

Player Name _____

Zuel 8 Swordmage 13,000
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Genasi Medium 22 Male 6'2" 240 lb. Unaligned Kossuth Stefan von Lægteskov
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4		4	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
26	AC	14	7			2	3	

CONDITIONAL BONUSSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
20	STR Strength	5	9
15	CON Constitution	2	6
10	DEX Dexterity	0	4
20	INT Intelligence	5	9
8	WIS Wisdom	-1	3
9	CHA Charisma	-1	3

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	FORT	14	5			1		

CONDITIONAL BONUSSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
21	REF	14	5			1		1

CONDITIONAL BONUSSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	WILL	14	-1	2		1		

CONDITIONAL BONUSSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Perception	10	+

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Reckless Scimitar +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 13	4	5		2		2	

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	4	5					

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
72	36	18	10	

1/2 HP 1/4 HP

CURRENT HIT POINTS _____ CURRENT SURGE USES _____

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Reckless Scimitar +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+9	5		2	2	

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+7	5			2	

RACE FEATURES

Elemental Origins - You are elemental, not natural.

Elemental Manifestation - Choose earthsoul, firesoul, stormsoul, watersoul, or windsoul.

Firesoul - +1 to Reflex; firepulse power; resist 5 fire (10 at 11th level, 15 at 21st)

Firepulse Strength - Use STR for Firepulse

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
13	vs AC	Reckless Scimitar +2	1d8+9

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Unarmed (Melee)	1d4+7

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs AC	Unarmed (Range)	1d4

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
	vs		

SKILLS

BONUS	SKILL NAME	ABIL MOD	TRND (+5)	ARMOR PENALTY	MISC	
9	Acrobatics	DEX	4	5	n/a	0
14	Arcana	INT	9	5	n/a	0
14	Athletics	STR	9	5	n/a	0
3	Bluff	CHA	3	0	n/a	0
3	Diplomacy	CHA	3	0	n/a	0
3	Dungeoneering	WIS	3	0	n/a	0
13	Endurance	CON	6	5	n/a	2
3	Heal	WIS	3	0	n/a	0
14	History	INT	9	5	n/a	0
3	Insight	WIS	3	0	n/a	0
3	Intimidate	CHA	3	0	n/a	0
5	Nature	WIS	3	0	n/a	2
3	Perception	WIS	3	0	n/a	0
9	Religion	INT	9	0	n/a	0
4	Stealth	DEX	4	0	n/a	0
3	Streetwise	CHA	3	0	n/a	0
4	Thievery	DEX	4	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, restore with rest

FEATS

Firepulse Master - Firepulse deals +1d6 damage and is

Reliable

Berserker's Fury - Barbarian: skill training, bonus damage

1/day

Ritual Caster - Master and perform rituals

Elemental Assault - +3 to damage based on elemental manifestation

Elemental Blade Attunement - +1 to damage with acid, cold, fire, lightning, or thunder powers

LANGUAGES KNOWN

Common, Primordial

Incendiary Sword

KEYWORDS	Arcane, Fire, Implement	USED
Standard	5	Area burst 1 within 5 squares
ACTION	1	RANGE
11	vs	Will
ATTACK	DEFENSE	TARGET
<p>Requirement: You must throw your melee weapon at the origin square.</p> <p>Attack: Intelligence vs. Will</p> <p>Hit: 2d6 + Intelligence modifier (+5) fire damage, and the target takes 5 fire damage if it makes an attack that does not include you on its next turn.</p> <p>Effect: Your weapon reforms in your hand.</p> <p>Reckless Scimitar +2: +11 attack, 2d6+8 damage</p>		
ADDITIONAL EFFECTS		
CLASS	Swordmage	LEVEL 3 BOOK <i>Dragon 367</i>

