

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

15

Level

Thanatos Hellwhisper

Good male Tiefling Swordmage

27 Age 1.80m Height 80kg Weight Medium Size Deity

57000

Total XP 69000

Defenses

31	26	27	26
AC	FORT	REF	WILL

Conditional Bonuses

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	2	3

Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Second Wind (one per encounter)

 Used

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

Death Saving Throw Failures

Saving Throw Mods

+2 Saving Throws against ongoing damage

Resistances/Vulnerabilities

Resist 12 Fire, Resist 5 Poison

Current Conditions and Effects

Basic Attacks

Melee

Flaming Longsword +3

<input type="text" value="18"/>	<input type="text" value="1d8+12"/>
Strength vs. AC	Damage

Ranged

Unarmed

<input type="text" value="7"/>	<input type="text" value="1d4"/>
Dexterity vs. AC	Damage

Languages

Common



Abilities

Ability	Score	Check
STR Strength	<input type="text" value="13"/>	<input type="text" value="8"/>
CON Constitution	<input type="text" value="20"/>	<input type="text" value="12"/>
DEX Dexterity	<input type="text" value="11"/>	<input type="text" value="7"/>
INT Intelligence	<input type="text" value="20"/>	<input type="text" value="12"/>
WIS Wisdom	<input type="text" value="9"/>	<input type="text" value="6"/>
CHA Charisma	<input type="text" value="15"/>	<input type="text" value="9"/>

Skills

Acrobatics	Dexterity	<input type="text" value="7"/>
Arcana	Intelligence	<input checked="" type="checkbox"/> <input type="text" value="17"/>
Athletics	Strength	<input checked="" type="checkbox"/> <input type="text" value="13"/>
Bluff	Charisma	<input type="text" value="13"/>
Diplomacy	Charisma	<input checked="" type="checkbox"/> <input type="text" value="14"/>
Dungeoneering	Wisdom	<input type="text" value="6"/>
Endurance	Constitution	<input checked="" type="checkbox"/> <input type="text" value="17"/>
Heal	Wisdom	<input type="text" value="6"/>
History	Intelligence	<input type="text" value="12"/>
Insight	Wisdom	<input type="text" value="6"/>
Intimidate	Charisma	<input type="text" value="9"/>
Nature	Wisdom	<input type="text" value="6"/>
Perception	Wisdom	<input type="text" value="6"/>
Religion	Intelligence	<input type="text" value="12"/>
Stealth	Dexterity	<input type="text" value="9"/>
Streetwise	Charisma	<input type="text" value="9"/>
Thievery	Dexterity	<input type="text" value="7"/>

Hit Points

Max HP (Bloodied 59) 119	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day	
<input type="text" value="29"/>	<input type="text" value="13"/>	<input type="text"/>

Current Conditions:

Combat Statistics and Senses

Initiative	<input type="text" value="7"/>
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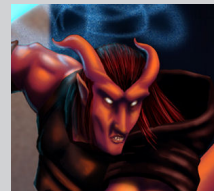
Conditional Modifiers:

Speed	<input type="text" value="6"/>
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Passive Insight	<input type="text" value="16"/>
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Passive Perception	<input type="text" value="16"/>
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Special Senses: Low-light



Thanatos Hellwhisper

Player Name

Character Name

Character Details

Background

Dark Apprenticeship
Fire in Your Veins

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Circlet of Mental Onslaught

Neck

Cloak of Translocation +3

Arms

Bracers of Mighty Striking...

Hands

Gauntlets of Blood (heroic tier)

Rings

Rings

Off Hand

Main Hand

Flaming Longsword +3

Waist

Viper Belt

Armor

Drowmesh of Cleansing +3

Tattoo

Feet

Ki Focus

Other Equipment

Adventurer's Kit
Potion of Healing
Sunrod (6)
Potion of Regeneration (heroic tier)
Tent
Lute
Khyber Shard of the Fiery Depth (paragon tier)

Total Weight (lbs.)

75

Carrying Capacity (lbs.)

Treasure

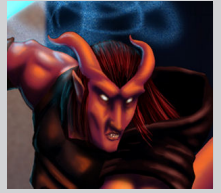
30 pp; 5 gp
0 gp banked

Normal 130

Heavy 260

Max 650

Thanatos Hellwhisper



Player Name

Character Name

Racial Features

Bloodhunt

+1 on attacks against bloodied foes.

Fire Resistance

Resist fire 5 + 1/2 level.

Infernal Wrath

You have the infernal wrath power

Class/Other Features

Aegis of Assault

Use aegis of assault as an at-will power.

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.

Swordmage Warding

+1 AC with blade, +3 AC if off-hand is free; if unconscious, warding ends

Combustive Action

Action point (extra action): deal fire damage equal to your level to each enemy adjacent to you.

