

Jett 1 Swordmage 0
Character Name Level Class Paragon Path Epic Destiny Total XP
Genasi Medium Male 6'2" 154 lb Unaligned
Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
0	Initiative		

CONDITIONAL MODIFIERS

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

CONDITIONAL BONUSES

MOVEMENT			
SCORE	BASE	ARMOR	ITEM
6	Speed (Squares)	6	

SPECIAL MOVEMENT

ABILITY SCORES		
SCORE	ABILITY	MOD + 1/2 LVL
16	STR Strength	3
11	CON Constitution	0
10	DEX Dexterity	0
20	INT Intelligence	5
10	WIS Wisdom	0
8	CHA Charisma	-1

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC
13	FORT	10	3				
15	REF	10	5				
13	WILL	10	2				1

CONDITIONAL BONUSES

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10	+
10	Passive Perception	10	+

SPECIAL SENSES

ATTACK WORKSPACE							
ABILITY: Melee Basic Attack - Fullblade							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+	6	0	3	3			
ABILITY: Melee Basic Attack - Unarmed							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+	3	0	3				

HIT POINTS		
MAX HP	BLOODIED	HEALING SURGES
26	13	6
		SURGES/DAY
		8

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER	USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES Resist 2 Cold, Resist 2 Fire, Resist 2 Thunder, Resist 5 Psychic

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS	
	Action Points

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES	
Elemental Origins	- You are elemental, not natural.
Elemental Manifestation	- Choose earthsoul, firesoul, stormsoul, watersoul, or windsoul.
Void soul	

DAMAGE WORKSPACE					
ABILITY: Melee Basic Attack - Fullblade					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d12+3	3				
ABILITY: Melee Basic Attack - Unarmed					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+3	3				

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs AC	Fullblade	1d12+3
3	vs AC	Unarmed (Melee)	1d4+3
0	vs AC	Unarmed (Range)	1d4
	vs		

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

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 Assault	- Use aegis of assault as an at-will power.
Swordmage Warding	- +1 AC with blade, +3 AC if off-hand is free; if unconscious, warding ends

LANGUAGES KNOWN	
Common, Primordial	

FEATS	
Weapon Proficiency (Fullblade)	- Gain proficiency with the Fullblade.

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 Assault

Sword Burst

Booming Blade

ENCOUNTER POWERS

Second Wind

Void Assumption

Flame Cyclone

DAILY POWERS

Frost Backlash

UTILITY POWERS

OTHER EQUIPMENT

Adventurer's Kit

Leather Armor (E)

Fullblade (E)

Identification Papers with Portrait

Tent

COINS AND OTHER WEALTH

Money on hand: 35 gp

Stored money: 0 gp

Encumbrance: 78 / 160

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

WEAPON

WEAPON

WEAPON

ARMOR

ARMS

FEET

HANDS

HEAD

NECK

RING

RING

WAIST

Daily Item Powers Per Day

Heroic (1-10)

Milestone

Paragon (11-20)

Milestone

Epic (21-30)

Milestone

RITUALS / ALCHEMY

CHARACTER PORTRAIT

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Akanûl

Akanûl is a land defined by extreme geography, eldritch beasts, and genasi. A new nation formed in the devastated and warped lands between Chessenta and Chondath, Akanûl has overcome great adversity and is now a name to be respected and feared.

You gain resist 2 cold, resist 2 fire, and resist 2 thunder (or your existing resistance to these damage types increases by 2).

At 11th level, these values improve to resist 3 (or

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Jett

PLAYER NAME

RACEGenasi

CLASSSwordmage

LEVEL1

SCORE

ABILITY

MOD

HP

26

AC

18

Spd

6

Fort

13

Init

+0

Ref

15

16STR

+3

20INT

+5

11CON

+0

8CHA

-1

10DEX

+0

10WIS

+0

10Passive
Insight

10Passive
Perception

10

Passive
Insight

10

Passive
Perception

PLAY DATA

DUNGEONS & DRAGONS

Skills

0	Acrobatics	DEX
10	Arcana	INT (Trained)
8	Athletics	STR (Trained)
-1	Bluff	CHA
-1	Diplomacy	CHA
0	Dungeoneering	WIS
7	Endurance	CON (Trained)
0	Heal	WIS
10	History	INT (Trained)
0	Insight	WIS
-1	Intimidate	CHA
2	Nature	WIS
0	Perception	WIS
5	Religion	INT
0	Stealth	DEX
-1	Streetwise	CHA
0	Thievery	DEX

ADDITIONAL EFFECTS

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.

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

BOOKPH

Aegis of Assault

KEYWORDS

USED

Arcane, Teleportation

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 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 reaction to teleport to a square adjacent to the target and make a melee basic attack against it. If no unoccupied space exists adjacent to the target, you can't use this immediate reaction.

ADDITIONAL EFFECTS

CLASSSwordmage

LEVEL

BOOKFRPG

Sword Burst

KEYWORDS

USED

Arcane, Force, Implement

Standard

↓

↶

✱

Close burst 1

ACTION

1

↶

✱

RANGE

5

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.

Fullblade: +5 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASSSwordmage

LEVEL1

BOOKFRPG

Booming Blade

KEYWORDS

USED

Arcane, Thunder, Weapon

Standard

* ↓

↶

✱

Melee 1

ACTION

↶

✱

RANGE

8

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier (+5) damage, and if the target is adjacent to you at the start of its next turn and moves away during that turn, it takes 1d6 + Constitution modifier (+0) thunder damage.
Increase damage to 2[W] + Intelligence modifier (+5) at 21st level.

Fullblade: +8 attack, 1d12+5 damage

ADDITIONAL EFFECTS

CLASSSwordmage

LEVEL1

BOOKFRPG

Void Assumption

KEYWORDS

USED

Minor

↓

↶

✱

Personal

ACTION

↶

✱

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: You cease to exist and can take no actions until the start of your next turn. You have line of sight and line of effect to no creature, and no creature has line of sight or line of effect to you. At the start of your next turn, you reappear in the square of your choice within 3 squares of the square you left.

ADDITIONAL EFFECTS

CLASSRacial Power

LEVEL*

BOOKDragon 380

Flame Cyclone

KEYWORDS

USED

Arcane, Fire, Implement

Standard

↓

↶

✱

Close blast 3

ACTION

3

↶

✱

RANGE

5

vs

Reflex

Each creature in blast

ATTACK

DEFENSE

TARGET

Attack: Intelligence vs. Reflex
Hit: 1d8 + Intelligence modifier (+5) + Strength modifier (+3) fire damage.

Fullblade: +5 attack, 1d8+8 damage

ADDITIONAL EFFECTS

CLASSSwordmage

LEVEL1

BOOKFRPG

AT-WILL POWER

DUNGEONS & DRAGONS

ENCOUNTER POWER

DUNGEONS & DRAGONS

ENCOUNTER POWER

DUNGEONS & DRAGONS

Frost Backlash


KEYWORDS


Arcane, Cold, Weapon

USED

Imm Interr


*






Melee weapon

ACTION





RANGE

8

vs

Reflex

The creature that hit you

ATTACK

DEFENSE

TARGET

Trigger: An adjacent creature hits you

Attack: Intelligence vs. Reflex

Hit: 3[W] + Intelligence modifier (+5) cold damage.

Miss: Half damage.

Fullblade: +8 attack, 3d12+5 damage

ADDITIONAL EFFECTS

CLASS

Swordmage

LEVEL

1

BOOK

FRPG

DAILY POWER

