DUNGEONS & DRAGONS
Character Sheet

7
Level

Virtus ikt'Fangor
Lawful Good male Human Swordmage

32	6' 1"	200 lb.	Medium	Bahamut
Age	Height	Weight	Size	Deity

10000
Total XP   13000

Defenses

27	**18**	**21**	**18**
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied 32) **65**

Temp HP

Current Hit Points

Healing Surges

Surge Value	Surges/Day
16	10

Current Conditions:

Combat Statistics and Senses

Initiative	3

Conditional Modifiers:

Speed	6

Passive Insight	13

Passive Perception	13

Special Senses: Normal

Action Points

Action Points

	Milestones	Action Points
	0	1
	1	2
	2	3

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 (one per encounter)

☐ Used

Effect: You spend a healing surge and regain hit points equal to your surge value. You gain a +2 bonus to all defenses until the start of your next turn.

Death Saving Throw Failures

☐ ☐ ☐

Saving Throw Mods	0

+4 Saving Throws against dazing effects and stunning effects, +5 Saving Throws against ongoing damage

Resistances/Vulnerabilities

Current Conditions and Effects
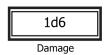
Basic Attacks

Melee

Shielding Blade Broadsword +1

8	1d10+3
Strength vs. AC	Damage

Ranged

Sling

5	1d6
Dexterity vs. AC	Damage

Languages

Common, Goblin

Abilities

			Check
STR	Strength	14	5
CON	Constitution	14	5
DEX	Dexterity	10	3
INT	Intelligence	20	8
WIS	Wisdom	10	3
CHA	Charisma	8	2

Skills

Acrobatics	Dexterity		3
Arcana	Intelligence	✔	15
Athletics	Strength	✔	9
Bluff	Charisma		2
Diplomacy	Charisma		2
Dungeoneering	Wisdom		3
Endurance	Constitution	✔	9
Heal	Wisdom		3
History	Intelligence	✔	13
Insight	Wisdom		3
Intimidate	Charisma		2
Nature	Wisdom	✔	8
Perception	Wisdom		3
Religion	Intelligence		8
Stealth	Dexterity		2
Streetwise	Charisma		2
Thievery	Dexterity		2

Virtus ikt'Fangor
Character Name

Character Details

Background
Noble Scion

Theme
Noble

Mannerisms and Appearance
As handsome as he is cold, Virtus is tall and slender, with dark hair and brown eyes. Often pensive, he is known as a strong, silent, type. Virtus shakes his head and sighs when something or someone has earned his disapproval.

Personality Traits
Honor bound, and reluctant to break rules. He will strive to do what he feels is right, no matter what, even at the inconvenience or suffering of himself or others. His pledged word is unbreakable.

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck
Deep-Pocket Cloak +2

Arms

Hands

Rings

Rings

Off Hand

Main Hand
Shielding Blade Broadsword +1

Waist

Armor
Summoned Hide Armor +2

Feet
Acrobat Boots

Tattoo

Ki Focus

Other Equipment

Adventurer's Kit	Mirror (2)	Ruby Lenses	Greatsword
Longsword	Hacksaw	Chalk and slate	Sickle
Gambler's gear	Flotation bladder (3)	Crowbar	Quarterstaff
Dagger boots	Shovel	Silk Rope (50 ft.)	Scythe
Tent	Tongs	Torch (10)	
Delver's kit	Vial Bandolier	Flask (empty)	
Climber's Kit	Valenar Riding Horse	Pitons (30)	
Sunrod (8)	Light Barding	Dagger (2)	
Trail Rations (20)	Hammer	Chain (10 ft.)	
Bottle of Wine (2)	Fine Clothing	Iron spikes (10)	
Footpads	Travel Papers	Grappling Hook	
Glass Cutter	Caltrops	Spear	
Inquisitive's Kit	Block, tackle, and winch	Scimitar	
Ball bearings	Gambling cheats	Hand crossbow	
Bell and whistle	Harness	Sling Bullets (20)	
Writing case	Jar of glowworms	Crossbow Bolts (20)	
Drill	Wolfsbane	Sling	
Artisan's Tools	Rubbing Kit (2)	Rapier	
Traveler's Kit	Oil (1 pint) (10)	Short sword	
Listening Cone	Lantern, Bull's-Eye	Falchion	

Total Weight (lbs.) | 369

Carrying Capacity (lbs.)

Treasure
70 gp; 4 sp; 7 cp
0 gp banked

Normal | 140

Heavy | 280

Max | 700

Racial Features

Bonus At-Will Power
Know one extra 1st-level attack power from your class.
Bonus Feat
Choose an extra feat at 1st level.

Bonus Skill
Trained in one additional class skill.
Human Defense Bonuses
+1 to Fortitude, Reflex, and Will.

Human Power Selection
Choose an option for your human character.