Critical Conflagration

Critical hit w/ arcane fire attack: 1 creature you hit takes ongoing fire damage equal to 2x your Int mod (save ends).

Feats

Intelligent Blademaster

Use Intelligence instead of Strength on your basic attacks

Hellfire Blood

+1 attack and damage with fire and fear powers

Arcane Initiate

Wizard: Arcana skill, wizard power 1/encounter

Hellfire Arcanist

+2/3/4 (by tier) feat bonus to dmg rolls with fire attacks. Increase forced movement resulting from your fear attacks by 2

Icy Clutch of Stygia

Enemy successfully saves vs. ongoing dmg you imposed: foe takes [Cha or Int mod] +0/+5/+10 (by tier) cold damage.

Diabolic Soul

After taking a critical hit, gain +2 feat bonus to hit that enemy until end of encounter

Greater Swordmage Warding

+1 to defenses with Swordmage Warding

Double Aegis

Mark two targets with aegis of assault or aegis of shielding

Burn Everything

Ignore fire resistance equal to your Int modifier, treat enemy fire immunity as 25 fire resist

Thanatos Hellwhisper

Level 15 Tiefling Swordmage

HP	SCORE	ABILITY	MOD	AC
119	13	STR	1	31
	20	CON	5	
Spd	11	DEX	0	Fort
6	20	INT	5	26
	9	WIS	-1	Ref
Init	15	CHA	2	27
+7				Will
				26

16 Passive Insight

16 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	7
Arcana	Intelligence	• 17
Athletics	Strength	• 13
Bluff	Charisma	13
Diplomacy	Charisma	• 14
Dungeoneering	Wisdom	6
Endurance	Constitution	• 17
Heal	Wisdom	6
History	Intelligence	12
Insight	Wisdom	6
Intimidate	Charisma	9
Nature	Wisdom	6
Perception	Wisdom	6
Religion	Intelligence	12
Stealth	Dexterity	9
Streetwise	Charisma	9
Thievery	Dexterity	7

• indicates a trained skill.

Action Point

Base action points: 1

Combustive Action: When you spend an action point to take an extra action, you deal fire damage equal to your level to each enemy adjacent to you.



Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Encounter Special

Melee Basic Attack

At-Will ♦ Standard Action

Flaming Longsword +3: +18 vs. AC, 1d8+12 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+1) damage.

Level 21: 2[W] + Str modifier (+1) damage.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +7 vs. AC, 1d4 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+0) damage.

Level 21: 2[W] + Dex modifier (+0) damage.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Basic Attack

Lightning Lure

At-Will ♦ Standard Action

Flaming Longsword +3: +15 vs. Fortitude, 1d6+8 damage

Ranged 3 **Target:** One creature

You lasso your foe with a leash of lightning, and pull it into range of your blade.

Keywords: Arcane, Implement, Lightning

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Int modifier (+5) lightning damage, and you pull the target to the nearest unoccupied space adjacent to you.

Special: If you cannot pull the target to an adjacent square, this power fails and deals no damage.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Swordmage Attack 1

Sword Burst

At-Will ♦ Standard Action

Flaming Longsword +3: +15 vs. Reflex, 1d6+8 damage

Close burst 1 **Targets:** Each enemy in the burst

A sweep of your sword blasts those around you with force.

Keywords: Arcane, Force, Implement

Attack: Intelligence vs. Reflex

Hit: 1d6 + Int modifier (+5) force damage.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Swordmage Attack 1

Scorching Burst

Encounter ♦ Standard Action

Flaming Longsword +3: +16 vs. Reflex, 1d6+12 damage

Area burst 1 within 10 squares **Target:** Each creature in the burst

You create a vertical column of golden flames that burns all within.

Keywords: Arcane, Evocation, Fire, Implement

Attack: Intelligence vs. Reflex

Hit: 1d6 + Int modifier (+5) fire damage.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Wizard Attack 1

Used

Dimensional Vortex

Encounter ♦ Immediate Interrupt

Flaming Longsword +3: +15 vs. Will

Ranged 10 **Target:** The triggering enemy

Lashing out with your sword, you warp space, causing your foe to appear a short distance away and unleash its attack elsewhere.

Keywords: Arcane, Implement, Teleportation

Trigger: An enemy hits an ally with a melee attack

Attack: Intelligence vs. Will

Hit: You teleport the target 5 squares. The target then makes its melee attack against a creature you choose. If no creatures are within range of the target, the attack is expended.

Aegis of Shielding: If the target is marked by your aegis of shielding power, the target's melee attack deals extra damage equal to your Con modifier (+5).

