

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

10

Level

Anshan

male Human Swordmage

Medium

20500

Total XP

26000

Age Height Weight Size Deity

Defenses

28	18	24	20
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied 39)	79	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
19	8

Current Conditions:

Combat Statistics and Senses

Initiative	12
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Conditional Modifiers:

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

Action Points

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

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Dynamic Longsword +3

11	1d8+3
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Strength vs. AC

Damage

Ranged

Unarmed

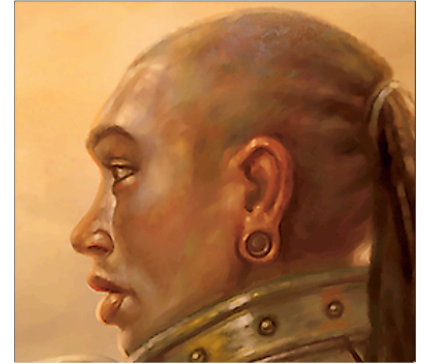
8	1d4+3
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Dexterity vs. AC

Damage

Languages

Common, Damaran

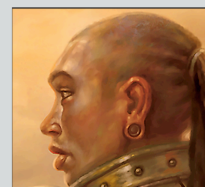


Abilities

Ability	Score	Check
STR Strength	11	5
CON Constitution	10	5
DEX Dexterity	16	8
INT Intelligence	22	11
WIS Wisdom	10	5
CHA Charisma	8	4

Skills

Skill	Ability	Score
Acrobatics	Dexterity	8
Arcana	Intelligence ✓	16
Athletics	Strength ✓	10
Bluff	Charisma	4
Diplomacy	Charisma ✓	9
Dungeoneering	Wisdom	5
Endurance	Constitution ✓	10
Heal	Wisdom	5
History	Intelligence	11
Insight	Wisdom	5
Intimidate	Charisma ✓	9
Nature	Wisdom	5
Perception	Wisdom	5
Religion	Intelligence	11
Stealth	Dexterity	8
Streetwise	Charisma	4
Thievery	Dexterity	8



Player Name _____ Anshan _____
 Character Name

Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Waist

Armor

Tattoo

Feet

Ki Focus

Other Equipment

Total Weight (lbs.)

155

Carrying Capacity (lbs.)

Treasure

4,200 gp
0 gp banked

Normal

110

Heavy

220

Max

550

Anshan

Player Name

Character Name



Racial Features

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Heroic Effort

Gain the Heroic Effort power

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Class/Other Features

Aegis of Ensnarement

Use aegis of ensnarement 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

Aberrant Mark of Contagion

Enemy hit with daily power takes -2 penalty to saving throws against ongoing damage

Distant Advantage

Gain combat advantage with ranged and area attacks against flanked enemies

Crossbow Expertise

When using a crossbow: +1/2/3 (by tier) to attack, ignore partial and superior cover.

Improved Initiative

+4 to initiative checks

Human Resolve

Gain 3 + Cha mod temp hp when you spend an action point to attack.

Soulstealer of Moil

Use a shadow summoning power: gain 5/10/15 (by tier) temp hp

Ki Focus Expertise

+1/2/3 (by tier) to implement/weapon attack rolls made w/ ki focus. +1/2/3 (by tier) to dmg rolls of attacks made w/ ki focus vs. bloodied enemy

Anshan

Level 10 Human Swordmage

	SCORE	ABILITY	MOD	
HP	11	STR	0	AC
79				28
	10	CON	0	Fort
				18
Spd	16	DEX	3	Ref
6				24
	22	INT	6	Will
				20
Init	10	WIS	0	
+12				
	8	CHA	-1	

15 Passive Insight

15 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	8
Arcana	Intelligence	• 16
Athletics	Strength	• 10
Bluff	Charisma	4
Diplomacy	Charisma	• 9
Dungeoneering	Wisdom	5
Endurance	Constitution	• 10
Heal	Wisdom	5
History	Intelligence	11
Insight	Wisdom	5
Intimidate	Charisma	• 9
Nature	Wisdom	5
Perception	Wisdom	5
Religion	Intelligence	11
Stealth	Dexterity	8
Streetwise	Charisma	4
Thievery	Dexterity	8

• indicates a trained skill.

Action Point

Base action points: 1

Human Resolve: Whenever you spend an action point to make an attack, you gain temporary hit points equal to 3 + your Charisma modifier.



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

Dynamic Longsword +3: +11 vs. AC, 1d8+3 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 (+0) damage.

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

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +8 vs. AC, 1d4+3 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 (+3) damage.

Level 21: 2[W] + Dex modifier (+3) damage.

Additional Effects

Basic Attack

Arcane Lance

At-Will ♦ Standard Action

Dynamic Longsword +3: +14 vs. Reflex, 1d8+3 damage

Melee 2 **Target:** One creature

You form a gray lance of sonic energy around your weapon. The concussive force of its strike briefly slows your foe.

Keywords: Arcane, Implement, Thunder

Attack: Intelligence vs. Reflex

Hit: 1d8 thunder damage, and the target is slowed until the end of your next turn.

Special: When charging, you can use this power in place of a melee basic attack. Add your Int modifier (+6) to the damage if you charge while mounted.

Additional Effects

Swordmage Attack 1

Booming Blade

At-Will ♦ Standard Action

Dynamic Longsword +3: +17 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 (+6) 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 (+0) thunder damage.

Additional Effects

Basic Attack

Falcon's Mark

Encounter ♦ Standard Action

Dynamic Longsword +3: +17 vs. Reflex, 1d8+9 damage

Ranged 5 **Target:** One creature

You send your weapon flying to seek out an enemy beyond your normal reach. Your magic then marks that creature as your foe.

Keywords: Arcane, Force, Weapon

Requirement: You must throw your melee weapon at the target.

Attack: Intelligence vs. Reflex

Hit: 1[W] + Int modifier (+6) force damage, and the target is marked until the end of your next turn.

Aegis of Ensnarement: You can instead mark the target with your aegis of ensnarement power. Marking the target does not remove the mark on another target affected by your aegis of ensnarement. The mark lasts until the end of your next turn.

Effect: Your weapon returns to your hand.

Additional Effects

Basic Attack

Blades of Fiery Wrath

Encounter ♦ Free Action

Dynamic Longsword +3: +14 vs. Reflex, 2d6+9 damage

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

The ambient magic of your unsuccessful attack manifests as countless blades of fire that lash out at nearby enemies.

Keywords: Arcane, Fire, Implement

Trigger: You used a swordmage at-will attack power this turn and did not hit any target with it

Attack: Intelligence vs. Reflex

Hit: 2d6 + Int modifier (+6) fire damage.

Additional Effects

Swordmage Attack 1

Rejuvenating Strike
Encounter ♦ Standard Action

Dynamic Longsword +3: +17 vs. AC, 2d8+9 damage

Melee weapon **Target:** One creature

Your attack draws life from your foe's injury and instills you with renewed energy.

Keywords: Arcane, Healing, Weapon

Attack: Intelligence vs. AC

Hit: 2[W] + Int modifier (+6) damage. You can spend a healing surge.

Aegis of Ensnarement: If you spend a healing surge, you regain additional hit points equal to your Con modifier (+0).

Additional Effects

Swordmage Attack 7 Used

Vanishing Blade
Daily ♦ Standard Action

Dynamic Longsword +3: +17 vs. AC, 2d8+9 damage

Melee weapon **Target:** One creature

Your sudden departure after striking your foe leaves the enemy casting about to anticipate your next attack.

Keywords: Arcane, Illusion, Teleportation, Weapon

Attack: Intelligence vs. AC

Hit: 2[W] + Int modifier (+6) damage, and the target is marked until the end of your next turn.

Miss: Half damage.

Effect: You teleport 5 squares and become invisible until the end of your next turn. Until the end of the encounter, whenever you hit an enemy with a melee attack, you may teleport 3 squares as a free action.

Additional Effects

Swordmage Attack 1 Used

Lingering Lightning
Daily ♦ Standard Action

Dynamic Longsword +3: +14 vs. Reflex, 1d8+9 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 (+6) damage, and ongoing 5 lightning damage (save ends).

Miss: Half damage, and no ongoing damage.

