

Player Name

 Hasset 1 **Swordmage**

 Character Name Level Class

Paragon Path

Epic Destiny

999 Total XP

**Tiefling** Medium Male

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

| INITIATIVE            |                   |         |      |
|-----------------------|-------------------|---------|------|
| SCORE                 | DEX               | 1/2 LVL | MISC |
| <b>0</b>              | <b>Initiative</b> |         |      |
| CONDITIONAL MODIFIERS |                   |         |      |

| DEFENSES            |           |              |             |       |      |     |          |           |      |
|---------------------|-----------|--------------|-------------|-------|------|-----|----------|-----------|------|
| SCORE               | DEFENSE   | 10 + 1/2 LVL | ARMOR/ ABIL | CLASS | FEAT | ENH | MISC     | MISC      | MISC |
| <b>19</b>           | <b>AC</b> | <b>10</b>    | <b>6</b>    |       |      |     | <b>6</b> | <b>-3</b> |      |
| CONDITIONAL BONUSES |           |              |             |       |      |     |          |           |      |

| MOVEMENT         |                        |          |      |      |
|------------------|------------------------|----------|------|------|
| SCORE            | BASE                   | ARMOR    | ITEM | MISC |
| <b>6</b>         | <b>Speed (Squares)</b> | <b>6</b> |      |      |
| SPECIAL MOVEMENT |                        |          |      |      |

| ABILITY SCORES |                            |           |               |
|----------------|----------------------------|-----------|---------------|
| SCORE          | ABILITY                    | ABIL MOD  | MOD + 1/2 LVL |
| <b>13</b>      | <b>STR</b><br>Strength     | <b>1</b>  | <b>1</b>      |
| <b>16</b>      | <b>CON</b><br>Constitution | <b>3</b>  | <b>3</b>      |
| <b>10</b>      | <b>DEX</b><br>Dexterity    | <b>0</b>  | <b>0</b>      |
| <b>18</b>      | <b>INT</b><br>Intelligence | <b>4</b>  | <b>4</b>      |
| <b>8</b>       | <b>WIS</b><br>Wisdom       | <b>-1</b> | <b>-1</b>     |
| <b>12</b>      | <b>CHA</b><br>Charisma     | <b>1</b>  | <b>1</b>      |

| DEFENSES            |             |              |          |       |      |     |      |      |      |
|---------------------|-------------|--------------|----------|-------|------|-----|------|------|------|
| SCORE               | DEFENSE     | 10 + 1/2 LVL | ABIL     | CLASS | FEAT | ENH | MISC | MISC | MISC |
| <b>13</b>           | <b>FORT</b> | <b>10</b>    | <b>3</b> |       |      |     |      |      |      |
| CONDITIONAL BONUSES |             |              |          |       |      |     |      |      |      |

| DEFENSES            |            |              |          |       |      |     |      |      |      |
|---------------------|------------|--------------|----------|-------|------|-----|------|------|------|
| SCORE               | DEFENSE    | 10 + 1/2 LVL | ABIL     | CLASS | FEAT | ENH | MISC | MISC | MISC |
| <b>14</b>           | <b>REF</b> | <b>10</b>    | <b>4</b> |       |      |     |      |      |      |
| CONDITIONAL BONUSES |            |              |          |       |      |     |      |      |      |

| DEFENSES            |             |              |          |          |      |     |      |      |      |
|---------------------|-------------|--------------|----------|----------|------|-----|------|------|------|
| SCORE               | DEFENSE     | 10 + 1/2 LVL | ABIL     | CLASS    | FEAT | ENH | MISC | MISC | MISC |
| <b>13</b>           | <b>WILL</b> | <b>10</b>    | <b>1</b> | <b>2</b> |      |     |      |      |      |
| CONDITIONAL BONUSES |             |              |          |          |      |     |      |      |      |

| SENSES         |                           |           |             |           |
|----------------|---------------------------|-----------|-------------|-----------|
| SCORE          | PASSIVE SENSE             | BASE      | SKILL BONUS | MISC      |
| <b>9</b>       | <b>Passive Insight</b>    | <b>10</b> | <b>+</b>    | <b>-1</b> |
| <b>9</b>       | <b>Passive Perception</b> | <b>10</b> | <b>+</b>    | <b>-1</b> |
| SPECIAL SENSES |                           |           |             |           |

