

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

10

Level

Xavius

Unaligned male Human Swordmage

46 6' 175 lbs Medium
Age Height Weight Size Deity

20500

Total XP

26000

Defenses

27	22	23	21
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

1

+2 Saving Throws whenever you have no action points remaining

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Sacrificial Longsword +2

16	1d8+9
Strength vs. AC	Damage

Ranged

5	1d4
Dexterity vs. AC	Damage

Languages

Common, Primordial



Abilities

Ability	Score	Check
STR Strength	12	6
CON Constitution	18	9
DEX Dexterity	10	5
INT Intelligence	21	10
WIS Wisdom	11	5
CHA Charisma	7	3

Skills

Skill	Ability	Score
Acrobatics	Dexterity	6
Arcana	Intelligence ✓	15
Athletics	Strength ✓	11
Bluff	Charisma	3
Diplomacy	Charisma	3
Dungeoneering	Wisdom	5
Endurance	Constitution ✓	14
Heal	Wisdom	5
History	Intelligence ✓	15
Insight	Wisdom ✓	10
Intimidate	Charisma	3
Nature	Wisdom	5
Perception	Wisdom	5
Religion	Intelligence	10
Stealth	Dexterity	5
Streetwise	Charisma	3
Thievery	Dexterity	5

Hit Points

Max HP (Bloodied 46)	92	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
24	12

Current Conditions:

Combat Statistics and Senses

Initiative	5
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Conditional Modifiers:

Speed	6
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Passive Insight	20
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Passive Perception	15
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Special Senses: Normal



Xavius
Character Name

Player Name

Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Circlet of Indomitability (heroic...)

Neck

Amulet of Protection +2

Arms

Iron Armbands of Power (heroic...)

Hands

Gauntlets of Arcane Might

Rings

Rings

Off Hand

Main Hand

Sacrificial Longsword +2

Waist

Belt of Vigor (heroic tier)

Armor

Addergrease Leather Armor +2

Feet

Acrobat Boots

Tattoo

Tattoo of the Wolverine (heroic...)

Ki Focus

Other Equipment

Potion of Healing
Potion of Regeneration (heroic tier)
Adventurer's Kit
Elixir of Dragon Breath (heroic tier)
Circlet of Second Chances

Total Weight (lbs.)

52

Carrying Capacity (lbs.)

Treasure

30 gp
0 gp banked

Normal

120

Heavy

240

Max

600

Xavius

Player Name

Character Name



Racial Features

Bonus At-Will Power

Know one extra 1st-level attack power from your class.

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Class/Other Features

Aegis of Shielding

Use aegis of shielding 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

Feats

Toughness

Gain 5 additional hit points, 10 at 11th, 15 at 21st

Weapon Expertise (Heavy Blade)

Gain bonus to attack rolls with heavy blades.

Retributive Shield

+2 to attack rolls against foe that triggered aegis of shielding

White Lotus Defense

+1 defenses until start of next turn against enemy you hit with arcane at-will attack power.

Intelligent Blademaster

Use Intelligence instead of Strength on your basic attacks

Stubborn Survivor

+2 to saving throws when you have no action points remaining

Human Perseverance

+1 to saving throws

Xavius

Level 10 Human Swordmage

HP 92	SCORE	ABILITY	MOD	AC 27
	12	STR	1	
Spd 6	18	CON	4	Fort 22
	10	DEX	0	
Init +5	21	INT	5	Ref 23
	11	WIS	0	
	7	CHA	-2	Will 21

20 Passive Insight

15 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	6
Arcana	Intelligence	• 15
Athletics	Strength	• 11
Bluff	Charisma	3
Diplomacy	Charisma	3
Dungeoneering	Wisdom	5
Endurance	Constitution	• 14
Heal	Wisdom	5
History	Intelligence	• 15
Insight	Wisdom	• 10
Intimidate	Charisma	3
Nature	Wisdom	5
Perception	Wisdom	5
Religion	Intelligence	10
Stealth	Dexterity	5
Streetwise	Charisma	3
Thievery	Dexterity	5

• indicates a trained skill.

