

Player Name

TheTomeShow

Character Name

Shadar-kai

Medium

Race

Size

Age

Gender

15

Level

Swordmage

Class

Paragon Path

Epic Destiny

57,000

Total XP

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
9	2	7	

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
15	STR Strength	2	9
17	CON Constitution	3	10
15	DEX Dexterity	2	9
23	INT Intelligence	6	13
11	WIS Wisdom	0	7
9	CHA Charisma	-1	6

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
		SURGE VALUE SURGES/DAY
116	58	29 11
CURRENT HIT POINTS		CURRENT SURGE USES
SECOND WIND 1/ENCOUNTER		USED
TEMPORARY HIT POINTS		
DEATH SAVING THROW FAILURES		
SAVING THROW MODS +2 Racial bonus against the unconscious condition, +2 to all death saving throws		
RESISTANCES		
CURRENT CONDITIONS AND EFFECTS		

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
11	Acrobatics	DEX 9	0		2
20	Arcana	INT 13	5	n/a	2
14	Athletics	STR 9	5		
8	Bluff	CHA 6	0	n/a	2
6	Diplomacy	CHA 6	0	n/a	
7	Dungeoneering	WIS 7	0	n/a	
15	Endurance	CON 10	5		
7	Heal	WIS 7	0	n/a	
13	History	INT 13	0	n/a	
12	Insight	WIS 7	5	n/a	
8	Intimidate	CHA 6	0	n/a	2
7	Nature	WIS 7	0	n/a	
7	Perception	WIS 7	0	n/a	
13	Religion	INT 13	0	n/a	
11	Stealth	DEX 9	0		2
6	Streetwise	CHA 6	0	n/a	
9	Thievery	DEX 9	0		

DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
23	AC	17	6					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
21	FORT	17	3				1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
23	REF	17	6					

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

LANGUAGES KNOWN

Common, Primordial

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
22	Passive Insight	10	+

17	Passive Perception	10	+
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SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 13	7	6					

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	7	2					

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+6	6				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+2	2				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
13	vs AC	Unarmed (Melee)	1d4+6
9	vs AC	Unarmed (Range)	1d4+2
	vs		
	vs		

FEATS

Devious Jaunt - Add Int mod to squares teleported with shadow jaunt.

Grasping Ensnarement - Target of aegis is slowed

Weapon Proficiency (Bastard sword) - Gain proficiency with the Bastard sword.

Melee Training (Intelligence) - Use Intelligence for melee basic attacks

Weapon Focus (Heavy Blade) - Gain +1 damage per tier with Heavy Blades.

Arcane Familiar - You gain a familiar

FAMILIAR

Category: Floating Weapon

An animate weapon hovers nearby to threaten your foes.

Speed: 0, fly 6 (hover)

Constant Benefits:

You gain a +2 bonus to Bluff and Intimidate checks.

Active Benefits:

Defensive Stance: The floating weapon has a +2 bonus to all defenses.

Offensive Partner: When you hit an enemy adjacent to the floating weapon with a weapon attack, you can shift 1 square.

CHARACTER NAME
TheTomeShow

PLAYER NAME

RACE **Shadar-kai** CLASS **Swordmage** LEVEL **15**

HP 116	STR 15	AC 23
Spd 6	CON 17	Fort 21
Init +9	DEX 15	Ref 23
	INT 23	Will 19
	WIS 11	
	CHA 9	
22 Passive Insight	17 Passive Perception	

PLAY DATA **DUNGEONS & DRAGONS**



ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS USED

Standard		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You spend a healing surge and regain 29 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		RANGE
13 vs Fort		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**

Lightning Lure

KEYWORDS **Arcane, Implement, Lightning** USED

Standard		Ranged 3
ACTION		RANGE
13 vs Fort		One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Fortitude
Hit: 1d6 + Intelligence modifier (+6) lightning damage, and you pull the target to the nearest unoccupied space adjacent to you. Increase damage to 2d6 + Intelligence modifier (+6) at 21st level.
Special: If you cannot pull the target to an adjacent square, this power fails and deals no damage.