Low-light Vision

| ATTACK WORKSPACE                            |          |          |       |          |      |     |      |      |      |
|---|----------|----------|-------|----------|------|-----|------|------|------|
| ABILITY: Melee Basic Attack - Spiked shield |          |          |       |          |      |     |      |      |      |
| ATT BONUS                                   | 1/2 LVL  | ABIL     | CLASS | PROF     | FEAT | ENH | MISC | MISC | MISC |
| <b>+3</b>                                   | <b>0</b> | <b>1</b> |       | <b>2</b> |      |     |      |      |      |
| ABILITY: Melee Basic Attack - Unarmed       |          |          |       |          |      |     |      |      |      |
| ATT BONUS                                   | 1/2 LVL  | ABIL     | CLASS | PROF     | FEAT | ENH | MISC | MISC | MISC |
| <b>+1</b>                                   | <b>0</b> | <b>1</b> |       |          |      |     |      |      |      |

| HIT POINTS   |           |                    |            |
|--|-----------|--------------------|------------|
| MAX HP   | BLOODED   | SURGE VALUE        | SURGES/DAY |
| <b>31</b>  | <b>15</b> | <b>7</b>           | <b>11</b>  |
| CURRENT HIT POINTS   |           | CURRENT SURGE USES |            |
| SECOND WIND 1/ENCOUNTER <span style="border: 1px solid black; padding: 2px;">USED</span>     |           |                    |            |
| TEMPORARY HIT POINTS   |           |                    |            |
| DEATH SAVING THROW FAILURES <span style="border: 1px solid black; padding: 2px;">USED</span> |           |                    |            |
| SAVING THROW MODS  |           |                    |            |
| RESISTANCES Resist 5 Fire  |           |                    |            |
| CURRENT CONDITIONS AND EFFECTS   |           |                    |            |

| ACTION POINTS                                 |            |               |
|---|------------|---------------|
| Action Points                                 | MILESTONES | ACTION POINTS |
| <b>1</b>                                      | <b>0</b>   | <b>1</b>      |
| <b>2</b>                                      | <b>1</b>   | <b>2</b>      |
| <b>3</b>                                      | <b>2</b>   | <b>3</b>      |
| ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS |            |               |

| RACE FEATURES          |   |
|------------------------|---|
| <b>Infernal Wrath</b>  | - Use infernal wrath as an encounter power. |
| <b>Fire Resistance</b> | - Resist fire 5 + 1/2 level.                |
| <b>Bloodhunt</b>       | - +1 on attacks against bloodied foes.      |

| DAMAGE WORKSPACE                            |          |      |     |      |      |
|---|----------|------|-----|------|------|
| ABILITY: Melee Basic Attack - Spiked shield |          |      |     |      |      |
| DAMAGE                                      | ABIL     | FEAT | ENH | MISC | MISC |
| <b>1d6+1</b>                                | <b>1</b> |      |     |      |      |
| ABILITY: Melee Basic Attack - Unarmed       |          |      |     |      |      |
| DAMAGE                                      | ABIL     | FEAT | ENH | MISC | MISC |
| <b>1d4+1</b>                                | <b>1</b> |      |     |      |      |

