

Character Sheet

Tempest			7		Swordmage			10,000					
Character Name			Level		Class			Paragon Path		Epic Destiny		Total XP	
Genasi			Medium										
Race		Size	Age	Gender	Height	Weight	Alignment		Deity	Adventuring Company		RPGA Number	

CONDITIONAL MODIFIERS

CONDITIONAL BONUSES

SPECIAL MOVEMENT

CONDITIONAL BONUSES

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

ongoing damage; swiftcurrent power.

SPECIAL SENSES

DAMAGE WORKSPACE

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
10	vs AC	Vicious Scimitar +2	1d8+5
9	vs AC	Sunblade Scimitar +1	1d8+4
7	vs AC	Repeating crossbow	1d8+2
9	vs AC	Longsword	1d8+3

resist 5 thunder

Common Primordial

CHARACTER NAME
Tempest

PLAYER NAME

RACEGenasi

CLASSSwordmage

LEVEL7

HP

63

STR

16

AC

24

CON

12

Fort

18

Spd

6

DEX

14

Ref

20

INT

20

WIS

10

Will

17

CHA

8

Init

+5

Passive Insight

13

Passive Perception

13

PLAY DATA

DUNGEONS & DRAGONS®



Second Wind

KEYWORDS

USED

Standard

⬆️

⬅️

✈️

Personal

ACTION

⬅️

✳️

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 15 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOKPH

ENCOUNTER ACTION

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

BOOKAP

AT-WILL POWER

DUNGEONS & DRAGONS®

Greenflame Blade

KEYWORDS

Arcane, Fire, Weapon

USED

Standard

*

⬆️

✈️

Melee weapon

ACTION

⬅️

✳️

RANGE

12

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier (+5) fire damage, and you deal fire damage equal to your Strength modifier (+3) to all enemies adjacent to the target. Increase damage to 2[W] + Intelligence modifier (+5) at 21st level.

Vicious Scimitar +2: +12 attack, 1d8+7 damage

ADDITIONAL EFFECTS

CLASS

Swordmage

LEVEL

1

BOOKFRPG

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 (+5) force damage.
Increase damage to 2d6 + Intelligence modifier (+5) at 21st level.

Vicious Scimitar +2: +11 attack, 1d6+7 damage

ADDITIONAL EFFECTS

CLASS

Swordmage

LEVEL

1

BOOKFRPG

AT-WILL POWER

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Promise of Storm

KEYWORDS

Lightning, Thunder

USED

Minor

⬆️

✈️

Personal

ACTION

⬅️

✳️

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: Until the end of your next turn, you deal 1d8 extra damage when you hit with a thunder attack or a lightning attack.
At 11th level, increase your extra damage to 2d8.
At 21st level, increase your extra damage to 3d8.

ADDITIONAL EFFECTS

Swiftcurrent

KEYWORDS

USED

Move

⬆️

✈️

Personal

ACTION

⬅️

✳️

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: You can shift up to your speed over ground or liquid terrain. You take no penalties for squeezing during this movement, can move through enemy spaces, ignore difficult terrain, and take no damage if the surface or substance you move across would ordinarily deal damage to you.

ADDITIONAL EFFECTS

Flame Cyclone

KEYWORDS

Arcane, Fire, Implement

USED

Standard

⬆️

✈️

Close blast 3

ACTION

⬅️

3

✳️

RANGE

11

vs

Reflex

Each creature in blast

ATTACK

DEFENSE





TARGET


Attack: Intelligence vs. Reflex
Hit: 1d8 + Intelligence modifier (+5) + Strength modifier (+3) fire damage.

Vicious Scimitar +2: +11 attack, 1d8+10 damage

ADDITIONAL EFFECTS


Dimensional Vortex

KEYWORDS		Arcane, Implement, Teleportation		USED
Imm Interr		 10 	Ranged 10	
ACTION		 	RANGE	
11	vs	Will	The triggering enemy	
ATTACK	DEFENSE		TARGET	
<p>Trigger: An enemy hits an ally with a melee attack</p> <p>Attack: Intelligence vs. Will</p> <p>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.</p> <p>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 Constitution modifier (+1).</p> <p>Vicious Scimitar +2: +11 attack, 0 damage</p>				
ADDITIONAL EFFECTS				
CLASS	Swordmage		LEVEL 3	BOOK AP