Unarmed: +13 attack, 1d6+6 damage

ADDITIONAL EFFECTS

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

AT-WILL POWER **DUNGEONS & DRAGONS**

Sword Burst

KEYWORDS **Arcane, Force, Implement** USED

Standard		Close burst 1
ACTION		RANGE
13 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.

Unarmed: +13 attack, 1d6+6 damage

ADDITIONAL EFFECTS

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

AT-WILL POWER **DUNGEONS & DRAGONS**

Shadow Jaunt

KEYWORDS **Teleportation** USED

Move		Personal
ACTION		RANGE
13 vs Reflex		One creature
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		Ranged 5
ACTION		RANGE
13 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.

Unarmed: +13 attack, 1d4+6 damage

ADDITIONAL EFFECTS

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

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Rejuvenating Strike

KEYWORDS **Arcane, Healing, Weapon** USED

Standard		Melee weapon
ACTION		RANGE
13 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence 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 Constitution modifier (+3).

Unarmed: +13 attack, 2d4+6 damage

ADDITIONAL EFFECTS

CLASS **Swordmage** LEVEL **7** BOOK *AP*

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Ensnaring Bolts

KEYWORDS		Arcane, Implement, Lightning	USED
Standard		Close blast 5	
ACTION	5	RANGE	
13	vs	Reflex	Each enemy in blast
ATTACK		DEFENSE	TARGET

Attack: Intelligence vs. Reflex
Hit: 1d10 + Intelligence modifier (+6) lightning damage, and you pull the target a number of squares equal to your Constitution modifier (+3).
Aegis of Ensnarement: The target is also slowed until the end of your next turn.

Unarmed: +13 attack, 1d10+6 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 13 BOOK AP

ENCOUNTER POWER DUNGEONS & DRAGONS

Lashing Asp

KEYWORDS		Arcane, Poison, Stance	USED
Minor		Personal	
ACTION		RANGE	
	vs		
ATTACK		DEFENSE	TARGET

Effect: Until the stance ends, whenever you hit an enemy with a melee attack, each enemy adjacent to the target of that attack takes poison damage equal to your Constitution modifier (+3). Also, whenever you hit an enemy marked by your Swordmage Aegis power with a melee attack, it takes poison damage equal to your Constitution modifier (+3).

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK AP

DAILY POWER DUNGEONS & DRAGONS

Troll Ramage

KEYWORDS		Arcane, Healing, Weapon	USED
Standard		Melee weapon	
ACTION		RANGE	
13	vs	AC	One creature
ATTACK		DEFENSE	TARGET

Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier (+6) damage. Until the end of the encounter, you gain regeneration equal to 2 + your Constitution modifier (+3) while you are bloodied.
Miss: Half damage. You regain hit points equal to 2 + your Constitution modifier (+3).
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.

Unarmed: +13 attack, 2d4+6 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 9 BOOK AP

DAILY POWER DUNGEONS & DRAGONS

Hunter's Pursuit

KEYWORDS		Arcane, Weapon	USED
Standard		Melee weapon	
ACTION		RANGE	
13	vs	Reflex	One creature
ATTACK		DEFENSE	TARGET

Attack: Intelligence vs. Reflex
Hit: 3[W] + Intelligence modifier (+6) damage, and the target is immobilized until the end of your next turn.
Effect: Until the end of the encounter, whenever you hit the target with a melee attack, it is immobilized until the end of your next turn.
Aegis of Ensnarement: Until the end of the encounter, whenever you hit the target with a melee attack, you can knock it prone instead of immobilizing it.

Unarmed: +13 attack, 3d4+6 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 15 BOOK AP

DAILY POWER DUNGEONS & DRAGONS

Mythal Recovery

KEYWORDS		Arcane	USED
Minor		Personal	
ACTION		RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Effect: Make a saving throw against an effect that a save can end.

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 2 BOOK FRPG

UTILITY POWER DUNGEONS & DRAGONS

Armathor's Step

KEYWORDS		Arcane, Teleportation	USED
Move		Personal	
ACTION		RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

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

CLASS Swordmage LEVEL 6 BOOK FRPG

UTILITY POWER DUNGEONS & DRAGONS

Dimensional Dodge

KEYWORDS		Arcane, Teleportation	USED
Imm Interr		Personal	
ACTION		RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> 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