

Player Name david

Jeriki 6 Swordmage 7,500
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Eladrin Medium 28 Male 6' 145 Good
 Race Size Age Gender Height Weight Alignment Deity

 Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	2	3	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
22	AC	13	4			2	3	

 CONDITIONAL BONUSES
 +2 AC when you are bloodied

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
15	STR Strength	2	5
14	CON Constitution	2	5
15	DEX Dexterity	2	5
19	INT Intelligence	4	7
10	WIS Wisdom	0	3
8	CHA Charisma	-1	2

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	3
13	Passive Perception	10	3

 SPECIAL SENSES
 Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Dragonslayer Longsword +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+13	3	4		3		2	1

ABILITY: Ranged Basic Attack - Crossbow

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+7	3	2		2			

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
64	32	16	10	

 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, +2 item bonus when you are bloodied

RESISTANCES Resist 5 Dragon breath

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.

Arcana Bonus
History Bonus

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

FEATS

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

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

Toughness - Gain 5 additional hit points per tier

Weapon Expertise (Heavy Blade) - Gain bonus to attack rolls with heavy blades.

LANGUAGES KNOWN

Common, Elven

SKILLS

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

CHARACTER NAME
Jeriki

PLAYER NAME
david

RACE Eladrin	CLASS Swordmage	LEVEL 6
-----------------	--------------------	------------

HP 64	STR 15	AC 22
Spd 6	CON 14	Fort 15
Init +5	DEX 15	Ref 17
	INT 19	Will 16
	WIS 10	
	CHA 8	

13 Passive Insight	13 Passive Perception
---------------------------	------------------------------



Second Wind

KEYWORDS Arcane, Force, Implement, Lightning

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 Swordmage LEVEL 6 BOOK PH

PLAY DATA DUNGEONS & DRAGONS

Aegis of Assault

KEYWORDS Arcane, Teleportation

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 6 BOOK FRPG

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Lightning Lure

KEYWORDS Arcane, Implement, Lightning

Standard	↓	3	↗	Ranged 3
ACTION	←	*		RANGE
9	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.

Dragonslayer Longsword +2: +9 attack, 1d6+8 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK FRPG

ENCOUNTER ACTION DUNGEONS & DRAGONS

Sword Burst

KEYWORDS Arcane, Force, Implement

Standard	↓	↗	Close burst 1
ACTION	←	*	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.

Dragonslayer Longsword +2: +9 attack, 1d6+8 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK FRPG

AT-WILL POWER DUNGEONS & DRAGONS

Fey Step

KEYWORDS Teleportation

Move	↓	↗	Personal
ACTION	←	*	RANGE
	vs		
ATTACK	DEFENSE	TARGET	

Effect: Teleport up to 5 squares.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Foesnare

KEYWORDS Arcane, Weapon

Standard	*	↓	↗	Melee weapon
ACTION	←	*		RANGE
13	vs	AC		One creature
ATTACK	DEFENSE	TARGET		

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier (+4) damage, and the target is immobilized until the end of your next turn.

Special: You can use this power in place of a melee basic attack when charging.

Dragonslayer Longsword +2: +13 attack, 1d8+8 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK FRPG

AT-WILL POWER DUNGEONS & DRAGONS

Sloth Strike

KEYWORDS Arcane, Cold, Weapon

Standard	*	↓	↗	Melee weapon
ACTION	←	*		RANGE
13	vs	AC		One creature
ATTACK	DEFENSE	TARGET		

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier (+4) cold damage, and the target is slowed until the end of your next turn.

Dragonslayer Longsword +2: +13 attack, 2d8+8 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 3 BOOK FRPG

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Frost Backlash

KEYWORDS Arcane, Cold, Weapon USED

Imm Intern. * ⬇️ ⬆️ ⬇️ ⬆️ Melee weapon

ACTION ⬅️ ❄️ **RANGE**

13 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.

Dragonslayer Longsword +2: +13 attack, 3d8+8 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK FRPG

DAILY POWER DUNGEONS & DRAGONS

Enervating Slash

KEYWORDS Arcane, Weapon USED

Standard * ⬇️ ⬆️ ⬇️ ⬆️ Melee weapon

ACTION ⬅️ ❄️ **RANGE**

13 vs **Fort** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Intelligence vs. Fortitude
Hit: 2[W] + Intelligence modifier (+4) damage.
Effect: The target's attacks deal half damage to your allies (save ends).

Dragonslayer Longsword +2: +13 attack, 2d8+8 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 5 BOOK AP

DAILY POWER DUNGEONS & DRAGONS

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 DUNGEONS & DRAGONS

Zephyr of the Barren Sands

KEYWORDS Arcane USED

Move ⬇️ ⬆️ ⬇️ ⬆️ Personal

ACTION ⬅️ ❄️ **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: You fly a number of squares equal to your speed.

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 6 BOOK AP

UTILITY POWER DUNGEONS & DRAGONS

Dragonslayer Longsword +2

1d8	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		9	+2d8 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES
Gain resist 5 against dragon breath attacks. On a critical hit you deal +2d12 damage instead of +2d8 against dragons. Versatile

Melee Basic Attack: +13 attack, 1d8+8 damage

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily): Minor Action. Your next attack with this weapon against a dragon, if made before the end of your turn, gains a +5 power bonus to the attack roll and automatically ignores any resistance the dragon has.

ITEM SLOT One-hand	WEIGHT 4	PRICE 4200	BOOK PH
--------------------	----------	------------	---------

MAGIC WEAPON DUNGEONS & DRAGONS

Bloodthread Cloth Armor (Basic Clothir

	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		10	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
When you are bloodied, you gain a +2 item bonus to AC and saving throws.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Body	WEIGHT 4	PRICE 5000	BOOK PH
----------------	----------	------------	---------

MAGIC ITEM DUNGEONS & DRAGONS

Horned Helm (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		6	Head Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
Your charge attacks deal +1d6 damage.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Head	WEIGHT 0	PRICE 1800	BOOK PH
----------------	----------	------------	---------

MAGIC ITEM DUNGEONS & DRAGONS

Catstep Boots (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		3	Feet Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
When you fall or jump down, you take only half normal falling damage and always land on your feet.

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily): Free Action. Gain a +5 power bonus to your next Acrobatics check or Athletics check.

ITEM SLOT Feet	WEIGHT 0	PRICE 680	BOOK PH
----------------	----------	-----------	---------

MAGIC ITEM DUNGEONS & DRAGONS