Spikes of Agony

KEYWORDS	Arcane, Force, Weapon	USED
Standard	*	Melee weapon
ACTION		RANGE
13	vs	AC
ATTACK	DEFENSE	TARGET
<p>Attack: Intelligence vs. AC</p> <p>Hit: 2[W] + Intelligence modifier (+5) force damage. If the target moves before the end of its next turn, it takes force damage equal to 5 + your Strength modifier (+5).</p> <p>Aegis of Assault: When you use your aegis of assault immediate reaction, you can use this power in place of the melee basic attack.</p> <p>Reckless Scimitar +2: +13 attack, 2d8+9 damage</p>		
ADDITIONAL EFFECTS		
CLASS	Swordmage	LEVEL 7 BOOK <i>FRPG</i>

Burning Blade

KEYWORDS	Arcane, Fire, Weapon	USED
Standard	*	Melee weapon
ACTION		RANGE
13	vs	AC
ATTACK	DEFENSE	TARGET
<p>Attack: Intelligence vs. AC</p> <p>Hit: 2[W] + Intelligence modifier (+5) fire damage.</p> <p>Effect: Until the end of the encounter, your melee attacks deal extra fire damage equal to your Strength modifier (+5)</p> <p>Reckless Scimitar +2: +13 attack, 2d8+10 damage</p>		
ADDITIONAL EFFECTS		
CLASS	Swordmage	LEVEL 1 BOOK <i>FRPG</i>

Purifying Wound

KEYWORDS	Arcane, Fire, Weapon	USED
Standard	*	Melee weapon
ACTION		RANGE
13	vs	AC
ATTACK	DEFENSE	TARGET
<p>Attack: Intelligence vs. AC</p> <p>Hit: 2[W] + Intelligence modifier (+5) damage, and ongoing 5 fire damage (save ends). When the target takes the ongoing fire damage, each enemy adjacent to the target takes 5 fire damage.</p> <p>Miss: Half damage.</p> <p>Reckless Scimitar +2: +13 attack, 2d8+10 damage</p>		
ADDITIONAL EFFECTS		
CLASS	Swordmage	LEVEL 5 BOOK <i>AP</i>

Host of Shields

KEYWORDS	Arcane, Stance	USED
Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
<p>Effect: Until the stance ends, you gain a +2 power bonus to AC and Reflex.</p>		
ADDITIONAL EFFECTS		
CLASS	Swordmage	LEVEL 2 BOOK <i>AP</i>

Armathor's Step

KEYWORDS	Arcane, Teleportation	USED
Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
<p>Effect: Teleport 5 squares. If you end this move adjacent to an enemy, you gain a +2 power bonus to the next attack roll you make against that enemy during your turn.</p>		
ADDITIONAL EFFECTS		
CLASS	Swordmage	LEVEL 6 BOOK <i>FRPG</i>

Third Wind

KEYWORDS	Healing	USED
Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
<p>Effect: You spend a healing surge.</p> <p>Special: As a standard action, an adjacent ally can make a DC 10 Heal check to allow you to use this power without spending an action yourself.</p> <p>Prerequisite: You must be trained in Endurance.</p> <p>Unarmed: +4 attack</p>		
ADDITIONAL EFFECTS		
CLASS	Endurance	LEVEL 6 BOOK <i>PH3</i>

Reckless Scimitar +2

1d8	2	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		8	+2d8 damage
ENHANCEMENT		LEVEL	CRITICAL
PROPERTIES			
High Crit			
Melee Basic Attack: +13 attack, 1d8+9 damage			
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
<p>Power (Encounter): Free Action. Use this power before making a melee attack against an adjacent target. You gain a power bonus to that attack's damage roll equal to twice this weapon's enhancement bonus. You take a -2 penalty to AC until the end of your next turn.</p>			
ITEM SLOT	One-hand	WEIGHT 4	PRICE 3400 BOOK <i>PH</i>

Genasi Soul Leather Armor +2

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		9	Armor
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
This armor is attuned to one genasi elemental manifestation (FORGOTTEN REALMS Player's Guide, page 10) chosen at the time the armor is created.			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
POWER			
<p>Power (Daily): Minor Action. Until the end of the encounter, you can use the racial encounter power associated with the armor's elemental manifestation. If you already have that racial power, you can use it a second time during this encounter.</p>			
ITEM SLOT	Body	WEIGHT 15	PRICE 4200 BOOK <i>PH</i>

Amulet of Life +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will	5	Neck Slot Item	1
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Power (Encounter * Healing): Free Action.
 Trigger: Use this power when you spend a healing surge. Effect: You can spend an additional healing surge.

