

Player Name

Vesta

4

Swordmage

3,750

Character Name

Level Class

Paragon Path

Epic Destiny

Total XP

Genasi

Medium

22

Female

5'9

145

Good

Selûne

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	1	2	

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL ABIL	CLASS	FEAT	ENH	MISC	MISC
22	AC	12	6		1	3	

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
17	<b>STR</b> Strength	3	5
14	<b>CON</b> Constitution	2	4
13	<b>DEX</b> Dexterity	1	3
19	<b>INT</b> Intelligence	4	6
10	<b>WIS</b> Wisdom	0	2
8	<b>CHA</b> Charisma	-1	1

SCORE	DEFENSE	10 + 1/2 LVL ABIL	CLASS	FEAT	ENH	MISC	MISC
16	<b>FORT</b>	12	3		1		

CONDITIONAL BONUSES

+1 Fortitude Defense while manifesting stormsoul

SCORE	DEFENSE	10 + 1/2 LVL ABIL	CLASS	FEAT	ENH	MISC	MISC
17	<b>REF</b>	12	4		1		

CONDITIONAL BONUSES

+1 Reflex Defense while manifesting firesoul

SCORE	DEFENSE	10 + 1/2 LVL ABIL	CLASS	FEAT	ENH	MISC	MISC
15	<b>WILL</b>	12	2		1		

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10	+

12	Passive Perception	10	+
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SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Lifedrinker Scimitar +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	2	3		2		1	

ABILITY: Melee Basic Attack - Terror Longsword +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	2	3		3		1	

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
52	26	13
	1/2 HP	1/4 HP

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 5 Fire while manifesting firesoul, Resist 2 Thunder, , Resist 5 Lightning while manifesting stormsoul, Resist 5 Poison

CURRENT CONDITIONS AND EFFECTS

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### 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

**Stormsoul** - +1 to Fortitude; promise of storm power; resist 5 lightning (10 at 11th level, 15 at 21st)

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Lifedrinker Scimitar +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	3		1		

ABILITY: Melee Basic Attack - Terror Longsword +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	3		1		

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	vs AC	Lifedrinker Scimitar +1	1d8+4
9	vs AC	Terror Longsword +1	1d8+4
5	vs AC	Unarmed (Melee)	1d4+3
3	vs AC	Unarmed (Range)	1d4+1

### SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
3	Acrobatics	DEX	3	0	
11	Arcana	INT	6	5	n/a
10	Athletics	STR	5	5	
1	Bluff	CHA	1	0	n/a
1	Diplomacy	CHA	1	0	n/a
2	Dungeoneering	WIS	2	0	n/a
11	Endurance	CON	4	5	2
2	Heal	WIS	2	0	n/a
11	History	INT	6	5	n/a
2	Insight	WIS	2	0	n/a
1	Intimidate	CHA	1	0	n/a
4	Nature	WIS	2	0	n/a
2	Perception	WIS	2	0	n/a
6	Religion	INT	6	0	n/a
3	Stealth	DEX	3	0	
1	Streetwise	CHA	1	0	n/a
3	Thievery	DEX	3	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 Aegis of Assault or Aegis of Shielding.

**Aegis of Shielding** - Use aegis of shielding 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

**Toughness** - Gain 5 additional hit points per tier

**Retributive Shield** - +2 to attack rolls against foe that triggered aegis of shielding

**Extra Manifestation** - Select one new elemental manifestation

### LANGUAGES KNOWN

Common, Primordial



CHARACTER NAME

Vesta

PLAYER NAME

RACE Genasi CLASS Swordmage LEVEL 4

<b>HP</b> 52	<b>STR</b> 17	<b>AC</b> 22
<b>Spd</b> 6	<b>CON</b> 14	<b>Fort</b> 16
<b>Init</b> +3	<b>DEX</b> 13	<b>Ref</b> 17
	<b>INT</b> 19	<b>Will</b> 15
	<b>WIS</b> 10	
	<b>CHA</b> 8	
<b>12</b> Passive Insight	<b>12</b> Passive Perception	



Second Wind

KEYWORDS USED

Standard	⬆️ ⬇️ ⬇️	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 13 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

DUNGEONS & DRAGONS

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

ENCOUNTER ACTION

DUNGEONS & DRAGONS

Aegis of Shielding

KEYWORDS Arcane USED

Minor	⬆️ ⬇️ ⬇️	Close burst 2
<b>ACTION</b>	⬅️ 2 ⬇️ ⬇️	<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 (+2). At 11th level, reduce the damage dealt by 10 + your Constitution modifier (+2). At 21st level, reduce the damage dealt by 15 + your Constitution modifier (+2).