| SKILLS    |                      |            |           |          |     |          |
|-----------|----------------------|------------|-----------|----------|-----|----------|
| BONUS     | SKILL NAME           | DEX        | INT       | STR      | CHA | WIS      |
| <b>6</b>  | <b>Acrobatics</b>    | <b>DEX</b> | <b>0</b>  | <b>5</b> |     | <b>1</b> |
| <b>9</b>  | <b>Arcana</b>        | <b>INT</b> | <b>4</b>  | <b>5</b> | n/a |          |
| <b>7</b>  | <b>Athletics</b>     | <b>STR</b> | <b>1</b>  | <b>5</b> |     | <b>1</b> |
| <b>3</b>  | <b>Bluff</b>         | <b>CHA</b> | <b>1</b>  | <b>0</b> | n/a | <b>2</b> |
| <b>1</b>  | <b>Diplomacy</b>     | <b>CHA</b> | <b>1</b>  | <b>0</b> | n/a |          |
| <b>-1</b> | <b>Dungeoneering</b> | <b>WIS</b> | <b>-1</b> | <b>0</b> | n/a |          |
| <b>3</b>  | <b>Endurance</b>     | <b>CON</b> | <b>3</b>  | <b>0</b> |     |          |
| <b>-1</b> | <b>Heal</b>          | <b>WIS</b> | <b>-1</b> | <b>0</b> | n/a |          |
| <b>9</b>  | <b>History</b>       | <b>INT</b> | <b>4</b>  | <b>5</b> | n/a |          |
| <b>-1</b> | <b>Insight</b>       | <b>WIS</b> | <b>-1</b> | <b>0</b> | n/a |          |
| <b>1</b>  | <b>Intimidate</b>    | <b>CHA</b> | <b>1</b>  | <b>0</b> | n/a |          |
| <b>-1</b> | <b>Nature</b>        | <b>WIS</b> | <b>-1</b> | <b>0</b> | n/a |          |
| <b>-1</b> | <b>Perception</b>    | <b>WIS</b> | <b>-1</b> | <b>0</b> | n/a |          |
| <b>4</b>  | <b>Religion</b>      | <b>INT</b> | <b>4</b>  | <b>0</b> | n/a |          |
| <b>2</b>  | <b>Stealth</b>       | <b>DEX</b> | <b>0</b>  | <b>0</b> |     | <b>2</b> |
| <b>1</b>  | <b>Streetwise</b>    | <b>CHA</b> | <b>1</b>  | <b>0</b> | n/a |          |
| <b>0</b>  | <b>Thievery</b>      | <b>DEX</b> | <b>0</b>  | <b>0</b> |     |          |

| CLASS / PATH / DESTINY FEATURES |  |
|---------------------------------|--|
| <b>Swordbond</b>                | - Bond with one blade (1 hr.); standard action to call to hand (10 squares); fix it in 1 hr.   |
| <b>Swordmage Aegis</b>          | - Choose an Aegis  |
| <b>Aegis of Shielding</b>       | - Use aegis of shielding as an at-will power.  |
| <b>Swordmage Warding</b>        | - +1 AC with blade, +3 AC if off-hand is free; if unconscious, warding ends, restore with rest |

| BASIC ATTACKS |              |                 |        |
|---------------|--------------|-----------------|--------|
| ATTACK        | DEFENSE      | WEAPON OR POWER | DAMAGE |
| <b>3</b>      | <b>vs AC</b> | Spiked shield   | 1d6+1  |
| <b>1</b>      | <b>vs AC</b> | Unarmed (Melee) | 1d4+1  |
| <b>0</b>      | <b>vs AC</b> | Unarmed (Range) | 1d4    |
|               | <b>vs</b>    |                 |        |

| FEATS                                     |  |
|---|--|
| <b>Weapon Proficiency (Spiked shield)</b> | - Gain proficiency with the Spiked shield. |

| LANGUAGES KNOWN |  |
|-----------------|--|
| Common, Elven   |  |

**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 Shielding |  |
| Sword Burst        |  |
| Luring Strike      |  |
|                    |  |
|                    |  |

