

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

16

Level

Vader
Unaligned male Human Hybrid

40 Age 5'8" Height 155 lbs Weight Medium Size Deity

69000

Total XP

83000

Defenses

34	28	28	26
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 54) **109**

Temp HP

Current Hit Points

Healing Surges

Surge Value **27** Surges/Day **12**

Current Conditions:

Combat Statistics and Senses

Initiative **12**

Conditional Modifiers:

Speed **6**

Passive Insight **19**

Passive Perception **19**

Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	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

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Goblin Totem Longsword +4

16

1d8+5

Strength vs. AC

Damage

Ranged

Unarmed

8

1d4

Dexterity vs. AC

Damage

Languages

Common, Elven



Abilities

STR Strength	13	Check
CON Constitution	21	
DEX Dexterity	11	8
INT Intelligence	20	13
WIS Wisdom	13	9
CHA Charisma	10	8

Skills

Acrobatics	Dexterity	8
Arcana	Intelligence	✓ 20
Athletics	Strength	✓ 14
Bluff	Charisma	8
Diplomacy	Charisma	8
Dungeoneering	Wisdom	9
Endurance	Constitution	✓ 18
Heal	Wisdom	✓ 14
History	Intelligence	13
Insight	Wisdom	9
Intimidate	Charisma	✓ 13
Nature	Wisdom	9
Perception	Wisdom	9
Religion	Intelligence	13
Stealth	Dexterity	8
Streetwise	Charisma	8
Thievery	Dexterity	8

Player Name

Vader
Character Name



Character Details

Background

Arcane Sentinel

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Amulet of Life +3

Arms

Hands

Rings

Rings

Main Hand

Goblin Totem Longsword +4

Waist

Armor

Summoned Feyleather Armor +4

Feet

Tattoo

Ki Focus

Other Equipment

Leather Armor
Adventurer's Kit
Longsword

Total Weight (lbs.)

571

Carrying Capacity (lbs.)

Treasure

25,000 gp
0 gp banked

Normal

130

Heavy

260

Max

650



Vader

Player Name

Character Name

Racial Features

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Heroic Effort

Gain the Heroic Effort power

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.

Eldritch Pact (Hybrid)

Eldritch Strike Constitution

Use CON for Eldritch Strike

Fey Pact (Hybrid)

Warlock pact minus the at-will attack power and pact boon

Hybrid Warlock Will

Swordbond

Bond with one blade (1 hr.); standard action to call to hand (10 squares); fix it in 1 hr.

Swordmage Aegis (Hybrid)

Mark at range, but only one at a time.

Swordmage Warding

+1 AC with blade, +3 AC if off-hand is free; if unconscious, warding ends

Warlock's Curse (Hybrid)

When using warlock powers, deal bonus damage to cursed targets

Infernal Pact

Hellish rebuke spell; Dark One's Blessing boon: When cursed foe is dropped to 0 hp, gain temporary hp equal to your level.

Shadow Walk

On your turn, if you move 3+ squares from starting square, gain concealment until end of your next turn

Feats

Hybrid Talent

Gain a hybrid talent option for one of your hybrid class entries

Paragon Hybrid Talent

Gain a hybrid talent option from one of your hybrid classes

White Lotus Riposte

When an enemy attacks you before the start of your next turn after you hit it with an arcane at-will attack power, it takes damage (of the same type) equal to that power's ability modifier.

White Lotus Evasion

When you hit with an arcane at-will attack power, shift 1 as minor action until end of turn.

