

Tempest

6

Swordmage

0

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Genasi

Medium

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE

DEX

1/2 LVL

MISC

5

Initiative

2

3

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE

ABILITY

ABIL MOD

MOD + 1/2 LVL

16

STR

3

6

12

CON

1

4

14

DEX

2

5

20

INT

5

8

10

WIS

0

3

8

CHA

-1

2

HIT POINTS

MAX HP

BLOODED

HEALING SURGES

SURGE VALUE

SURGES/DAY

57

28

14

9

1/2 HP

1/4 HP

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 ongoing damage while manifesting watersoul

RESISTANCES

Resist 5 Lightning while manifesting stormsoul, Resist 5 Fire, Resist 5 Cold, Resist 5 Thunder, Resist 5 Necrotic, Resist 5 Poison

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS

SKILL NAME

ABIL MOD + 1/2 LVL

TRND (+5)

ARMOR PENALTY

MISC

5

Acrobatics

DEX

5

0

13

Arcana

INT

8

5

n/a

11

Athletics

STR

6

5

2

Bluff

CHA

2

0

n/a

2

Diplomacy

CHA

2

0

n/a

3

Dungeoneering

WIS

3

0

n/a

11

Endurance

CON

4

5

2

3

Heal

WIS

3

0

n/a

13

History

INT

8

5

n/a

3

Insight

WIS

3

0

n/a

2

Intimidate

CHA

2

0

n/a

5

Nature

WIS

3

0

n/a

2

3

Perception

WIS

3

0

n/a

8

Religion

INT

8

0

n/a

5

Stealth

DEX

5

0

DEFENSES

SCORE

DEFENSE

10 + 1/2 LVL

ARMOR/ABIL

CLASS

FEAT

ENH

MISC

MISC

24

AC

13

7

1

6

-3

CONDITIONAL BONUSES

18

18

FORT

13

3

2

CONDITIONAL BONUSES

+1 Fortitude Defense while manifesting stormsoul

20

20

REF

13

5

2

CONDITIONAL BONUSES

17

17

WILL

13

2

2

CONDITIONAL BONUSES

ACTION POINTS

MILESTONES

ACTION POINTS

0

1

2

3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Elemental Origins

- You are elemental, not natural.

Elemental Manifestation

- Choose earthsoul, firesoul, stormsoul, watersoul, or windsoul.

Stormsoul

- +1 to Fortitude; promise of storm power; resist 5 lightning (10 at 11th level, 15 at 21st)

Watersoul

- Breathe underwater; +2 to save against ongoing damage; swiftcurrent power.

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

13

Passive Insight

10

+

3

13

Passive Perception

10

+

3

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY:

Melee Basic Attack - Reproachful Longsword +2

ATT BONUS

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

+ 11

3

3

3

2

ABILITY:

Melee Basic Attack - Sunblade Longsword +1

ATT BONUS

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

+ 10

3

3

3

1

DAMAGE WORKSPACE

ABILITY:

Melee Basic Attack - Reproachful Longsword +2

DAMAGE

ABIL

FEAT

ENH

MISC

MISC

1d8+5

3

2

ABILITY:

Melee Basic Attack - Sunblade Longsword +1

DAMAGE

ABIL

FEAT

ENH

MISC

MISC

1d8+4

3

1

BASIC ATTACKS

ATTACK

DEFENSE

WEAPON OR POWER

DAMAGE

11

vs

AC

Reproachful Longsword +2

1d8+5

10

vs

AC

Sunblade Longsword +1

1d8+4

7

vs

AC

Repeating crossbow

1d8+2

9

vs

AC

Longsword

1d8+3

FEATS

Extra Manifestation

- Select one new elemental manifestation

Implement Expertise (Heavy Blade)

- +1 to attack rolls with Heavy Blades.

Elemental Echo

- +1 to attack, +2 to damage after using racial power

Versatile Resistance

- Gain resist 5 cold, resist 5 fire, and resist 5 thunder

CHARACTER NAME

Tempest

PLAYER NAME

RACE

Genasi

CLASS

Swordmage

LEVEL

6

HP

57

STR

16

AC

24

CON

12

Fort

18

Spd

6

DEX

14

Ref

20

INT

20

Will

17

WIS

10

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 14 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

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

BOOK

AP

AT-WILL POWER

DUNGEONS & DRAGONS®

Greenflame Blade

KEYWORDS

Arcane, Fire, Weapon

USED

Standard

*

⬆️

✈️

Melee weapon

ACTION

⬅️

✳️

RANGE

13

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.

Reproachful Longsword +2: +13 attack, 1d8+7 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

⬅️

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.

Reproachful Longsword +2: +11 attack, 1d6+7 damage

ADDITIONAL EFFECTS

CLASS

Swordmage

LEVEL

1

BOOK

FRPG

AT-WILL POWER

DUNGEONS & DRAGONS®

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.

Reproachful Longsword +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
ATTACK	DEFENSE	TARGET
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 Constitution modifier (+1).		
Reproachful Longsword +2: +11 attack, 0 damage		
ADDITIONAL EFFECTS		
CLASS Swordmage	LEVEL 3	BOOK AP





ENCOUNTER POWER 


Dance of the Sword

KEYWORDS Arcane, Charm, Implement, Psychic		USED
Standard	 	Close burst 2
ACTION	 2 	RANGE
11	vs	Will
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.		
Reproachful Longsword +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
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Reflex, one attack per target Hit: 1[W] + Intelligence modifier (+5) damage, and ongoing 5 lightning damage (save ends). Miss: Half damage, and no ongoing damage.		
Reproachful Longsword +2: +11 attack, 1d8+7 damage		
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
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 

Sunblade Longsword +1

1d8	3	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. Versatile			
Melee Basic Attack: +10 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.			
ITEM SLOT	One-hand	WEIGHT	PRICE
	4	840	BOOK
MAGIC WEAPON		DUNGEONS & DRAGONS	

MAGIC WEAPON 

Reproachful Longsword +2

1d8	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		7	+2d6 damage
ENHANCEMENT		LEVEL	CRITICAL
PROPERTIES			
Versatile			
Melee Basic Attack: +11 attack, 1d8+5 damage			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

POWER
Power (Daily): Free Action. Use this power when you hit with the weapon. Your target takes a -2 penalty to its attack rolls (save ends).

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	

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.