





CHARACTER NAME

Dark

PLAYER NAME

RACE

Githyanki

CLASS

Swordmage

LEVEL

1

SCORE

ABILITY

MOD

HP

27

STR

11

+0

AC

18

Spd

6

CON

12

+1

Fort

11

Init

+4

DEX

14

+2

Ref

15

WIS

10

+0

CHA

8

-1

Will

13

10

Passive

Insight

10

Passive

Perception

PLAY DATA

DUNGEONS & DRAGONS

Skills

2

Acrobatics

DEX

12

Arcana

INT

(Trained)

5

Athletics

STR

(Trained)

-1

Bluff

CHA

-1

Diplomacy

CHA

0

Dungeoneering

WIS

6

Endurance

CON

(Trained)

0

Heal

WIS

12

History

INT

(Trained)

0

Insight

WIS

-1

Intimidate

CHA

0

Nature

WIS

0

Perception

WIS

5

Religion

INT

2

Stealth

DEX

-1

Streetwise

CHA

2

Thievery

DEX

ADDITIONAL EFFECTS

PLAY DATA

DUNGEONS & DRAGONS

Action Point

ADDITIONAL EFFECTS

Effect:

Gain a standard action this turn.

Special:

You are reset to one action point when you take an extended rest. You gain an action point each milestone.

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

↓

↔

✱

Personal

ACTION

↔

✱

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Effect:

You spend a healing surge and regain 6 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

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

Lightning Lure

KEYWORDS

Arcane, Implement, Lightning

USED

Standard

↓

3

↔

✱

Ranged 3

ACTION

↔

✱

RANGE

6

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

Attack:

Intelligence vs. Fortitude

Hit:

1d6 + Intelligence modifier (+5) lightning damage, and you pull the target to the nearest unoccupied space adjacent to you. Increase damage to 2d6 + Intelligence modifier (+5) at 21st level.

Special:

If you cannot pull the target to an adjacent square, this power fails and deals no damage.

Magic Longsword +1:

+6 attack, 1d6+6 damage

ADDITIONAL EFFECTS

CLASS

Swordmage

LEVEL

1

BOOK

FRPG

AT-WILL POWER

DUNGEONS & DRAGONS

Luring Strike

KEYWORDS

Arcane, Weapon

USED

Standard

\* ↓ ↔ ✱

Melee weapon

ACTION

↔

✱

RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack:

Intelligence vs. AC

Hit:

1[W] damage. You shift 1 square and slide the target 1 square into the space you occupied. Level 21: 2[W] damage.

Effect:

Before or after the attack, you can shift 1 square.

Magic Longsword +1:

+9 attack, 1d8+2 damage

ADDITIONAL EFFECTS

CLASS

Swordmage

LEVEL

1

BOOK

AP

AT-WILL POWER

DUNGEONS & DRAGONS

Telekinetic Leap

KEYWORDS

USED

Move

↓

10

↔

✱

Ranged 10

ACTION

↔

✱

RANGE

vs

You or one ally

ATTACK

DEFENSE

TARGET

Effect:

The target can fly up to 5 squares. If this power is used on an ally, that ally must remain in your line of sight at all times during the effect.

ADDITIONAL EFFECTS

CLASS

Racial Power

LEVEL

\*

BOOK

MM

ENCOUNTER POWER

DUNGEONS & DRAGONS

Fox's Feint

KEYWORDS

Arcane, Teleportation, Weapon

USED

Standard

\* ↓ ↔ ✱

Melee weapon

ACTION

↔

✱

RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack:

Intelligence vs. AC

Hit:

1[W] + Intelligence modifier (+5) damage, and you can swap positions with the target.

Aegis of Ensnarement:

Until the end of your next turn, when the target grants combat advantage to an attacker, that attacker gains a +4 bonus to the attack roll instead of a +2 bonus.

Magic Longsword +1:

+9 attack, 1d8+7 damage

ADDITIONAL EFFECTS

CLASS

Swordmage

LEVEL

1

BOOK

AP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Dragon's Teeth

KEYWORDS

Arcane, Force, Implement

USED

Standard

Close blast 5

ACTION

5

RANGE

6

vs

Reflex

Each enemy in blast

ATTACK

DEFENSE

TARGET

**Attack:** Intelligence vs. Reflex

**Hit:** 1d8 + Intelligence modifier (+5) force damage. The target takes damage equal to your Strength modifier (+0) if it does not end its turn adjacent to you (save ends).

**Miss:** Half damage.

Magic Longsword +1: +6 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS

Swordmage

LEVEL

1

BOOK

AP

DAILY POWER

DUNGEONS & DRAGONS

Magic Longsword +1

1d8

3

Heavy Blade

DAMAGE

PROFICIENT

GROUP

RANGE

+1 attack rolls and damage rolls

1

+1d6 damage

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

Versatile

Melee Basic Attack: +9 attack, 1d8+7 damage

AT-WILL

ENCOUNTER

DAILY

POWER

ITEM SLOT

One-hand

WEIGHT

4

PRICE

360

BOOK

PH

MAGIC WEAPON

DUNGEONS & DRAGONS