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL BOOK FRPG

AT-WILL POWER

DUNGEONS & DRAGONS

Greenflame Blade

KEYWORDS Arcane, Fire, Weapon USED

Standard	* ⬆️ ⬇️ ⬇️	Melee weapon
<b>ACTION</b>	⬅️ ⬇️ ⬇️	<b>RANGE</b>
9	vs AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Intelligence vs. AC  
Hit: 1[W] + Intelligence modifier (+4) fire damage, and you deal fire damage equal to your Strength modifier (+3) to all enemies adjacent to the target. Increase damage to 2[W] + Intelligence modifier (+4) at 21st level.

Lifedrinker Scimitar +1: +9 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK FRPG

AT-WILL POWER

DUNGEONS & DRAGONS

Lightning Lure

KEYWORDS Arcane, Implement, Lightning USED

Standard	⬆️ 3 ⬇️ ⬇️	Ranged 3
<b>ACTION</b>	⬅️ ⬇️ ⬇️	<b>RANGE</b>
7	vs Fort	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Intelligence vs. Fortitude  
Hit: 1d6 + Intelligence modifier (+4) lightning damage, and you pull the target to the nearest unoccupied space adjacent to you. Increase damage to 2d6 + Intelligence modifier (+4) at 21st level.

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

Lifedrinker Scimitar +1: +7 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK FRPG

AT-WILL POWER

DUNGEONS & DRAGONS

Firepulse

KEYWORDS Fire USED

Imm React	* ⬆️ ⬇️ ⬇️	Melee 1
<b>ACTION</b>	⬅️ ⬇️ ⬇️	<b>RANGE</b>
7	vs Reflex	The triggering enemy
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Trigger: An enemy hits you with a melee attack  
Attack: Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex  
Increase to +4 bonus at 11th level, and to +6 at 21st level.  
Hit: 1d6 + Strength, Constitution, or Dexterity modifier (+1) fire damage. Increase to 2d6 + Strength, Constitution, or Dexterity modifier (+1) fire damage at 11th level, and to 3d6 + Strength, Constitution, or Dexterity modifier (+1) fire damage at 21st level.  
Special: When you gain this manifestation, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls and damage rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK FRPG

ENCOUNTER POWER

DUNGEONS & DRAGONS

Flame Cyclone

KEYWORDS Arcane, Fire, Implement USED

Standard	⬆️ ⬇️ ⬇️	Close blast 3
<b>ACTION</b>	3 ⬅️ ⬇️ ⬇️	<b>RANGE</b>
7	vs Reflex	Each creature in blast
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Intelligence vs. Reflex  
Hit: 1d8 + Intelligence modifier (+4) + Strength modifier (+3) fire damage.

Lifedrinker Scimitar +1: +7 attack, 1d8+8 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK FRPG

ENCOUNTER POWER

DUNGEONS & DRAGONS

Corrosive Ruin

KEYWORDS Acid, Arcane, Weapon USED

Standard	⬆️ ⬇️ ⬇️	Close blast 3
<b>ACTION</b>	3 ⬅️ ⬇️ ⬇️	<b>RANGE</b>
6	vs Fort	Each creature in blast
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Intelligence vs. Fortitude  
Hit: 1[W] + Intelligence modifier (+4) acid damage.