**ENCOUNTER POWERS**

|                 |                          |
|-----------------|--------------------------|
| Infernal Wrath  | <input type="checkbox"/> |
| Sword of Sigils | <input type="checkbox"/> |
|                 | <input type="checkbox"/> |
|                 | <input type="checkbox"/> |
|                 | <input type="checkbox"/> |

**DAILY POWERS**

|                |                          |
|----------------|--------------------------|
| Whirling Blade | <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**

|                   |
|-------------------|
| Adventurer's Kit  |
| Leather Armor (E) |
| Spiked shield (E) |
|                   |
|                   |
|                   |
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|                   |
|                   |
|                   |

**COINS AND OTHER WEALTH**

|                       |
|-----------------------|
| Money on hand: 50 gp  |
| Stored money: 0 gp    |
| Encumbrance: 56 / 130 |

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

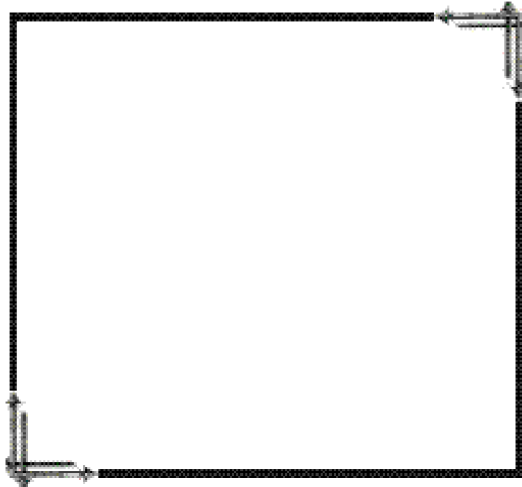
*Daily Item Powers Per Day*

|                 |                          |                          |                          |                          |                          |                          |                          |                          |                          |                          |                          |
|-----------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| 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**

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**CHARACTER PORTRAIT**



**PERSONALITY TRAITS**

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**MANNERISMS AND APPEARANCE**

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**CHARACTER BACKGROUND**

Nelanther Isles  
 The Nelanther Isles spread outward from Amn and fade far out into the Trackless Sea, more than a thousand specks of land making up this archipelago. A noted haven for some of the most bloodthirsty pirates to sail the waters of the Sword Coast and beyond, these islands are no place for the unwary. You add Acrobatics and Athletics to your class skill list, and you gain a +1 bonus to Acrobatics checks and Athletics checks.

**COMPANIONS AND ALLIES**

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**SESSION AND CAMPAIGN NOTES**

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CHARACTER NAME

Hasset

PLAYER NAME

RACE Tiefling CLASS Swordmage LEVEL 1

|                   |                  |                   |
|-------------------|------------------|-------------------|
| <b>HP</b><br>31   | <b>STR</b><br>13 | <b>AC</b><br>19   |
| <b>Spd</b><br>6   | <b>CON</b><br>16 | <b>Fort</b><br>13 |
| <b>Init</b><br>+0 | <b>DEX</b><br>10 | <b>Ref</b><br>14  |
|                   | <b>INT</b><br>18 | <b>Will</b><br>13 |
|                   | <b>WIS</b><br>8  |                   |
|                   | <b>CHA</b><br>12 |                   |

|                          |                             |
|--------------------------|-----------------------------|
| <b>9</b> Passive Insight | <b>9</b> Passive Perception |
|--------------------------|-----------------------------|



Second Wind

KEYWORDS USED

|               |                |               |
|---------------|----------------|---------------|
| Standard      | Minor          | Personal      |
| <b>ACTION</b> | <b>RANGE</b>   |               |
| vs            |                | Self          |
| <b>ATTACK</b> | <b>DEFENSE</b> | <b>TARGET</b> |

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

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Aegis of Shielding

KEYWORDS Arcane USED

|               |                       |               |
|---------------|-----------------------|---------------|
| Minor         | Close burst 2         |               |
| <b>ACTION</b> | <b>RANGE</b>          |               |
| vs            | One creature in burst |               |
| <b>ATTACK</b> | <b>DEFENSE</b>        | <b>TARGET</b> |

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 Constitution modifier (+3). At 11th level, reduce the damage dealt by 10 + your Constitution modifier (+3). At 21st level, reduce the damage dealt by 15 + your Constitution modifier (+3).