Action Point

Base action points: 1



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

Sacrificial Longsword +2: +16 vs. AC, 1d8+9 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

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +5 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

Basic Attack

Booming Blade

At-Will ♦ Standard Action

Sacrificial Longsword +2: +16 vs. AC, 1d8+9 damage

Melee 1 **Target:** One creature

A field of sound punishes your enemy if he tries to escape.

Keywords: Arcane, Thunder, Weapon

Attack: Intelligence vs. AC

Hit: 1[W] + Int modifier (+5) damage, and if the target is adjacent to you at the start of its next turn and moves away during that turn, it takes 1d6 + Con modifier (+4) thunder damage.

Additional Effects

Swordmage Attack 1

Lightning Lure

At-Will ♦ Standard Action

Sacrificial Longsword +2: +12 vs. Fortitude, 1d6+7 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

Swordmage Attack 1

Sword Burst

At-Will ♦ Standard Action

Sacrificial Longsword +2: +12 vs. Reflex, 1d6+7 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

Swordmage Attack 1

Foesnare

Encounter ♦ Standard Action

Sacrificial Longsword +2: +16 vs. AC, 1d8+9 damage

Melee weapon **Target:** One creature

You cut into your foe, and links of solid eldritch energy burst from its flesh, binding its bones to the ground.

Keywords: Arcane, Weapon

Attack: Intelligence vs. AC

Hit: 1[W] + Int modifier (+5) 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.

Additional Effects

Swordmage Attack 1

Used

Dimensional Vortex

Encounter ♦ Immediate Interrupt

Sacrificial Longsword +2: +12 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 (+4).

Additional Effects

Swordmage Attack 3

Used

Dazing Rebuke

Encounter ♦ Immediate Reaction

Sacrificial Longsword +2: +12 vs. Will, 1d8+7 damage

Ranged 5

Target: The triggering enemy

Your sword swing unleashes a barrage of nettling darts of force that punish a foe for attacking one of your allies.

Keywords: Arcane, Force, Implement

Trigger: An enemy within 5 squares of you hits or misses an ally

Attack: Intelligence vs. Will

Hit: 1d8 + Int modifier (+5) force damage, and the target is dazed until the end of your next turn.

Aegis of Shielding: The target also takes a -2 penalty to attack rolls until the end of your next turn.

Additional Effects

Swordmage Attack 7

Used

Frost Backlash

Daily ♦ Immediate Interrupt

Sacrificial Longsword +2: +16 vs. Reflex, 3d8+9 damage

Melee weapon

Target: The creature that hit you

As your enemy swings for the kill, your warding suddenly turns to ice and lashes out at your foe with the fury of winter.

Keywords: Arcane, Cold, Weapon

Trigger: An adjacent creature hits you

Attack: Intelligence vs. Reflex

Hit: 3[W] + Int modifier (+5) cold damage.

Miss: Half damage.

Additional Effects

Swordmage Attack 1

Used

Energy Theft

Daily ♦ Standard Action

Sacrificial Longsword +2: +16 vs. AC, 1d8+9 damage

Melee weapon

Target: One creature

You draw on your enemy's natural resilience to protect your allies from harm.

Keywords: Arcane, Weapon

Attack: Intelligence vs. AC

Hit: 1[W] + Int modifier (+5) damage.

Effect: Choose acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. The target gains vulnerable 5 to that damage type (save ends). Each ally within 5 squares of you gains resist 5 to that damage type until the end of the encounter.

Additional Effects

Swordmage Attack 5

Used

Be Gone

Daily ♦ Standard Action

Sacrificial Longsword +2: +16 vs. AC, 2d8+9 damage

Melee weapon

Target: One creature

Your backhanded strike sends your enemy elsewhere.