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 3 BOOK FRPG

ENCOUNTER POWER

DUNGEONS & DRAGONS

### Promise of Storm

KEYWORDS Lightning, Thunder USED

Minor	↓	↗	Personal
<b>ACTION</b>	←	✱	<b>RANGE</b>
vs			
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

Effect: Until the end of your next turn, you deal 1d8 extra damage when you hit with a thunder attack or a lightning attack.  
At 11th level, increase your extra damage to 2d8.  
At 21st level, increase your extra damage to 3d8.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK FRPG

**ENCOUNTER POWER**

### Burning Blade

KEYWORDS Arcane, Fire, Weapon USED

Standard	*	↓	↗	Melee weapon
<b>ACTION</b>	←	✱		<b>RANGE</b>
9	vs	AC		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		

Attack: Intelligence vs. AC  
Hit: 2[W] + Intelligence modifier (+4) fire damage.  
Effect: Until the end of the encounter, your melee attacks deal extra fire damage equal to your Strength modifier (+3)

Lifedrinker Scimitar +1: +9 attack, 2d8+5 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK FRPG

**DAILY POWER**

### Dimensional Warp

KEYWORDS Arcane, Teleportation USED

Minor	↓	↗	Close burst 3
<b>ACTION</b>	←	3 ✱	<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Effect: Each target teleports into the other's space. Both targets must occupy the same size space, or the power fails.

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 2 BOOK FRPG

**UTILITY POWER**

### Lifedrinker Scimitar +1

	+1 attack rolls and damage	+1d6 necrotic damage
<b>BONUS</b>	<b>ENHANCEMENT</b>	<b>CRITICAL</b>

PROPERTIES

When you drop an enemy to 0 hit points or fewer with a melee attack made with this weapon, gain 5 temporary hit points.

KEYWORDS USED

<b>ACTION</b>		
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

POWER

ITEM SLOT/TYPE One-hand LEVEL 5 PRICE 1000 BOOK PH

**MAGIC ITEM**

### Terror Longsword +1

	+1 attack rolls and damage	+1d8 damage
<b>BONUS</b>	<b>ENHANCEMENT</b>	<b>CRITICAL</b>

PROPERTIES

Power (Daily • Fear): Free Action. Use this power when you hit with the weapon. The target takes a -2 penalty to all defenses (save ends).

KEYWORDS USED

<b>ACTION</b>		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

POWER

ITEM SLOT/TYPE One-hand LEVEL 4 PRICE 840 BOOK PH

**MAGIC ITEM**

### Delver's Leather Armor +1

	+1 AC	
<b>BONUS</b>	<b>ENHANCEMENT</b>	<b>CRITICAL</b>

PROPERTIES

Power (Daily): No Action. Gain a +2 power bonus to a saving throw you just rolled; use the new result.

KEYWORDS USED

<b>ACTION</b>		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

POWER

ITEM SLOT/TYPE Body LEVEL 3 PRICE 680 BOOK PH

**MAGIC ITEM**

### Catstep Boots (heroic tier)

<b>BONUS</b>	<b>ENHANCEMENT</b>	<b>CRITICAL</b>
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PROPERTIES

When you fall or jump down, you take only half normal falling damage and always land on your feet.

KEYWORDS USED

<b>ACTION</b>		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

POWER

Item Slot: Feet  
Power (Daily): Free Action. Gain a +5 power bonus to your next Acrobatics check or Athletics check.

ITEM SLOT/TYPE Feet LEVEL 3 PRICE 680 BOOK PH

**MAGIC ITEM**

### Amulet of Health +1

<b>BONUS</b>	+1 Fortitude, Reflex, and Will	<b>CRITICAL</b>
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PROPERTIES

Gain resist 5 poison.

KEYWORDS USED

<b>ACTION</b>		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

POWER

Item Slot: Neck

ITEM SLOT/TYPE Neck LEVEL 3 PRICE 680 BOOK PH

**MAGIC ITEM**

### Melee Basic Attack

KEYWORDS Weapon USED

Standard	*	↓	↗	Melee weapon
<b>ACTION</b>	←	✱		<b>RANGE</b>
8	vs	AC		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>		

Attack: Strength vs. AC  
Hit: 1[W] + Strength modifier (+3) damage.  
Increase damage to 2[W] + Strength modifier (+3) at 21st level.  
Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Lifedrinker Scimitar +1: +8 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK

**AT-WILL POWER**

# Ranged Basic Attack

KEYWORDS Weapon USED

Standard	↓ * ↘	Ranged weapon
<b>ACTION</b>	← ✖	<b>RANGE</b>
<b>3</b>	vs <b>AC</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Dexterity vs. AC  
Hit: 1[W] + Dexterity modifier (+1) damage.  
Increase damage to 2[W] + Dexterity modifier (+1) at 21st level.  
Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK