

Player Name

 Albrek 11 Swordmage
 Character Name Level Class

 Malec-Keth Janissary
 Paragon Path

26,000
 Total XP

 Shadar-kai Medium Male
 Race Size Age Gender

 Height Weight Alignment Deity

 Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
6	1	5	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
26	AC	15	8				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
12	STR Strength	1	6
17	CON Constitution	3	8
13	DEX Dexterity	1	6
23	INT Intelligence	6	11
11	WIS Wisdom	0	5
9	CHA Charisma	-1	4

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	FORT	15	3				1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
21	REF	15	6					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	WILL	15	2					

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10	5

15	Passive Perception	10	5
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 SPECIAL SENSES
 Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+14	5	6		3			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+6	5	1					

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+6	6				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
14	vs AC	Longsword	1d8+6
6	vs AC	Unarmed (Melee)	1d4+1
6	vs AC	Unarmed (Range)	1d4+1
	vs		

FEATS

- Devious Jaunt** - Add Int mod to squares teleported with shadow jaunt.
- Improved Swordbond** - Call bonded weapon with minor action from 20 squares away
- Grasping Ensnarement** - Target of aegis is slowed
- Intelligent Blademaster** - Use Intelligence instead of Strength on your basic attacks
- Benighted Birthright** - Resist 5 necrotic, +2 to saving throws against ongoing necrotic damage.
- Winter Favored** - Gain resist 5 cold, +2 to saving throws vs. ongoing cold damage.
- Reactive Jaunt** - Use shadow jaunt as immediate reaction when damaged.

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	
1/2 HP	1/4 HP	SURGE VALUE	SURGES/DAY
92	46	23	11

 CURRENT HIT POINTS CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

 TEMPORARY HIT POINTS USED

DEATH SAVING THROW FAILURES

SAVING THROW MODS +2 Racial bonus against the unconscious condition, +2 Feat bonus against ongoing necrotic damage, +2 Feat bonus against ongoing cold damage, +2 to all death saving throws

RESISTANCES Resist 5 Necrotic, Resist 5 Cold

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

- Shadow Jaunt** - Use shadow jaunt as an encounter power
- Winterkin** - +1 to Fortitude
- Shadow Origin** - Your origin is shadow creature.

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 Ensnarement** - Use aegis of ensnarement 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
- Devshirme Training** - Gain training in class skill or two languages.
- Malec-Keth Action** - When you take an action point action to attack, ignore enemies' resistances.
- Chant of War** - Your aegis of assault or aegis of shielding is a close burst 5 while you're bloodied.

LANGUAGES KNOWN

Common, Draconic

SKILLS

BONUS	SKILL NAME	DEX	INT	STR	CHA	WIS	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
8	Acrobatics						6	0		2
16	Arcana						11	5	n/a	
11	Athletics						6	5		
4	Bluff						4	0	n/a	
9	Diplomacy						4	5	n/a	
5	Dungeoneering						5	0	n/a	
13	Endurance						8	5		
5	Heal						5	0	n/a	
11	History						11	0	n/a	
5	Insight						5	0	n/a	
4	Intimidate						4	0	n/a	
5	Nature						5	0	n/a	
5	Perception						5	0	n/a	
11	Religion						11	0	n/a	
8	Stealth						6	0		2
4	Streetwise						4	0	n/a	
6	Thievery						6	0		

CHARACTER NAME
Albrek

PLAYER NAME

RACE **Shadar-kai** CLASS **Swordmage** LEVEL **11**

HP 92	12 STR	AC 26
Spd 6	17 CON	Fort 19
Init +6	13 DEX	Ref 21
	23 INT	Will 17
	11 WIS	
	9 CHA	

15 Passive Insight **15** Passive Perception

PLAY DATA DUNGEONS & DRAGONS



ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard Personal

ACTION **RANGE**

AT-WILL **ENCOUNTER** **DAILY**

Effect: You spend a healing surge and regain 23 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK *PH*

UTILITY POWER DUNGEONS & DRAGONS

Aegis of Ensnarement

KEYWORDS Arcane, Teleportation USED

Minor Close burst 2

ACTION 2 **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 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

CLASS **Swordmage** LEVEL BOOK *AP*

AT-WILL POWER DUNGEONS & DRAGONS

Sword Burst

KEYWORDS Arcane, Force, Implement USED

Standard Close burst 1

ACTION 1 **RANGE**

11 vs **Reflex** Each enemy in burst

ATTACK **DEFENSE** **TARGET**

Attack: Intelligence vs. Reflex
Hit: 1d6 + Intelligence modifier (+6) force damage.
Increase damage to 2d6 + Intelligence modifier (+6) at 21st level.

Longsword: +11 attack, 1d6+6 damage

ADDITIONAL EFFECTS

CLASS **Swordmage** LEVEL 1 BOOK *FRPG*

AT-WILL POWER DUNGEONS & DRAGONS

Frigid Blade

KEYWORDS Arcane, Cold, Weapon USED

Standard Melee weapon

ACTION **RANGE**

14 vs **AC** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier (+6) cold damage. If the target starts its next turn adjacent to you, it takes a penalty to speed equal to your Constitution modifier (+3) until the end of its next turn.
Increase damage to 2[W] + Intelligence modifier (+6) at 21st level.

Longsword: +14 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS **Swordmage** LEVEL 1 BOOK *Dragon 367*

AT-WILL POWER DUNGEONS & DRAGONS

Shadow Jaunt

KEYWORDS Teleportation USED

Move Personal

ACTION **RANGE**

vs

ATTACK **DEFENSE** **TARGET**

Effect: You teleport 3 squares and become insubstantial until the start of your next turn.

