Dungeons & Dragons — Character Sheet

Player Name

Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP
	8	Blood Mage			0

Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company or Other Affiliations
Human	Medium	30	Male	6'0"	150	Neutral	n/a	

INITIATIVE

SCORE		DEX	1/2 LEVEL	MISC
4	Initiative	0	4	0

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
8	STR Strength	-1	3
22	CON Constitution	6	10
10	DEX Dexterity	0	4
18	INT Intelligence	4	8
10	WIS Wisdom	0	4
11	CHA Charisma	0	4

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	ARMOR / CLASS	FEAT	ENH	MISC	MISC
20	AC	14	6	0	0	0	0	0
23	FORT	14	6	3	0	0	0	0
18	REF	14	4	0	0	0	0	0
20	WILL	14	0	6	0	0	0	0

CONDITIONAL BONUSES

MOVEMENT

SCORE		BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6	0	0	0

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE		SKILL BONUS
14	Passive Insight	10	+	4
14	Passive Perception	10	+	4

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	4	0	0	0	0	0	0

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	4	0	0	0	0	0	0

HIT POINTS

MAX HP	BLOODIED (1/2 HP)	HEALING SURGES: SURGE VALUE (1/4 HP)	HEALING SURGES: SURGES/DAY
79	39	19	11

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED ☐

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES ☐ ☐ ☐

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

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

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
	0	0	0	0	0

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
	0	0	0	0	0

RACE FEATURES

ABILITY SCORE MODS

BASIC ATTACKS

ATTACK		DEFENSE	WEAPON OR POWER	DAMAGE
	vs			
	vs			
	vs			
	vs			

SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
4	Acrobatics	DEX	4	0	0	0
13	Arcana	INT	8	5	n/a	0
3	Athletics	STR	3	0	0	0
9	Bluff	CHA	4	5	n/a	0
9	Diplomacy	CHA	4	5	n/a	0
4	Dungeoneering	WIS	4	0	n/a	0
15	Endurance	CON	10	5	0	0
4	Heal	WIS	4	0	n/a	0
8	History	INT	8	0	n/a	0
4	Insight	WIS	4	0	n/a	0
9	Intimidate	CHA	4	5	n/a	0
4	Nature	WIS	4	0	n/a	0
4	Perception	WIS	4	0	n/a	0
8	Religion	INT	8	0	n/a	0
4	Stealth	DEX	4	0	0	0
4	Streetwise	CHA	4	0	n/a	0
4	Thievery	DEX	4	0	0	0

CLASS / PATH / DESTINY FEATURES

LANGUAGES KNOWN

FEATS

>Blood Ritual- Gives you ritual of chaos

>BloodMagic-d6 on spell cast 2d6@11 3d6@2

^ Can only be applied once per round.

>Arcane Cuts-Increase Blood magic to d8s

>Tainted Blood

>Drain Blood- When enemy reaches bloodied or 0, gain constitution modifier health. Lose after daily rest.

>Blood Burn- Increase mod by losing health

©2008 Wizards of the Coast, Inc. Permission granted to photocopy for personal use only.

Blood Drinker +2 — Level 9

You know when to feed your weapon, because it growls when it's hungry.

Weapon 4200

Weapon: Axe, Heavy Blade
Enhancement: +2 attack rolls and damage rolls
Critical: +1d6 damage per plus

Properties

If you make an attack using this weapon and miss all targets, the blood drinker deals 5 damage to you, and the next attack you make before the end of your next turn deals 2d6 extra damage to the first target it hits.

MAGIC ITEM INDE

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

MAGIC ITEMS

WEAPON
WEAPON
WEAPON
WEAPON
ARMOR
ARMS
FEET
HANDS

Blood Control — Blood Mage Attack 1

Tug on an enemy's blood from within, compelling it to move.
At-Will ✦ Arcane, Implement
Standard Action **Range 10**
Target: One Creature
Attack: Constitution Vs. Will
Hit: 1d10 + constitution modifier damage.
Effect: You may slide the target up to two squares to a square adjacent to an ally. Ritual of Dominance: The next ally to make an attack against the target before the start of your next turn gets a +2 bonus to the attack roll.

Open Wounds — Blood Mage Attack 1

Blood is pulled from a targets wounds and a blast of energy bursts from it.
At-Will ✦ Arcane, Implement
Standard Action **Range 10**
Target: One Creature
Attack: Constitution Vs. Fortitude
Hit: 1d8 + constitution modifier damage. Ritual of Chaos: You deal damage equal to your intelligence modifier to all enemies adjacent to your target.