ENCOUNTER POWER 


Thunderclap Strike

KEYWORDS		Arcane, Implement, Thunder		USED
Standard		Close burst 1		
ACTION		RANGE		
11	vs	Fort		
ATTACK		DEFENSE		TARGET
Attack: Intelligence vs. Fortitude				
Hit: 2d6 + Intelligence modifier (+5) thunder damage, and you knock the target prone.				
Vicious Scimitar +2: +11 attack, 2d6+7 damage				
ADDITIONAL EFFECTS				
CLASS		LEVEL 7		BOOK AP





ENCOUNTER POWER 

Dance of the Sword

KEYWORDS			Arcane, Charm, Implement, Psychic		USED
Standard				Close burst 2	
ACTION			2		RANGE
11		vs	Will		Each enemy in burst
ATTACK		DEFENSE		TARGET	
Attack: Intelligence vs. Will					
Hit: 1d8 + Intelligence modifier (+5) psychic damage, and the target cannot make opportunity attacks or shift (save ends).					
Miss: Half damage, and until the end of your next turn, the target cannot make opportunity attacks or shift.					
Vicious Scimitar +2: +11 attack, 1d8+7 damage					
ADDITIONAL EFFECTS					
CLASS		Swordmage		LEVEL	1
				BOOK	AP





DAILY POWER 

Lingering Lightning

KEYWORDS				Arcane, Implement, Lightning				USED					
Standard		 5 		Ranged 5									
ACTION		 		RANGE									
11		vs		Reflex		One, two, or three creatures							
ATTACK		DEFENSE		TARGET									
<p>Attack: Intelligence vs. Reflex, one attack per target</p> <p>Hit: 1[W] + Intelligence modifier (+5) damage, and ongoing 5 lightning damage (save ends).</p> <p>Miss: Half damage, and no ongoing damage.</p> <p>Vicious Scimitar +2: +11 attack, 1d8+7 damage</p>													
ADDITIONAL EFFECTS													
CLASS				Swordmage		LEVEL		5		BOOK		FRPG	







DAILY POWER 

Host of Shields

KEYWORDS		Arcane, Stance		USED
Minor			Personal	
ACTION			RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER		<input checked="" type="checkbox"/> DAILY	
Effect: Until the stance ends, you gain a +2 power bonus to AC and Reflex.				
ADDITIONAL EFFECTS				
CLASS	Swordmage		LEVEL	2
			BOOK	AP

UTILITY POWER 

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		
<p>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.</p>				
ADDITIONAL EFFECTS				
CLASS	Swordmage	LEVEL	6	BOOK <i>FRPG</i>

UTILITY POWER 

Sunblade Scimitar +1

1d8	2	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		4	+1d6 damage
ENHANCEMENT		LEVEL	CRITICAL
PROPERTIES			
This weapon can shed bright or dim light up to 20 squares. You control the brightness and range of the light.			
High Crit			
Melee Basic Attack: +9 attack, 1d8+4 damage			
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

POWER

Power (At-Will • Radiant): Free Action. All damage dealt by this weapon is radiant damage. Another free action returns the damage to normal.

Power (Daily • Radiant): Standard Action. You cause motes of light to burst out and attach to your enemies. Make an attack: Close burst 1; targets enemies; Strength vs. Reflex (apply a bonus to the attack roll equal to the weapon's enhancement bonus); on a hit, the target takes 1d8 radiant damage.

Vicious Scimitar +2

1d8	2	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		7	+2d12 damage
ENHANCEMENT		LEVEL	CRITICAL
PROPERTIES			
High Crit			
Melee Basic Attack: +10 attack, 1d8+5 damage			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

POWER

Amulet of Protection +2

			1
AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will	6	Neck Slot Item	
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

POWER

Item Slot: Neck

Deathcut Leather Armor +1

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC	5	Armor	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Resist 5 necrotic. Resist 5 poison.

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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POWER

Power (Daily • Necrotic): Immediate Reaction. You can use this power when an enemy hits you with a melee attack. Deal 1d10 + Charisma modifier (-1) necrotic damage to that enemy.

ITEM SLOT	Body	WEIGHT	15	PRICE	1000	BOOK
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MAGIC ITEM