Class/Other Features

Aegis of Shielding
Use aegis of shielding as an at-will power.
Noble Starting Feature
Gain the Noble Presence power.
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.
Swordmage Warding
+1 AC with blade, +3 AC if off-hand is free; if unconscious, warding ends

Noble Level 5 Feature
Gain one common armor, weapon, or neck item level 6 or lower

Feats

Armor Proficiency: Hide
Training with hide armor
Focused Mind
+4 to saving throws against dazing and stunning effects

Skill Power
Gain skill power of your level or lower
Skill Swap
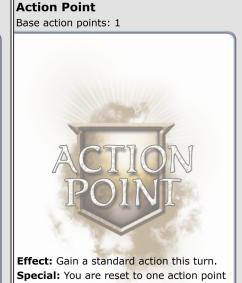Swap out bonus at-will power for skill power

Tenacious Resolve
Gain a +5 feat bonus to saving throws against ongoing damage.

Virtus ikt'Fangor
Level 7 Human Swordmage

HP	SCORE	ABILITY	MOD	
65	14	STR	2	**AC** 27
	14	CON	2	**Fort** 18
Spd 6	10	DEX	0	
	20	INT	5	**Ref** 21
Init +3	10	WIS	0	
	8	CHA	-1	**Will** 18

13 Passive Insight
13 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity		3
Arcana	Intelligence	•	15
Athletics	Strength	•	9
Bluff	Charisma		2
Diplomacy	Charisma		2
Dungeoneering	Wisdom		3
Endurance	Constitution	•	9
Heal	Wisdom		3
History	Intelligence	•	13
Insight	Wisdom		3
Intimidate	Charisma		2
Nature	Wisdom	•	8
Perception	Wisdom		3
Religion	Intelligence		8
Stealth	Dexterity		2
Streetwise	Charisma		2
Thievery	Dexterity		2

• indicates a trained skill.

Action Point
Base action points: 1

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

Melee Basic Attack
At-Will ♦ Standard Action

Shielding Blade Broadsword +1: +8 vs. AC, 1d10+3 damage

Melee weapon   **Target**: One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+2) damage.

Level 21: 2[W] + Str modifier (+2) damage.

Additional Effects

Basic Attack

Ranged Basic Attack
At-Will ♦ Standard Action

Sling: +5 vs. AC, 1d6 damage

Ranged weapon   **Target**: One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+0) damage.

Level 21: 2[W] + Dex modifier (+0) damage.

Additional Effects

Basic Attack

Frigid Blade
At-Will ♦ Standard Action

Shielding Blade Broadsword +1: +11 vs. AC, 1d10+6 damage

Melee weapon   **Target**: One creature

Your weapon leaves a frosty trail as it cuts through the air and strikes with a blow that inflicts winter's wrath.

Keywords: Arcane, Cold, Weapon

Attack: Intelligence vs. AC

Hit: 1[W] + Int modifier (+5) cold damage. If the target starts its next turn adjacent to you, it takes a penalty to speed equal to your Con modifier (+2) until the end of its next turn.

Additional Effects

Swordmage Attack 1

Sword Burst
At-Will ♦ Standard Action

Shielding Blade Broadsword +1: +9 vs. Reflex, 1d6+6 damage

Close burst 1   **Targets**: Each enemy in the burst

A sweep of your sword blasts those around you with force.

Keywords: Arcane, Force, Implement

Attack: Intelligence vs. Reflex

Hit: 1d6 + Int modifier (+5) force damage.

Additional Effects

Swordmage Attack 1

Flame Cyclone
Encounter ♦ Standard Action

Shielding Blade Broadsword +1: +9 vs. Reflex, 1d8+8 damage

Close blast 3   **Target**: Each creature in the blast

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

Keywords: Arcane, Fire, Implement

Attack: Intelligence vs. Reflex

Hit: 1d8 + Int modifier (+5) + Str modifier (+2) fire damage.

Additional Effects

Swordmage Attack 1   Used ☐

Dimensional Vortex
Encounter ♦ Immediate Interrupt

Shielding Blade Broadsword +1: +9 vs. Will

Ranged 10   **Target**: The triggering enemy

Lashing out with your sword, you warp space, causing your foe to appear a short distance away and unleash its attack elsewhere.

Keywords: Arcane, Implement, Teleportation

Trigger: An enemy hits an ally with a melee attack

Attack: Intelligence vs. Will

Hit: You teleport the target 5 squares. The target then makes its melee attack against a creature you choose. If no creatures are within range of the target, the attack is expended.

Aegis of Shielding: If the target is marked by your aegis of shielding power, the target's melee attack deals extra damage equal to your Con modifier (+2).

Additional Effects

Swordmage Attack 3   Used ☐

Transposing Lunge
Encounter ♦ Standard Action

Shielding Blade Broadsword +1: +11 vs. AC, 2d10+6 damage

Melee weapon   **Target**: One creature

You thrust at your enemy, a flash engulfs it, and it suddenly appears elsewhere.

Keywords: Arcane, Teleportation, Weapon

Attack: Intelligence vs. AC

Hit: 2[W] + Int modifier (+5) damage, and you teleport the target into a space adjacent to you.

Aegis of Shielding: When you use your aegis of shielding immediate interrupt, you can use this power against the target as part of the interrupt, even if the target is beyond your reach.