Improved Initiative

+4 to initiative checks

Mark of Warding

Increase all defense bonuses by 1, enhanced mark penalty, perform certain rituals

Bloodied Boon

Gain pact boon when cursed enemy is bloodied; curse is removed from enemy

Wrathful Warrior

Fighter: training in one class skill, temporary hp when hit 1/encounter

Twofold Pact

Gain 2nd Eldritch Pact, with spell and boon; one boon benefit at a time

Greater Swordmage Warding

+1 to defenses with Swordmage Warding

Killing Curse

Warlock's curse dice increase from d6 to d8

Protective Hex

After you hit cursed enemy, enemy takes -2 to close and melee attacks against your allies

Vader

Level 16 Human Swordmage/Warlock

HP	Score	Ability Mod	AC
109	13	STR 1	34
Spd	21	CON 5	Fort
6	11	DEX 0	28
+12	20	INT 5	Ref
	13	WIS 1	28
	10	CHA 0	Will
			26

19 Passive Insight

19 Passive Perception

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

**Goblin Totem Longsword +4:** +16 vs. AC, 1d8+5 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 (+1) damage.**Level 21:** 2[W] + Str modifier (+1) damage.

Additional Effects

+4 item bonus to damage rolls against a creature larger than you - Goblin Totem +4.

Basic Attack**Hellish Rebuke**

At-Will ♦ Standard Action

**Goblin Totem Longsword +4:** +17 vs. Reflex, 1d6+9 damage**Ranged** 10**Target:** One creature*You point your finger, and your foe is scoured in hellish flames stoked by your own anger and pain. If you are injured, the flames burst into life one more time before they fade away.***Keywords:** Arcane, Fire, Implement**Attack:** Constitution vs. Reflex**Hit:** 1d6 + Con modifier (+5) fire damage. The first time you take damage before the end of your next turn, the target takes 1d6 + Con modifier (+5) fire damage.

Additional Effects

+2d8 to damage once per turn (Warlock's Curse)

+4 item bonus to damage rolls against a creature larger than you

Skills

Acrobatics	Dexterity	8
Arcana	Intelligence	• 20
Athletics	Strength	• 14
Bluff	Charisma	8
Diplomacy	Charisma	8
Dungeoneering	Wisdom	9
Endurance	Constitution	• 18
Heal	Wisdom	• 14
History	Intelligence	13
Insight	Wisdom	9
Intimidate	Charisma	• 13
Nature	Wisdom	9
Perception	Wisdom	9
Religion	Intelligence	13
Stealth	Dexterity	8
Streetwise	Charisma	8
Thievery	Dexterity	8

• indicates a trained skill.

Ranged Basic Attack

At-Will ♦ Standard Action

**Unarmed:** +8 vs. AC, 1d4 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

+4 item bonus to damage rolls against a creature larger than you - Goblin Totem +4.

Basic Attack**Sword Burst**

At-Will ♦ Standard Action

**Goblin Totem Longsword +4:** +17 vs. Reflex, 1d6+9 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

+4 item bonus to damage rolls against a creature larger than you

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****Eldritch Strike**

At-Will ♦ Standard Action

**Goblin Totem Longsword +4:** +20 vs. AC, 1d8+9 damage**Melee** weapon**Target:** One creature*The dire power of your attack drives your enemy before you.***Keywords:** Arcane, Weapon**Attack:** Charisma or Constitution vs. AC**Hit:** 1[W] + Charisma or Con modifier (+5) damage, and you slide the target 1 square.**Special:** When you take this power, you determine whether you use Charisma or Constitution for the power's attack roll and damage roll. This choice remains throughout the character's life.

This power counts as a melee basic attack. You can choose this power instead of eldritch blast as the power associated with your Eldritch Blast class feature.

Additional Effects

+2d8 to damage once per turn (Warlock's Curse)
+4 item bonus to damage rolls against a creature larger than you - Goblin Totem +4.**Warlock Attack 1****Dimensional Vortex**

Encounter ♦ Immediate Interrupt

**Goblin Totem Longsword +4:** +17 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 (+5).

Additional Effects

Transposing Lunge

Encounter ♦ Standard Action

Goblin Totem Longsword +4: +20 vs. AC, 2d8+9 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

+4 item bonus to damage rolls against a creature larger than you - Goblin Totem +4.

Swordmage Attack 3

Used

Armor of Agathys

Daily ♦ Standard Action

Personal

You surround yourself in a sheath of black ice from a dark and doleful realm. It protects you from attack and radiates fierce cold.