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Swordmage Attack 3

Used

Dual Lightning Strike

Encounter ♦ Standard Action

Flaming Longsword +3: +18 vs. AC, 1d8+8 damage

Melee weapon

Like a forked bolt of lightning, you seem to strike two creatures at once.

Keywords: Arcane, Lightning, Teleportation, Weapon

Primary Target: One creature

Primary Attack: Intelligence vs. AC

Hit: 1[W] + Int modifier (+5) lightning damage, and the target is marked until the end of your next turn.

Effect: You teleport 5 squares and make a secondary attack.

Aegis of Assault: The number of squares you teleport equals 4 + your Str modifier (+1).

Secondary Target: One creature other than the primary target

Secondary Attack: Intelligence vs. AC

Hit: 1[W] + Int modifier (+5) lightning damage, and the target is marked until the end of your next turn.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Swordmage Attack 3

Used

Fanning the Flames

Encounter ♦ Standard Action

Flaming Longsword +3: +16 vs. Fortitude, 2d8+12 damage

Ranged 10

Target: One creature taking ongoing fire damage

As flames envelop one of your enemies, you cause the flames to swell and spread to another.

Keywords: Arcane, Fire, Implement

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Int modifier (+5) fire damage, and any ongoing fire damage the target is taking increases by 5.

Effect: Make a secondary attack in an area burst 1 centered on the primary target.

Secondary Target: Each creature in the burst

Secondary Attack: Intelligence vs. Reflex

Hit: 2d8 + Int modifier (+5) fire damage.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Master of Flame Attack 11

Used

Seed of Fire

Encounter ♦ Standard Action

Flaming Longsword +3: +19 vs. AC, 1d8+12 damage

Melee weapon

Your attack leaves a glowing mote of arcane power in your enemy's wound. You kick you foe free of your blade and watch it erupt in a blossom of hellish flames.

Keywords: Arcane, Fire, Weapon

Primary Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Int modifier (+5) damage, and you push the target a number of squares equal to your Con modifier (+5) + 2. Make a secondary attack.

Secondary Target: Each creature within 2 squares of the primary target's new location

Secondary Attack: Intelligence vs. Reflex

Hit: 2d6 + Int modifier (+5) fire damage.

Aegis of Shielding: The secondary attack affects only enemies.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Swordmage Attack 13

Used

Dimensional Thunder

Daily ♦ Standard Action

Flaming Longsword +3: +18 vs. Fortitude, 2d8+8 damage

Melee weapon

Target: One creature

As you pass unseen through dimensional space, you leave in your wake a thunderous roar that bombards enemies upon your arrival.

Keywords: Arcane, Teleportation, Thunder, Weapon

Attack: Intelligence vs. Fortitude

Effect: Teleport a number of squares equal to your Con modifier (+5).

Hit: 2[W] + Int modifier (+5) thunder damage.

Effect: Each enemy adjacent to you gains ongoing 5 thunder damage (save ends).

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Swordmage Attack 1

Used

Lingering Lightning

Daily ♦ Standard Action

Flaming Longsword +3: +15 vs. Reflex, 1d8+8 damage

Ranged 5

Target: One, two, or three creatures

Tendrils of bluish white lightning course from your blade to electrocute your enemies.

Keywords: Arcane, Implement, Lightning

Attack: Intelligence vs. Reflex, one attack per target

Hit: 1d8 + Int modifier (+5) damage, and ongoing 5 lightning damage (save ends).

Miss: Half damage, and no ongoing damage.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Swordmage Attack 5

Used

Rubicant's Assault

Daily ♦ Standard Action

Flaming Longsword +3: +19 vs. AC, 2d8+12 damage

Melee weapon

Ancient words resonate around you as your blade relentlessly assaults your opposition.

Keywords: Arcane, Cold, Fire, Teleportation, Weapon

Effect: You can teleport 5 squares.

Primary Target: Each enemy adjacent to you that you can see

Primary Attack: Intelligence vs. AC

Hit: 2[W] + Int modifier (+5) fire damage.

Miss: Half damage.

Effect: You can teleport 5 squares and make a secondary attack.

Secondary Target: One enemy other than a primary target

Secondary Attack: Intelligence vs. AC

Hit: 2[W] + Int modifier (+5) cold damage, and the secondary target is dazed (save ends).

Miss: Half damage.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Swordmage Attack 15

Used

Aegis of Assault

At-Will ♦ Minor Action

Close burst 2

Target: One creature in the burst

You create an arcane link between you and a foe, allowing you to instantly respond to its attacks with a counterassault.

Keywords: Arcane, Teleportation

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

Swordmage Feature

Armathor's Step

Encounter ♦ Move Action

Personal

Arcane power speeds you into battle.

Keywords: Arcane, Teleportation

Effect: Teleport 5 squares. If you end this move adjacent to an enemy, you gain a +2 power bonus to the next attack roll you make against that enemy during your turn.

