

Player Name

 Albrek 1 Swordmage

 Character Name Level Class Paragon Path Epic Destiny Total XP 0

 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1	1		

CONDITIONAL MODIFIERS

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	<b>STR</b> Strength	0	0
14	<b>CON</b> Constitution	2	2
12	<b>DEX</b> Dexterity	1	1
20	<b>INT</b> Intelligence	5	5
10	<b>WIS</b> Wisdom	0	0
8	<b>CHA</b> Charisma	-1	-1

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
		SURGE VALUE SURGES/DAY
29	14	7 10

 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
3	Acrobatics	DEX 1	0		2
10	Arcana	INT 5	5	n/a	
5	Athletics	STR 0	5		
-1	Bluff	CHA -1	0	n/a	
4	Diplomacy	CHA -1	5	n/a	
0	Dungeoneering	WIS 0	0	n/a	
7	Endurance	CON 2	5		
0	Heal	WIS 0	0	n/a	
5	History	INT 5	0	n/a	
0	Insight	WIS 0	0	n/a	
-1	Intimidate	CHA -1	0	n/a	
0	Nature	WIS 0	0	n/a	
0	Perception	WIS 0	0	n/a	
5	Religion	INT 5	0	n/a	
3	Stealth	DEX 1	0		2
-1	Streetwise	CHA -1	0	n/a	
1	Thievery	DEX 1	0		

### DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	10	7				3	

CONDITIONAL BONUSES

### FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	FORT	10	2				1	

CONDITIONAL BONUSES

### REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	10	5					

CONDITIONAL BONUSES

### WILL

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

CONDITIONAL BONUSES

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
1	0	1
2	1	2
3	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.

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Perception	10	+

 SPECIAL SENSES  
Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	0	0		3			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 0	0	0					

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Longsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8	0				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

### LANGUAGES KNOWN

Common, Draconic

**POWER INDEX**

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

**AT-WILL POWERS**

Aegis of Ensnarement	<input type="checkbox"/>
Sword Burst	<input type="checkbox"/>
Frigid Blade	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**ENCOUNTER POWERS**

Second Wind	<input type="checkbox"/>
Shadow Jaunt	<input type="checkbox"/>
Falcon's Mark	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**DAILY POWERS**

Dimensional Thunder	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**UTILITY POWERS**

	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**OTHER EQUIPMENT**

Leather Armor (E)
Adventurer's Kit
Longsword (E)

**COINS AND OTHER WEALTH**

Money on hand: 45 gp
Stored money: 0 gp
Encumbrance: 52 / 110

**MAGIC ITEM INDEX**

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

**MAGIC ITEMS**

WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

*Daily Item Powers Per Day*

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

**RITUALS / ALCHEMY**


**CHARACTER PORTRAIT**



**PERSONALITY TRAITS**


**MANNERISMS AND APPEARANCE**


**CHARACTER BACKGROUND**


**COMPANIONS AND ALLIES**


**SESSION AND CAMPAIGN NOTES**


CHARACTER NAME  
**Albrek**

PLAYER NAME

RACE **Shadar-kai** CLASS **Swordmage** LEVEL **1**

<b>HP</b> 29	<b>STR</b> 11	<b>AC</b> 20
<b>Spd</b> 6	<b>CON</b> 14	<b>Fort</b> 13
<b>Init</b> +1	<b>DEX</b> 12	<b>Ref</b> 15
	<b>INT</b> 20	<b>Will</b> 12
	<b>WIS</b> 10	
	<b>CHA</b> 8	

**10** Passive Insight    **10** 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 7 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

**ATTACK** **DEFENSE** **TARGET**

One creature in burst

**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**

5 vs **Reflex**

**ATTACK** **DEFENSE** **TARGET**

Each enemy in burst

**Attack:** Intelligence vs. Reflex  
**Hit:** 1d6 + Intelligence modifier (+5) force damage.  
Increase damage to 2d6 + Intelligence modifier (+5) at 21st level.

Longsword: +5 attack, 1d6+5 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**

8 vs **AC**

**ATTACK** **DEFENSE** **TARGET**

One creature

**Attack:** Intelligence vs. AC  
**Hit:** 1[W] + Intelligence modifier (+5) cold damage. If the target starts its next turn adjacent to you, it takes a penalty to speed equal to your Constitution modifier (+2) until the end of its next turn.  
Increase damage to 2[W] + Intelligence modifier (+5) at 21st level.

Longsword: +8 attack, 1d8+5 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**

8 vs **Reflex**

**ATTACK** **DEFENSE** **TARGET**

One creature

**Requirement:** You must throw your melee weapon at the target.  
**Attack:** Intelligence vs. Reflex  
**Hit:** 1[W] + Intelligence modifier (+5) 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: +8 attack, 1d8+5 damage

ADDITIONAL EFFECTS

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

**ENCOUNTER POWER** **DUNGEONS & DRAGONS**

**Dimensional Thunder**

KEYWORDS **Arcane, Teleportation, Thunder, Weapon** USED

Standard    Melee weapon

**ACTION**    **RANGE**

8 vs **Fort**

**ATTACK** **DEFENSE** **TARGET**

One creature

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

Longsword: +8 attack, 2d8+5 damage

ADDITIONAL EFFECTS

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

**DAILY POWER** **DUNGEONS & DRAGONS**