ITEM SLOT	WEIGHT	PRICE	BOOK
Neck	0	1000	<i>Dragon 381</i>

MAGIC ITEM

Iron Armbands of Power (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		6	Arms Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Gain a +2 item bonus to melee damage rolls.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	WEIGHT	PRICE	BOOK
Arms	0	1800	<i>AV</i>

MAGIC ITEM

Zuel's Salamander Leather

Item Item Armor lvl 8

Daily

Enhancement: AC

Armor: Leather

Power(Daily): Minor Action. Until the end of the encounter, a creature that hits you with a melee attack takes fire damage equal to this armor's enhancement bonus.

Enhancement

Price

Cured from the hides of flamesalamanders this armor burns those who would strike at the wearer.

Zuel's Fury Scimitar

Item

Enhancement: Attack rolls and damage rolls

Weapon: Scimitar

Critical: +1d8 damage per plus

Power(At-Will): Free action. Use this power before making a melee attack against an adjacent target. You gain a power bonus to that attack's damage roll equal to twice this weapons's enhancement bonus. You take a -2 penalty to AC until the end of you next turn.

Enhancement

Price

This scimitar is filled with the rage of Zuel for the injustices of his life.



Aegis of Assault

Swordmage Feature



At-Will + Arcane, Teleportation

Minor Action Close burst 2

Target: One creature in burst

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.

You create an arcane link between you and a foe, allowing you to instantly respond to its attacks with a counterassault.



Zuel's Fiery Burst

Swordmage Attack 1



At-Will + Arcane, Force, Implement

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Int vs. Ref

Hit: 1d8 + Int fire damage.

Increase damage to 2d8 + Int at 21st level.

The next enemy that hits you with a melee attack before the end of your turn takes fire damage equal to your Strength modifier

Int vs. Ref

Damage

A sweep of your scimitar blasts those around you with fire.



Zuel's Flaming Scimitar

Swordmage Attack 1



At-Will + Arcane, Fire, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Int vs. AC

Hit: 1[W] + Int fire damage, and you deal fire damage equal to your Str to all enemies adjacent to the target.

Increase damage to 2[W] + Int at 21st level.

Int vs. AC

Damage

Splash Damage

Each blow ignites your blade in deadly green fire.



Zuel's Whirlwind of Fire

Swordmage Attack 1



Encounter + Arcane, Fire, Implement

Standard Action Close blast 3

Target: Each creature in blast

Attack: Int vs. Ref

Hit: 1d8 + Int + Str fire damage.

Int vs. Ref

Damage

Arcane power swirls around your blade and outward toward your enemies, engulfing them in an inferno.



Zuel's Elemental Travel

Swordmage Utility 6



Encounter + Arcane, Teleportation

Move Action Personal

Effect: Teleport 5 squares. If you end this move adjacent to an enemy, you gain a +2 power bonus to the next attack roll you make against that enemy during your turn.

You burst into flames, to reappear in a fiery explosion another place on the battlefield.



Zuel's Spiral of Flaming Death

Swordmage Attack



Encounter + Arcane, Implement, Fire

Standard Action Close burst 2

Target: One, two or three creatures in burst.

Attack: Int vs. Reflex

Hit: 1[W] + Int fire damage.

Effect: Until the start of your next turn, any enemy that enters a square adjacent to you or starts its turn there takes 1d6 fire damage.

Int vs. Ref

Damage

You point your sword into the air, and cruel talons of white fire reach out toward your foes.



Zuel's Spiked Talons

Swordmage Attack 7



Encounter + Arcane, Force, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Int vs. AC

Hit: 2[W] + Int fire damage. If the target moves before the end of its next turn, it takes fire damage equal to 5 + your Str.

Aegis of Assault: When you use your aegis of assault immediate reaction, you can use this power in place of the melee basic attack.

Int vs. AC

Damage

Secondary Dmg

Your strike leaves tendrils of smoldering flame searing your enemy's flesh, rending it if it moves.