

Player Name _____

Razor 1 Swordmage 0
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Eladrin Medium Male 6' 175lbs Unaligned
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

| SCORE | DEX | 1/2 LVL | MISC |
|-------|-----|---------|------|
| 2 | 2 | | |

CONDITIONAL MODIFIERS

DEFENSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR/ ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------|-------------|-------|------|-----|------|------|
| 19 | AC | 10 | 6 | | | | 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 |
|-------|----------------------------|----------|---------------|
| 15 | STR Strength | 2 | 2 |
| 13 | CON Constitution | 1 | 1 |
| 15 | DEX Dexterity | 2 | 2 |
| 18 | INT Intelligence | 4 | 4 |
| 10 | WIS Wisdom | 0 | 0 |
| 8 | CHA Charisma | -1 | -1 |

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|-------------|--------------|------|-------|------|-----|------|------|
| 12 | FORT | 10 | 2 | | | | | |

CONDITIONAL BONUSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|------------|--------------|------|-------|------|-----|------|------|
| 14 | REF | 10 | 4 | | | | | |

CONDITIONAL BONUSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|-------------|--------------|------|-------|------|-----|------|------|
| 13 | WILL | 10 | 2 | | | | 1 | |

CONDITIONAL BONUSES

SENSES

| SCORE | PASSIVE SENSE | BASE | SKILL BONUS |
|-------|-----------------|------|-------------|
| 10 | Passive Insight | 10 + | 0 |

| | | | |
|----|--------------------|------|---|
| 15 | Passive Perception | 10 + | 5 |
|----|--------------------|------|---|

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-----------|---------|------|-------|------|------|-----|------|
| + 5 | 0 | 2 | | 3 | | | |

ABILITY: Melee Basic Attack - Unarmed

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-----------|---------|------|-------|------|------|-----|------|
| + 2 | 0 | 2 | | | | | |

HIT POINTS

| MAX HP | BLOODIED | HEALING SURGES |
|--------|----------|----------------|
| 28 | 14 | 7 |
| | 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 |
|---------------|------------|---------------|
| | 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 an Aegis.
 - 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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword

| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|--------|------|------|-----|------|------|
| 1d8+4 | 2 | 2 | | | |

ABILITY: Melee Basic Attack - Unarmed

| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|--------|------|------|-----|------|------|
| 1d4+2 | 2 | | | | |

BASIC ATTACKS

| ATTACK | DEFENSE | WEAPON OR POWER | DAMAGE |
|--------|---------|-----------------|--------|
| 5 | AC | Longsword | 1d8+4 |
| 2 | AC | Unarmed (Melee) | 1d4+2 |
| 2 | AC | Unarmed (Range) | 1d4+2 |
| | | | |

FEATS

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

SKILLS

| BONUS | SKILL NAME | ABIL MOD + 1/2 LVL | TRND (+5) | ARMOR PENALTY | MISC |
|-------|----------------------|--------------------|-----------|---------------|-------|
| 2 | Acrobatics | DEX | 2 | 0 | |
| 11 | Arcana | INT | 4 | 5 | n/a 2 |
| 2 | Athletics | STR | 2 | 0 | |
| -1 | Bluff | CHA | -1 | 0 | n/a |
| -1 | Diplomacy | CHA | -1 | 0 | n/a |
| 0 | Dungeoneering | WIS | 0 | 0 | n/a |
| 1 | Endurance | CON | 1 | 0 | |
| 0 | Heal | WIS | 0 | 0 | n/a |
| 11 | History | INT | 4 | 5 | n/a 2 |
| 0 | Insight | WIS | 0 | 0 | n/a |
| -1 | Intimidate | CHA | -1 | 0 | n/a |
| 0 | Nature | WIS | 0 | 0 | n/a |
| 5 | Perception | WIS | 0 | 5 | n/a |
| 4 | Religion | INT | 4 | 0 | n/a |
| 7 | Stealth | DEX | 2 | 5 | |

LANGUAGES KNOWN

CHARACTER NAME
Razor

PLAYER NAME

RACE Eladrin CLASS Swordmage LEVEL 1

| | | |
|------------|--------|------------|
| HP 28 | 15 STR | AC 19 |
| Spd 6 | 13 CON | Fort 12 |
| Init +2 | 15 DEX | Ref 14 |
| | 18 INT | Will 13 |
| | 10 WIS | |
| | 8 CHA | |

10 Passive Insight 15 Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS

| | |
|---------------|----------------|
| Standard | Personal |
| ACTION | RANGE |
| vs | Self |
| ATTACK | DEFENSE |
| | TARGET |

Effect: You spend a healing surge and regain 7 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 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 **DUNGEONS & DRAGONS**

Sword Burst

KEYWORDS Arcane, Force, Implement USED

| | |
|---------------|---------------------|
| Standard | Close burst 1 |
| ACTION | RANGE |
| 4 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.

Longsword: +4 attack, 1d6+6 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK *FRPG*

AT-WILL POWER **DUNGEONS & DRAGONS**

Lightning Lure

KEYWORDS Arcane, Implement, Lightning USED

| | |
|---------------|----------------|
| Standard | Ranged 3 |
| ACTION | RANGE |
| 4 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.

Longsword: +4 attack, 1d6+6 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK *FRPG*

AT-WILL POWER **DUNGEONS & DRAGONS**

Fey 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 | RANGE |
| 4 vs Reflex | Each creature in blast |
| ATTACK | DEFENSE |
| | TARGET |

Attack: Intelligence vs. Reflex
Hit: 1d8 + Intelligence modifier (+4) + Strength modifier (+2) fire damage.

Longsword: +4 attack, 1d8+8 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK *FRPG*

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Sweeping Frostblade

KEYWORDS Arcane, Cold, Weapon USED

| | |
|---------------|---------------------|
| Standard | Close burst 1 |
| ACTION | RANGE |
| 7 vs AC | Each enemy in burst |
| ATTACK | DEFENSE |
| | TARGET |

Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier (+4) cold damage, and the target is immobilized (save ends).

Miss: Half damage, and the target is immobilized until the end of your next turn.

Longsword: +7 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK *AP*

DAILY POWER **DUNGEONS & DRAGONS**