Keywords: Arcane, Cold

Effect: You gain temporary hit points equal to 10 + your Int modifier (+5). Until the end of the encounter, an enemy that starts its turn adjacent to you takes 1d6 + Con modifier (+5) cold damage.

Additional Effects

Warlock Attack 1

Used

Warlock's Curse

At-Will ♦ Minor Action

Effect: Once per turn as a minor action, you can place a Warlock's Curse on the enemy nearest to you that you can see. A cursed enemy is more vulnerable to your attacks. If you hit a cursed enemy with an attack, you deal extra damage. You decide whether to apply the extra damage after making the damage roll. You can deal this extra damage only once per turn.

A Warlock's Curse remains in effect until the end of the encounter or until the cursed enemy drops to 0 hit points or fewer.

You can place a Warlock's Curse on multiple targets over the course of an encounter; each curse requires the use of a minor action. You can't place a Warlock's Curse on a creature that is already affected by your or another character's Warlock's Curse.

As you advance in level, your extra damage increases.

Level **Warlock's Curse Extra Damage**

1st-10th +1d6

11th-20th +2d6

21st-30th +3d6

Thunderclap Strike

Encounter ♦ Standard Action

Goblin Totem Longsword +4: +17 vs. Fortitude, 2d6+9 damage

Close burst 1

Target: Each creature in the burst

Raising your blade, you send out a clap of thunder that sends your foes sprawling as noise cascades over them.

Keywords: Arcane, Implement, Thunder

Attack: Intelligence vs. Fortitude

Hit: 2d6 + Int modifier (+5) thunder damage, and you knock the target prone.

Additional Effects

+4 item bonus to damage rolls against a creature larger than you - Goblin Totem +4.

Swordmage Attack 7

Used

Swordmage Shielding...

Daily ♦ Standard Action

Goblin Totem Longsword +4: +17 vs. Fortitude, 2d10+9 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 (+5) 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

+4 item bonus to damage rolls against a creature larger than you - Goblin Totem +4.

Swordmage Attack 5

Used

Dark One's Blessing

At-Will ♦ Free Action

Personal

You instantly gain vitality from a cursed enemy when that enemy falls.

Prerequisite: Infernal Pact

Trigger: An enemy under your Warlock's Curse is reduced to 0 hit points or fewer

Effect: You immediately gain temporary hit points equal to your level.

Additional Effects

Soul Flaying

Encounter ♦ Standard Action

Goblin Totem Longsword +4: +17 vs. Will, 2d8+14 damage

Ranged 10

Target: One creature

You sear your enemy's soul with a bolt of emerald energy, which weakens him greatly for a short time.

Keywords: Arcane, Implement, Necrotic

Attack: Constitution vs. Will

Hit: 2d8 + Con modifier (+5) necrotic damage, and the target is weakened until the end of your next turn.

Infernal Pact: The attack deals extra damage equal to your Int modifier (+5).

Additional Effects

+2d8 to damage once per turn (Warlock's Curse)

+4 item bonus to damage rolls against a creature larger than you - Goblin Totem +4.

Warlock Attack 13

Used

Menacing Shadow

Daily ♦ Minor Action

Ranged 5

A shadowy figure arises at your command, leaping around the battlefield to leave your foes senseless.

Keywords: Arcane, Conjunction, Shadow

Effect: You conjure a shadow in an unoccupied square within range. The shadow lasts until the end of the encounter. While the shadow persists, you can use the secondary power through the shadow once per round.

Move Action: You move the shadow to an unoccupied square within 5 squares of you.

Additional Effects

Warlock Attack 15

Used

Ethereal Sidestep

At-Will ♦ Move Action

Personal

You slip through a rift in reality and appear a few feet away.

Keywords: Arcane, Teleportation

Effect: You teleport 1 square.

