone

KEYWORDS
Arcane, Fire, Implement

USED

Standard

⬆

⬇

⬅

⬆

⬇

⬅

Close blast 3

ACTION

3

⬅

⬆

⬇

⬅

⬆

⬇

RANGE

9

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: +9 attack, 1d8+8 damage

ADDITIONAL EFFECTS

CLASS
Swordmage

LEVEL
1

BOOK
FRPG

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Transposing Lunge

KEYWORDS
Arcane, Teleportation, Weapon

USED

Standard

*

⬆

⬇

⬅

⬆

⬇

⬅

Melee weapon

ACTION

⬅

⬆

⬇

⬅

⬆

⬇

RANGE

12

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: +12 attack, 2d8+7 damage

ADDITIONAL EFFECTS

CLASS
Swordmage

LEVEL
3

BOOK
FRPG

ENCOUNTER POWER

DUNGEONS & DRAGONS®





Frost Backlash

KEYWORDS			Arcane, Cold, Weapon		USED
Imm Interru	*	⬇	⚔	Melee weapon	
ACTION		⬅	✱	RANGE	
12	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: +12 attack, 3d8+7 damage					
ADDITIONAL EFFECTS					
CLASS	Swordmage			LEVEL	1
				BOOK	FRPG

DAILY POWER







Dimensional Thunder

KEYWORDS			Arcane, Teleportation, Thunder, Weapon	USED
Standard	*			Melee weapon
ACTION				
		RANGE		
12	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: +12 attack, 2d8+7 damage				
ADDITIONAL EFFECTS				
CLASS	Swordmage		LEVEL	1
BOOK	Dragon 367			

DAILY POWER







Dimensional Warp

KEYWORDS Arcane, Teleportation			USED
Minor	 	Close burst 3	
ACTION	3  	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> 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



Unicorn's Touch

KEYWORDS Arcane, Healing			USED
Minor	 	Close burst 1	
ACTION	1  	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
Target: You or one ally in burst			
Effect: The target either rolls a saving throw or regains hit points equal to 5 + your Constitution modifier (+3).			
Unarmed: +3 attack			
ADDITIONAL EFFECTS			
CLASS	Swordmage	LEVEL	6
BOOK	AP		

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: +9 attack, 1d8+4 damage			
<input type="checkbox"/>	AT-WILL	<input type="checkbox"/>	ENCOUNTER
<input type="checkbox"/>	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			
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