Blood Siphon — Blood Mage Attack 1

Life force drains from an enemy's blood into you.
At-Will ✦ Arcane, Implement
Standard Action **Range 10**
Target: One Creature
Attack: Constitution Vs. Fortitude
Hit: 1d6 + constitution modifier damage and you gain temporary hit points equal to your constitution modifier.

Bloodletting — Blood Mage Attack 1

You rip open your targets flesh and arcane power pours from the wound.
Encounter ✦ Arcane, Implement
Standard Action **Ranged 20**
Target: One Creature
Attack: Constitution Vs. Fortitude
Hit: 1d8 + constitution modifier damage
Effect: The target is considered to be bloodied regardless of its current hit points (save ends).

Mirrored Wounds — Blood Mage Attack 3

As you slice into your flesh, the same wounds appear of your enemy, as he watches in horror.
Encounter ✦ Arcane, Implement
Standard Action **Ranged 5**
Target: One Creature
Attack: Constitution Vs. Will
Hit: 1d6 + constitution modifier damage
Effect: When you hit with this attack deal 2d10 damage to yourself and then deal that same amount of damage to your target.

Fountain of Blood — Blood Mage Attack 1

Blood is ripped from your foe, covering nearby enemies.
Daily ✦ Arcane, Implement
Standard Action **Ranged 10**
Target: One Creature
Attack: Constitution Vs. Fortitude
Hit: 3d8 + constitution modifier damage. If the target is bloodied before or after this spell hits or if this spell reduces the target to 0 hit points deal 1d8 + constitution modifier damage to all enemies adjacent to the target if they do not pass a saving throw. Ritual of Chaos: Increase all damage dealt by this spell by your intelligence modifier.

Dark Illusion — Blood Mage Utility 2

You turn your blood into a dangerous illusion as you escape into the shadows.
Daily ✦ Arcane
Immediate Reaction **Personal**
Trigger: You take damage from an attack.
Effect: You become invisible until the end of your next turn and shift up to your speed. You create an illusion of yourself in the square you previously occupied that exists until the start of your next turn. The illusion has 1 hp and 1 of all defenses. If the illusion is reduced to 0 hit points before the start of your next turn, it deals ongoing necrotic damage equal to your constitution modifier to all enemies adjacent to the illusion (save ends).

Hemorrhage — Blood Mage Attack 5

Your enemy stumbles, trying to catching his balance after your assault. You can see it in his eyes: he is defenseless.
Daily ✦ Arcane, Implement, Psychic
Standard Action **Ranged 10**
Target: One Creature
Attack: Constitution Vs. Fortitude
Hit: 2d8 + constitution modifier psychic damage. The target has vulnerability to all damage equal to your charisma modifier and is weakened until the end of your next turn. Miss: Half damage and no vulnerability or weaken.

Blood Control
Open Wounds
Bloodletting

Vengeance — Blood Mage Utility 6

You let your guard down as your foe swings, at the moment your blood is spilled you harness its energy to retaliate, for their blood is already under your control.
Encounter ✦ Arcane
Immediate Interrupt **20**
Trigger: You are attacked by a bloodied enemy.
Target: The triggering enemy.
Effect: The enemy's attack gains a +4 bonus to hit. If the attack hits, the enemy takes damage equal to half the damage dealt to you plus your Constitution modifier.
Ritual of Dominance: You may slide the target up to a number of squares equal to your Charisma modifier.

Blood Bound Command — Blood Mage Attack 7

With a few unspoken words and a wave of your hand, your foe finds himself unable to disobey.
Encounter ✦ Arcane, Implement
Standard Action **Ranged 10**
Target: One Creature
Attack: Constitution Vs. Will
Hit: 2d8 + constitution modifier damage
Effect: Ritual of Dominance: The target is immobilized (save ends). Ritual of Chaos: The target is dazed until the end of your next turn.

Blood Fountain

UTILITY POWERS

Daily Item Powers Per D

Heroic (1-10) ☐ Milestone ☐
Paragon (11-20) ☐☐ Milestone ☐
Epic (21-30) ☐☐☐ Milestone ☐

OTHER EQUIPMENT

RITUALS

Ritual of Chaos

NAME NOTES
NAME NOTES
NAME NOTES

SESSION AND CAMPAIGN NOTES

COINS AND OTHER WEALTH

©2008 Wizards of the Coast, Inc. Permission granted to photocopy for personal use only.