Additional Effects

Swordmage Attack 5 Used

Troll Rampage
Daily ♦ Standard Action

Dynamic Longsword +3: +17 vs. AC, 2d8+9 damage

Melee weapon **Target:** One creature

You charge your foe, swinging your weapon savagely. As arcane energy fuels your charge, a few of your minor wounds heal.

Keywords: Arcane, Healing, Weapon

Attack: Intelligence vs. AC

Hit: 2[W] + Int modifier (+6) damage. Until the end of the encounter, you gain regeneration equal to 2 + your Con modifier (+0) while you are bloodied.

Miss: Half damage. You regain hit points equal to 2 + your Con modifier (+0).

Special: When charging, you can use this power in place of a melee basic attack.

Aegis of Ensnarement: If you charge, you gain a +2 bonus to the attack roll instead of the normal +1 for charging.

Additional Effects

Swordmage Attack 9 Used

Aegis of Ensnarement
At-Will ♦ Minor Action

Close burst 2 **Target:** One creature in the burst

You create an arcane link between yourself and a foe, allowing you to ensnare that creature.

Keywords: Arcane, Teleportation

Effect: You mark the target. The target remains marked until you use this power against another target. If you mark another creature using other powers, the target is still marked.

Until the mark ends, if the target makes any attack that does not include you as a target, it takes a -2 penalty to the attack roll.

If a target marked by this power is within 10 squares of you when it hits with an attack that does not include you as a target, you can use an immediate reaction after the target's entire attack is resolved to teleport the target to any space adjacent to you. In addition, the target grants combat advantage to all creatures until the end of your next turn. If no unoccupied space exists adjacent to you, you can't use this immediate reaction, and the target doesn't grant combat advantage as a result of this effect.

Additional Effects

Swordmage Feature

Heroic Effort
Encounter ♦ No Action

Personal

Your grim focus and unbridled energy means that failure is not an option.

Trigger: You miss with an attack or fail a saving throw.

Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power Used

Crushing Escape
Encounter ♦ Free Action

Personal

You smash free from your enemy's grasp, sending it reeling and making it susceptible to your next attack.

Trigger: You make an escape attempt using Athletics.

Effect: You gain a power bonus to your Athletics check equal to your Str modifier (+0). If you escape and a creature was grabbing you, that creature gains vulnerable 5 to your attacks until the end of your next turn.

Prerequisite: You must be trained in Athletics.

Additional Effects

Spider's Leap
Encounter ♦ Move Action

Personal

Like the deathjump spider, you can pounce upon your prey with frightening speed.

Keyword: Arcane

Effect: You make an Athletics check to jump with a +10 power bonus. You are considered to have a running start and can move as far as the check allows.

Aegis of Ensnarement: When you charge, you can use this power as a free action.

Additional Effects

Fear No Elements
Daily ♦ Minor Action

Personal

The elements of the universe are yours to command, and they do not easily damage you.

Keyword: Arcane

Effect: Choose acid, cold, fire, lightning, or thunder. Until the end of the encounter, you gain resist 5 + your Con modifier (+0) to that damage type.

Additional Effects

Shadowdance Leather...

Armor ♦ Level 10

Armor Bonus: 2

Enhancement: +2 AC

Properties

Your area and ranged attacks don't provoke opportunity attacks.

Power ♦ Daily (Free Action)

Trigger: You move more than 3 squares.

Effect: In bright light, your space and all adjacent squares become shrouded in dim light until the end of your next turn. If you were already in dim light, your space and all adjacent squares become dark, blocking line of sight, until the end of your next turn. You can see perfectly in this area of dim light or darkness.

Amulet of False Life +2

Neck Slot Item ♦ Level 9

Enhancement: +2 Fortitude, Reflex, and Will

Power ♦ Daily (Minor Action)

You use this power when you are bloodied to gain temporary hit points equal to your healing surge value.

Dynamic Longsword +3

Weapon ♦ Level 11

Damage: 1d8

Proficiency Bonus: 3

Properties: Versatile

Enhancement: +3 attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Polymorph) ♦ Encounter (Minor Action)

Change the weapon into a different weapon from any melee category (simple, military, or superior). This effect lasts until the end of the encounter, or until you end it as a minor action.