ADDITIONAL EFFECTS

CLASS **Racial Power** LEVEL * BOOK *Dragon 372*

ENCOUNTER POWER DUNGEONS & DRAGONS

Falcon's Mark

KEYWORDS Arcane, Force, Weapon USED

Standard 5 Ranged 5

ACTION **RANGE**

14 vs **Reflex** One creature

ATTACK **DEFENSE** **TARGET**

Requirement: You must throw your melee weapon at the target.
Attack: Intelligence vs. Reflex
Hit: 1[W] + Intelligence 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.

Longsword: +14 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS **Swordmage** LEVEL 1 BOOK *AP*

ENCOUNTER POWER DUNGEONS & DRAGONS

Corrosive Ruin

KEYWORDS Acid, Arcane, Implement USED

Standard Close blast 3

ACTION 3 **RANGE**

11 vs **Fort** Each creature in blast

ATTACK **DEFENSE** **TARGET**

Attack: Intelligence vs. Fortitude
Hit: 1d8 + Intelligence modifier (+6) acid damage.

Longsword: +11 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS **Swordmage** LEVEL 3 BOOK *FRPG*

ENCOUNTER POWER DUNGEONS & DRAGONS

Flamewall Strike

KEYWORDS Arcane, Conjuraton, Fire, Implement USED

Standard Area wall 3 within 1 square
ACTION **RANGE**

14 vs AC One creature
ATTACK **DEFENSE** **TARGET**

Effect: You conjure a wall of contiguous squares filled with leaping flames that lasts until the start of your next turn. The wall can be 3 squares long and no more than 1 square high. Only 1 square of the wall must be within 1 square of you. Any creature that enters the wall's space or starts its turn there takes 1d8 + Constitution modifier (+3) fire damage.

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 7 BOOK *FRPG*

ENCOUNTER POWER DUNGEONS & DRAGONS

Loyal Unto Death

KEYWORDS Arcane, Teleportation, Weapon USED

Standard * Melee weapon
ACTION **RANGE**

14 vs AC One creature
ATTACK **DEFENSE** **TARGET**

Effect: Before the attack, you and an ally within 10 squares of you swap places, teleporting into each other's space. Each enemy adjacent to you grants combat advantage to you, and each enemy adjacent to the ally grants combat advantage to him or her until the end of your next turn.
Secondary Target: One enemy
Attack: Intelligence vs. AC
Hit: 3[W] + Strength modifier (+1) damage.

Longsword: +14 attack, 3d8+1 damage

ADDITIONAL EFFECTS

CLASS Malec-Keth Janissary LEVEL 11 BOOK *MOTP*

ENCOUNTER POWER DUNGEONS & DRAGONS

Dimensional Thunder

KEYWORDS Arcane, Teleportation, Thunder, Weapon USED

Standard * Melee weapon
ACTION **RANGE**

14 vs Fort One creature
ATTACK **DEFENSE** **TARGET**

Attack: Intelligence vs. Fortitude
Effect: Teleport a number of squares equal to your Constitution modifier.
Hit: 2[W] + Intelligence modifier (+6) thunder damage.
Effect: Each enemy adjacent to you gains ongoing 5 thunder damage (save ends).

Longsword: +14 attack, 2d8+6 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK *Dragon 367*

DAILY POWER DUNGEONS & DRAGONS

Dimensional Bond

KEYWORDS Arcane, Teleportation, Weapon USED

Standard * Melee weapon
ACTION **RANGE**

14 vs AC One creature
ATTACK **DEFENSE** **TARGET**

Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier (+6) damage.
Miss: Half damage.
Effect: Until the end of the encounter, you can teleport 10 squares as a move action. You must end this movement adjacent to the target.

Longsword: +14 attack, 2d8+6 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 5 BOOK *AP*

DAILY POWER DUNGEONS & DRAGONS

Lightning Strider

KEYWORDS Arcane, Lightning, Weapon USED

Standard * Melee weapon
ACTION **RANGE**

14 vs AC One creature
ATTACK **DEFENSE** **TARGET**

Effect: Teleport 4 squares
Hit: 1[W] + Strength modifier (+1) lightning damage.
Effect: You can teleport 3 squares, and then make a secondary attack.
Secondary Target: One creature other than the primary target.
Secondary Attack: Intelligence vs. AC
Hit: 1[W] lightning damage.
Effect: You can teleport 2 squares, and then make a tertiary attack.
Tertiary Target: One creature other than the primary and secondary targets.
Tertiary Attack: Intelligence vs. AC
Hit: 1[W] lightning damage.

Longsword: +14 attack, 1d8+1 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 9 BOOK *Dragon 367*

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

Dimensional Warding

KEYWORDS Arcane, Stance, Zone USED

Minor Close burst 2
ACTION 2 **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: The burst creates a zone that lasts as long as the stance persists. Enemies within the zone cannot teleport. Enemies outside the zone cannot teleport into it.
Special: The zone remains centered on you, even if you move.

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 6 BOOK *FRPG*

UTILITY POWER DUNGEONS & DRAGONS

Dimensional Dodge

KEYWORDS Arcane, Teleportation USED

Imm Interr Personal
ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Trigger: An enemy within 20 squares of you hits you with a ranged attack.
Effect: You teleport adjacent to the enemy.

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 10 BOOK *FRPG*

UTILITY POWER DUNGEONS & DRAGONS