Additional Effects

Swordmage Utility 6

Used

Black Wrath of Hell

Daily ♦ Free Action

Personal

You burn through the very essence of your own soul to lend terrifying power to your attack.

Trigger: You hit an enemy with an attack.

Effect: The attack deals 1d10 extra damage and the target takes a penalty to attack rolls against you equal to the higher of your Intelligence or Cha modifier (+2) (save ends). The bonus damage increases to 2d10 at 11th level and 3d10 at 21st level.

Additional Effects

Swordmage Utility 6

Used

Diabolic Transformation

Daily ♦ Minor Action

Personal

You roar with fury as the hellish blood that flows through your veins reveals its true power. In the blink of an eye, you transform into a brutish fiend.

Keyword: Polymorph

Effect: You transform into a diabolic brute until the end of the encounter. While you are in this form, you gain regeneration 2, you increase fire resistance by 5, you gain a +2 bonus to damage rolls, and the bonus to attack rolls granted by your Bloodhunt racial trait increases to +2.
11th level: Regeneration 4.
21st level: Regeneration 6.

Special: Once during this encounter while you are in this form, you can use the black wrath of hell power.

Additional Effects

Feat Utility

Used

Host of Shields

Daily ♦ Minor Action

Personal

Your weapon produces a few small, glowing shields that orbit your body and ward off blows.

Keywords: Arcane, Stance

Effect: Until the stance ends, you gain a +2 power bonus to AC and Reflex.

Additional Effects

Swordmage Utility 2

Used

Impenetrable Warding

Daily ♦ Minor Action

Personal

The air shimmers about you and thickens against enemy assault. The mythal protects you, always.

Keywords: Arcane, Stance

Effect: Your warding provides its bonus to all your defenses, not just AC.

Additional Effects

Swordmage Utility 10

Used

Burning Transformation

Daily ♦ Minor Action

Personal

You become a creature of pure flame.

Keywords: Arcane, Fire, Polymorph

Effect: You transform into a creature of fire until the end of the encounter. While in this form you gain the following benefits and limitations: You are insubstantial, you can shift 1 square as a minor action, you are immune to fire, you gain a +5 power bonus to damage rolls with arcane fire attacks, and you cannot use any attack power without the fire keyword. Additionally, whenever an enemy hits you with a melee attack, it takes fire damage equal to 5 + your Int modifier (+5).

Additional Effects

Master of Flame Utility 12

Used

Viper Belt

Waist Slot Item ♦ Level 4

Properties

Gain resist 5 poison.

Power ♦ Encounter (No Action)

Use this power when making a saving throw against ongoing poison damage. Gain a +2 power bonus to the saving throw.

Drowmesh of Cleansing +3

Armor ♦ Level 13

Armor Bonus: 2

Special: +1 Reflex

Enhancement: +3 AC

Properties

Add a +2 item bonus to your saving throws against ongoing damage.

Gauntlets of Blood (heroic...)

Hands Slot Item ♦ Level 4

Properties

You gain a +2 bonus to damage rolls against bloodied targets.

Cloak of Translocation +3

Neck Slot Item ♦ Level 14

Enhancement: +3 Fortitude, Reflex, and Will

Properties

When you use a teleportation power, you gain a +2 bonus to AC and Reflex until the end of your next turn.

Power ♦ Daily (Minor Action)

You regain the use of an encounter teleportation power that you have already used during this encounter.

Bracers of Mighty Striking...

Arms Slot Item ♦ Level 12

Properties

When you hit with a melee basic attack, you gain a +4 item bonus to the damage roll.

Potion of Regeneration...

Consumable ♦ Level 9

Utility Power (Healing) ♦ Consumable (Minor Action)

Effect: You drink this potion and lose a healing surge. You then gain regeneration 5 while you're bloodied until the end of the encounter.

Circlet of Mental Onslaught

Head Slot Item ♦ Level 11

Properties

Gain a +1 bonus to Will defense.

Power ♦ Daily (Minor Action)

Gain a +1 power bonus to attack rolls and damage rolls when making Wisdom, Intelligence, and Charisma attacks until the end of the encounter.

Potion of Healing

Consumable ♦ Level 5

Power (Healing) ♦ Consumable (Minor Action)

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

Flaming Longsword +3

Weapon ♦ Level 15

Damage: 1d8

Proficiency Bonus: 3

Properties: Versatile

Enhancement: +3 attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Power (Fire) ♦ (Free Action)

All untyped damage dealt by this weapon changes to fire damage. Another free action returns the damage to normal.

Power (Fire) ♦ Daily (Free Action)

Trigger: You hit with the weapon.

Effect: The attack deals 2d6 extra fire damage, and the target takes ongoing 10 fire damage (save ends).