Additional Effects

Swordmage Attack 3   Used ☐

Blade of Judgment
Daily ♦ Immediate Reaction

Shielding Blade Broadsword +1: +11 vs. AC, 2d10+6 damage

Melee weapon   **Target**: The triggering enemy

You pour arcane energy into improving your aegis.

Keywords: Arcane, Lightning, Teleportation, Weapon

Trigger: An ally within 5 squares of you is hit by an enemy you have marked

Effect: You teleport the target to a square adjacent to you and make the following attack.

Attack: Intelligence vs. AC

Hit: 2[W] + Int modifier (+5) damage, and the target takes 5 ongoing lightning damage (save ends).

Miss: Half damage, and the target takes 5 extra lightning damage.

Additional Effects

Swordmage Attack 1   Used ☐

Swordmage Shielding...
Daily ♦ Standard Action

Shielding Blade Broadsword +1: +9 vs. Fortitude, 2d10+3 damage

Close burst 10   **Target**: One creature in the burst

A gout of flame springs from your sword, searing your enemy and threatening to consume it in deadlier flames.

Keywords: Arcane, Fire, Implement

Attack: Intelligence vs. Fortitude

Hit: 2d10 + Con modifier (+2) fire damage, and the creature is marked as if from your Swordmage Aegis power until the end of the encounter. This does not end existing marks placed by your Swordmage Aegis power, and using your Swordmage Aegis power to mark another enemy does not end this mark. Another creature's mark supersedes this one.

Miss: The creature is marked as if from your Swordmage Aegis power until the end of the encounter. This does not end existing marks placed by your Swordmage Aegis power, and using your Swordmage Aegis power to mark another enemy does not end this mark. Another creature's mark supersedes this one.

Aegis of Shielding: Until the end of the encounter, when you reduce the damage the target deals using aegis of shielding, the target takes fire damage equal to the amount of damage your aegis of shielding power prevents.

Additional Effects

Swordmage Attack 5   Used ☐

Aegis of Shielding
At-Will ♦ Minor Action

Close burst 2   **Target**: One creature in the burst

You create an arcane link between you and an enemy, allowing you to blunt its attacks against your allies.

Keyword: Arcane

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 Con modifier (+2).
At 11th level, reduce the damage dealt by 10 + your Con modifier (+2). At 21st level, reduce the damage dealt by 15 + your Con modifier (+2).

Additional Effects

Swordmage Feature

Noble Presence
Encounter ♦ Move Action

Close burst 3   **Target**: One or two allies in the burst

You encourage your allies to improve their positions and stand firm against the foe.

Keyword: Martial

Effect: Each target can shift up to 2 squares as a free action, and each target gains a +2 power bonus to all defenses until the end of your next turn.

Additional Effects

Noble Utility   Used ☐

Arcane Mutterings
Encounter ♦ Free Action

Personal

You launch into a recitation of obscure lore on a subject to impress, cow, or trick your audience.

Trigger: You would make a Bluff, a Diplomacy, or an Intimidate check

Effect: You make an Arcana check in place of the Bluff, Diplomacy, or Intimidate check.

Prerequisite: You must be trained in Arcana.

Additional Effects

Arcana Utility 2   Used ☐

Armathor's Step
Encounter ♦ Move Action

Personal

Arcane power speeds you into battle.

Keywords: Arcane, Teleportation

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.

Additional Effects

Swordmage Utility 6   Used ☐

Host of Shields
Daily ♦ Minor Action

Personal

Your weapon produces a few small, glowing shields that orbit your body and ward off blows.

Keywords: Arcane, Stance

Effect: Until the stance ends, you gain a +2 power bonus to AC and Reflex.

Additional Effects

Swordmage Utility 2   Used ☐

Root Understanding
Daily ♦ Free Action

Personal

Your studies in history have exposed you to a variety of languages, which sometimes allows you to understand a language in which you aren't fluent.

Trigger: You see or hear a language you don't understand.

Effect: You can understand, read, speak, and write the triggering language until the end of the encounter.

Prerequisite: You must be trained in History.

Additional Effects

History Utility 2   Used ☐

Acrobat Boots
Feet Slot Item ♦ Level 2

Properties
You gain a +1 item bonus to Acrobatics checks.

Power ☐ At-Will (Minor Action)
You stand up from prone.

Shielding Blade Broadsword...
Weapon ♦ Level 4

Damage: 1d10
Proficiency Bonus: 2
Properties: Versatile
Enhancement: +1 attack rolls and damage rolls
Critical: +1d6 damage per plus

Properties
You gain a +1 shield bonus to AC.

Summoned Hide Armor +2
Armor ♦ Level 6

Armor Bonus: 3
Check: -1
Enhancement: +2 AC

Power ☐ (Minor Action)
You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.

Deep-Pocket Cloak +2
Neck Slot Item ♦ Level 7

Enhancement: +2 Fortitude, Reflex, and Will

Properties
The pockets of this cloak can hold up to 1,000 pounds in weight or 100 cubic feet in volume, but the cloak always weighs only 1 pound. Each item stored within one of the cloak's pockets can weigh no more than 10 pounds. Drawing an item from a deep-pocket cloak is a minor action.

Power ☐ (Free Action)
1/round. You draw an item from the cloak or store an item within it.