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL BOOK FRPG

Sword Burst

KEYWORDS Arcane, Force, Implement USED

|               |                     |               |
|---------------|---------------------|---------------|
| Standard      | Close burst 1       |               |
| <b>ACTION</b> | <b>RANGE</b>        |               |
| 4 vs Reflex   | Each enemy in burst |               |
| <b>ATTACK</b> | <b>DEFENSE</b>      | <b>TARGET</b> |

Attack: Intelligence vs. Reflex  
Hit: 1d6 + Intelligence modifier (+4) force damage. Increase damage to 2d6 + Intelligence modifier (+4) at 21st level.

Spiked shield: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Swordmage LEVEL 1 BOOK FRPG

Luring Strike

KEYWORDS Arcane, Weapon USED

|               |                |               |
|---------------|----------------|---------------|
| Standard      | Melee weapon   |               |
| <b>ACTION</b> | <b>RANGE</b>   |               |
| 6 vs AC       | One creature   |               |
| <b>ATTACK</b> | <b>DEFENSE</b> | <b>TARGET</b> |

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.

Spiked shield: +6 attack, 1d6 damage

ADDITIONAL EFFECTS

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Swordmage LEVEL 1 BOOK AP

AT-WILL POWER



AT-WILL POWER



AT-WILL POWER



Infernal Wrath

KEYWORDS USED

|               |                |               |
|---------------|----------------|---------------|
| Minor         | Personal       |               |
| <b>ACTION</b> | <b>RANGE</b>   |               |
| vs            |                |               |
| <b>ATTACK</b> | <b>DEFENSE</b> | <b>TARGET</b> |

Effect: You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, add your Charisma modifier (+1) as extra damage.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK PH

Sword of Sigils

KEYWORDS Arcane, Force, Weapon USED

|               |                     |               |
|---------------|---------------------|---------------|
| Standard      | Close burst 1       |               |
| <b>ACTION</b> | <b>RANGE</b>        |               |
| 6 vs AC       | Each enemy in burst |               |
| <b>ATTACK</b> | <b>DEFENSE</b>      | <b>TARGET</b> |

Attack: Intelligence vs. AC  
Hit: 1[W] + Intelligence modifier (+4) damage, and the target is marked until the end of your next turn. Until the mark ends, if the target makes an attack that does not include you as a target, it takes force damage equal to your Intelligence modifier (+4) after the attack is resolved.

Aegis of Shielding: If a target marked by this power hits a 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 Constitution modifier (+3).

Spiked shield: +6 attack, 1d6+4 damage

ADDITIONAL EFFECTS

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Swordmage LEVEL 1 BOOK AP

Whirling Blade

KEYWORDS Arcane, Weapon USED

|               |                |               |
|---------------|----------------|---------------|
| Standard      | Ranged 5       |               |
| <b>ACTION</b> | <b>RANGE</b>   |               |
| 6 vs AC       | One creature   |               |
| <b>ATTACK</b> | <b>DEFENSE</b> | <b>TARGET</b> |

Requirement: You must throw your melee weapon at the target.

Attack: Intelligence vs. AC  
Hit: 2[W] + Intelligence modifier (+4) damage, and your weapon returns to your hand.

Miss: Repeat the attack against a second target within 5 squares of the first. If you miss, repeat the attack against a third target within 5 squares of the second. If you miss again, repeat the attack against a fourth target within 5 squares of the third. Your weapon then returns to your hand.

Spiked shield: +6 attack, 2d6+4 damage

ADDITIONAL EFFECTS

+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Swordmage LEVEL 1 BOOK FRPG

ENCOUNTER POWER



ENCOUNTER POWER



DAILY POWER

