



DUNGEONS & DRAGONS®

Eben

CHARACTER NAME

Class: Swordmage Level: 2

Race: Mul Gender: Male

Alignment: Unaligned

Languages: Common, Dwarven

ABILITIES AND SKILLS

12 Strength

MODIFIER 1 CHECK 2

Strength measures your physical power.

Athletics

Trained

MISC. 2 CHECK

16 Constitution

MODIFIER 3 CHECK 4

Constitution represents health, stamina, and vital force.

Endurance

Trained

MISC. 13 CHECK

10 Dexterity

MODIFIER 0 CHECK 1

Dexterity measures coordination, agility, and balance.

Acrobatics

Trained

MISC. 1 CHECK

Stealth

Trained

MISC. 1 CHECK

Thievery

Trained

MISC. 1 CHECK

18 Intelligence

MODIFIER 4 CHECK 5

Intelligence describes how well you learn and reason.

Arcana

Trained

MISC. 10 CHECK

History

Trained

MISC. 10 CHECK

Religion

Trained

MISC. 5 CHECK

11 Wisdom

MODIFIER 0 CHECK 1

Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering

Trained

MISC. 1 CHECK

Heal

Trained

MISC. 1 CHECK

Insight

Trained

MISC. 1 CHECK

Nature

Trained

MISC. 1 CHECK

Perception

Trained

MISC. 3 CHECK

8 Charisma

MODIFIER -1 CHECK 0

Charisma measures force of personality and leadership.

Bluff

Trained

MISC. 0 CHECK

Diplomacy

Trained

MISC. 0 CHECK

Intimidate

Trained

MISC. 5 CHECK

Streetwise

Trained

MISC. 2 CHECK

COMBAT STATISTICS

1 Initiative

Roll initiative to determine the turn order in combat.

6 Speed

Your speed is the number of squares you can move with a move action.

DEFENSES

20 Armor Class (AC)

CALCULATIONS

AC measures how hard it is to physically land an attack on you.

14 Fortitude

CALCULATIONS

Fortitude measures your toughness and resilience.

15 Reflex

CALCULATIONS

Reflex measures your ability to deflect or dodge attacks.

14 Will

CALCULATIONS

Will measures your strength of will and self-discipline.

5 Attack Bonus

Melee Basic/ER

1d10+4

1 Attack Bonus

Ranged Basic

1d4

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

37 Hit Points

Bloodied 18

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Healing Surge Value

9

Surges Per Day

12

When you spend a healing surge, you regain hit points equal to your healing surge value, which is one-quarter of your hit points (rounded down).

CURRENT HIT POINTS

Temporary Hit Points

Surges Remaining

ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

A standard action, which is usually an attack

A move action, which involves movement

A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

Eben

Player Name

Character Name



Racial Features

Born of Two Races

Select feats that have human or dwarf as prerequisites

Born of Two Races (Dwarf)

Can choose feats as if Dwarf

Mul Vitality

Increase number of healing surges by one

Tireless

You require 6 hours of sleep every 72 hours (instead of 24)

Incredible Toughness

Gain incredible toughness power

Endurance Bonus

Streetwise Bonus

Humanity's Heir (Perception)

+2 to Perception

Humanity's Heir (Will)

+1 to Will

Class/Other 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 Shielding

Use aegis of shielding as an at-will power.

Swordmage Warding

+1 AC with blade, +3 AC if off-hand is free; if unconscious, warding ends

Feats

Intelligent Blademaster

Use Intelligence instead of Strength on your basic attacks

Humanity's Heir

+1 to one defense, +2 to one skill

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Character Details

Adventuring Company

Theme

Veiled Alliance (Theme)

Background

Tyr - Freed Slave

Personality Traits

Companions and Allies

Mannerisms and Appearance

Session and Campaign Notes

Other Notes

Equipment

Head Slot

Neck Slot

Arm Slot

Hand Slot

Ring Slot

Ring Slot

Off Hand Slot

Main Hand

Waist Slot

Body Slot

Tattoo Slot

Feet Slot

Ki Slot

Other Equipment

Adventurer's Kit
Climber's Kit

Total Weight (lbs.)

65

Carrying
Capacity (lbs.)

Normal 120

Heavy 240

Max 600

Coins and Other Wealth
1 Platinum

Melee Basic Attack
 At-Will ♦ Standard action

Bastard sword: +5 vs. AC, 1d10+4 damage
Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon
Attack: Strength vs. AC
Hit: 1[W] + Str modifier (+1) damage.
Level 21: 2[W] + Str modifier (+1) damage.

Additional Effects

Basic Attack

Ranged Basic Attack
 At-Will ♦ Standard action

Unarmed: +1 vs. AC, 1d4 damage
Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon
Attack: Dexterity vs. AC
Hit: 1[W] + Dex modifier (+0) damage.
Level 21: 2[W] + Dex modifier (+0) damage.

Additional Effects

Basic Attack

Excise from Sight
 Encounter ♦ Standard action

Bastard sword: +5 vs. Will, 1d10+4 damage
Ranged 10 **Target:** One creature

Magic removes all evidence from your foe's senses that you or one of your allies exists.

Keywords: Arcane, Implement, Psychic
Special: You can spend a minor action when you use this power to enhance it. If you do so, you can also slide the target 1 square on a hit.
Attack: Primary ability vs. Will
Hit: 1d10 + ability modifier psychic damage, and you or one ally within 10 squares of you becomes invisible to the target until the end of your next turn.

Additional Effects

Veiled Alliance Feature ☐

Incredible Toughness
 Encounter ♦ No Action

Personal

Through dogged determination and sheer physical hardiness, you shrug off an effect that would daunt a lesser person.

Trigger: You start your turn
Effect: You end any ongoing damage or any dazed, slowed, stunned, or weakened condition currently affecting you.

Additional Effects

Mul Racial Power ☐

Aegis of Shielding
 At-Will ♦ Minor Action

Close burst 2 **Target:** One creature in burst

You create an arcane link between you and an enemy, allowing you to blunt its attacks against your allies.

Keyword: Arcane
Effect: You mark the target. The target remains marked until you use this power against another target. If you mark other creatures using other powers, the target is still marked. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.
 If your marked target makes an attack that doesn't include you as a target, it takes a -2 penalty to attack rolls. If that attack hits and the marked target is within 10 squares of you, you can use an immediate interrupt to reduce the damage dealt by that attack to any one creature by an amount equal to 5 + your Con modifier (+3).
 At 11th level, reduce the damage dealt by 10 + your Con modifier (+3). At 21st level, reduce the damage dealt by 15 + your Con modifier (+3).

Additional Effects

Swordmage Feature

Greenflame Blade
 At-Will ♦ Standard action

Bastard sword: +5 vs. AC, 1d10+4 damage
Melee weapon **Target:** One creature

Each blow ignites your blade in deadly green fire.

Keywords: Arcane, Fire, Weapon
Attack: Intelligence vs. AC
Hit: 1[W] + Int modifier (+4) fire damage, and you deal fire damage equal to your Str modifier (+1) to all enemies adjacent to the target.

Additional Effects

Swordmage Attack 1

Sword Burst
 At-Will ♦ Standard action

Unarmed: +5 vs. Reflex, 1d6+4 damage
Close burst 1 **Targets:** Each enemy in burst

A sweep of your sword blasts those around you with force.

Keywords: Arcane, Force, Implement
Attack: Intelligence vs. Reflex
Hit: 1d6 + Int modifier (+4) force damage.

Additional Effects

Swordmage Attack 1

Sword of Sigils
 Encounter ♦ Standard action

Bastard sword: +5 vs. AC, 1d10+4 damage
Close burst 1 **Target:** Each enemy in burst

As you sweep your blade in a wide arc, it glows red and leaves arcane runes burning in the air above your foes.

Keywords: Arcane, Force, Weapon
Attack: Intelligence vs. AC
Hit: 1[W] + Int modifier (+4) damage, and the target is marked until the end of your next turn. Until the mark end if the target makes an attack that does not include you as target, it takes force damage equal to your Int modifier (+ after the attack is resolved).
Aegis of Shielding: If a target marked by this power hits creature within 10 squares of you with an attack that does not include you as a target, you can use an immediate interrupt to reduce the damage dealt by that attack to any single creature by an amount equal to your Con modifier

Additional Effects

Swordmage Attack 1 ☐

Blade of Judgment
 Daily ♦ Immediate Reaction

Bastard sword: +5 vs. AC, 2d10+4 damage
Melee weapon **Target:** The triggering enemy

You pour arcane energy into improving your aegis.

Keywords: Arcane, Lightning, Teleportation, Weapon
Trigger: An ally within 5 squares of you is hit by an enemy you have marked
Effect: You teleport the target to a square adjacent to you and make the following attack.
Attack: Intelligence vs. AC
Hit: 2[W] + Int modifier (+4) damage, and the target takes 5 ongoing lightning damage (save ends).
Miss: Half damage, and the target takes 5 extra lightning damage.

Additional Effects

Swordmage Attack 1 ☐

Sensing Eye

At-Will ♦ Minor Action

Personal

An image forms in your mind, revealing what you would see if you were standing some distance away.

Keyword: Psionic

Effect: Choose one square you can see that is within 5 squares of you. Until the end of your next turn, you can determine your line of sight from that square.

Additional Effects

Wild Talent Cantrip

Arcane Defiling

At-Will ♦ Free Action

Personal

You draw upon the vitality of nearby life to fuel your magic, heedless of the harm you cause to the land and your allies.

Keywords: Arcane, Necrotic

Trigger: You make an attack roll or a damage roll as part of an arcane daily attack power.

Effect: You can reroll the triggering roll but must use the second result. In addition, each ally (willing or unwilling) within 20 squares of you takes necrotic damage equal to half his or her healing surge value. This damage ignores immunities and cannot be reduced in any way.

Special: You can use this effect once for any arcane daily attack power you use, affecting any single attack roll or the damage roll for that power.

Additional Effects

Veiled Arcana

Encounter ♦ Minor Action

Close burst 5

Target:

You or one ally you can see in burst

You distract observers to conceal the use of arcane power, sometimes catching them off guard.

Keyword: Arcane

Effect: The target gains combat advantage on his or her next arcane attack before the end of your next turn.

Prerequisite: Veiled Alliance

Additional Effects

Veiled Alliance Utility 2

Used ☐