Keywords: Arcane, Reliable, Teleportation, Weapon

Attack: Intelligence vs. AC

Hit: 2[W] + Int modifier (+5) damage, and you teleport the target 5 squares.

Additional Effects

Swordmage Attack 9

Used

Aegis of Shielding

At-Will ♦ Minor Action

Close burst 2

Target: One creature in the burst

You create an arcane link between you and an enemy, allowing you to blunt its attacks against your allies.

Keyword: Arcane

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 Con modifier (+4). At 11th level, reduce the damage dealt by 10 + your Con modifier (+4). At 21st level, reduce the damage dealt by 15 + your Con modifier (+4).

Additional Effects

Swordmage Feature

Dimensional Warp

Encounter ♦ Minor Action

Close burst 3

Target: You and one ally in the burst or two allies in the burst

You reach out with arcane power, and two of your nearby allies suddenly wink out and reappear in each other's places.

Keywords: Arcane, Teleportation

Effect: Each target teleports into the other's space. Both targets must occupy the same size space, or the power fails.

Additional Effects

Swordmage Utility 2

Used

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

Armor of Assault

Daily ♦ Minor Action

Personal

The magic of your vicious attacks temporarily protects you from harm.

Keywords: Arcane, Stance

Effect: Until the stance ends, when you hit with a melee weapon attack you gain a +1 power bonus to all defenses until the start of your next turn.

Aegis of Assault: Increase the power bonus to +2.

Additional Effects

Swordmage Utility 10

Used

Sacrificial Longsword +2

Weapon ♦ Level 6

Damage: 1d8

Proficiency Bonus: 3

Properties: Versatile

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus

Power ♦ Daily (Free Action)

Use this power when you hit with the weapon. Spend a healing surge, and instead of regaining hit points, you cause the target to become weakened until the end of your next turn.

Iron Armbands of Power...

Arms Slot Item ♦ Level 6

Properties

Gain a +2 item bonus to melee damage rolls.

Addergrease Leather Armor...

Armor ♦ Level 8

Armor Bonus: 2

Enhancement: +2 AC

Power (Poison) ♦ **Daily** (Immediate Reaction Action)

Use this power when an enemy misses you with a melee attack. The attacker takes ongoing 5 poison damage (save ends), and you shift a number of squares equal to this item's enhancement bonus.

Circlet of Indomitability...

Head Slot Item ♦ Level 8

Properties

Gain a +1 bonus to Will defense.

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.

Belt of Vigor (heroic tier)

Waist Slot Item ♦ Level 2

Properties

You gain a +1 item bonus to your healing surge value.

Gauntlets of Arcane Might

Hands Slot Item ♦ Level 3

Properties

When you hit an enemy marked by you with an arcane attack power, you gain 2 temporary hit points.

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.

Amulet of Protection +2

Neck Slot Item ♦ Level 6

Enhancement: +2 Fortitude, Reflex, and Will

Elixir of Dragon Breath...

Consumable ♦ Level 7

Power (Acid, Cold, Fire, Lightning, Poison) ♦ **Consumable** (Minor Action)

Use this power after you drink the elixir. Until the end of the encounter, you gain an at-will attack power that requires a standard action to use: Close blast 3; +10 vs. Reflex; on a hit, deal 2d6 + Constitution modifier damage of a type determined when the elixir is created: acid, cold, fire, lightning, or poison.

Circlet of Second Chances

Head Slot Item ♦ Level 3

Power ♦ **Daily** (No Action)

Use this power when you fail a saving throw. Reroll the saving throw, using the second result even if it's lower.

Tattoo of the Wolverine...

Wondrous Item ♦ Level 7

Properties

The first time you're bloodied during an encounter, you gain a +1 bonus to your next attack roll and a +2 bonus to your next damage roll before the end of the encounter.

Acrobat Boots

Feet Slot Item ♦ Level 2

Properties

You gain a +1 item bonus to Acrobatics checks.

Power ♦ **At-Will** (Minor Action)

You stand up from prone.