Additional Effects

<h3>Aegis of Shielding</h3> <p>Encounter ♦ Minor Action</p> <p>Close burst 2 Target: One creature in the burst</p> <p><i>You create an arcane link between you and an enemy, allowing you to blunt its attacks against your allies.</i></p> <p>Keyword: Arcane</p> <p>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.</p> <p>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 (+5).</p> <p>At 11th level, reduce the damage dealt by 10 + your Con modifier (+5). At 21st level, reduce the damage dealt by 15 + your Con modifier (+5).</p> <p>Additional Effects</p>	<h3>Heroic Effort</h3> <p>Encounter ♦ No Action</p> <p>Personal</p> <p><i>Your grim focus and unbridled energy means that failure is not an option.</i></p> <p>Trigger: You miss with an attack or fail a saving throw.</p> <p>Effect: You gain a +4 racial bonus to the attack roll or the saving throw.</p> <p>Additional Effects</p>	<h3>Arcane Mutterings</h3> <p>Encounter ♦ Free Action</p> <p>Personal</p> <p><i>You launch into a recitation of obscure lore on a subject to impress, cow, or trick your audience.</i></p> <p>Trigger: You would make a Bluff, a Diplomacy, or an Intimidate check</p> <p>Effect: You make an Arcana check in place of the Bluff, Diplomacy, or Intimidate check.</p> <p>Prerequisite: You must be trained in Arcana.</p> <p>Additional Effects</p>
<p>Swordmage Feature Used <input type="checkbox"/></p> <h3>Channeling Shield</h3> <p>Encounter ♦ Immediate Interrupt</p> <p>Close burst 10 Target: The creature hit by the triggering attack</p> <p><i>You throw up a temporary shield to absorb some of the power of a foe's attack.</i></p> <p>Keyword: Arcane</p> <p>Trigger: An attack hits you or an ally within 10 squares of you</p> <p>Effect: You reduce the damage the target takes from the triggering attack by 5 + your Con modifier (+5).</p> <p>Aegis of Shielding: The next successful attack you make before the end of your next turn deals extra damage equal to your Con modifier (+5).</p> <p>Additional Effects</p>	<p>Human Racial Power Used <input type="checkbox"/></p> <h3>Painful Transference</h3> <p>Encounter ♦ No Action</p> <p>Personal</p> <p><i>You transform your debilitation into an ally's pain.</i></p> <p>Keyword: Arcane</p> <p>Requirement: You must not be dying.</p> <p>Effect: You end an effect on you that a save can end. Each ally within 5 squares of you takes damage equal to your Cha modifier (+0). If no ally is within 5 squares of you, you take damage equal to twice your Cha modifier (+0). This damage cannot be reduced or negated.</p> <p>Additional Effects</p>	<p>Arcana Utility 2 Used <input type="checkbox"/></p> <h3>Menacing Shadow...</h3> <p>Daily ♦ Minor Action</p> <p>Goblin Totem Longsword +4: +12 vs. Reflex, 2d6+4 damage</p> <p>Melee 1 Target: One creature</p> <p>Keywords: Arcane, Implement, Necrotic, Shadow</p> <p>Requirement: The power Menacing Shadow must be active in order to use this power.</p> <p>Attack: Charisma vs. Reflex</p> <p>Hit: 2d6 + Cha modifier (+0) necrotic damage, and the target is dazed until the end of your next turn.</p> <p>Additional Effects +2d8 to damage once per turn (Warlock's Curse) +4 item bonus to damage rolls against a creature larger than you - Goblin Totem +4.</p>
<p>Swordmage Utility 2 Used <input type="checkbox"/></p> <h3>Dimensional Dodge</h3> <p>Daily ♦ Immediate Interrupt</p> <p>Personal</p> <p><i>As the enemy prepares to riddle you with arrows from afar, you vanish and reappear right next to it.</i></p> <p>Keywords: Arcane, Teleportation</p> <p>Trigger: An enemy within 20 squares of you hits you with a ranged attack.</p> <p>Effect: You teleport adjacent to the enemy.</p> <p>Additional Effects</p>	<p>Warlock Utility 16 Used <input type="checkbox"/></p> <h3>Amulet of Life +3</h3> <p>Neck Slot Item ♦ Level 15</p> <p>Enhancement: +3 Fortitude, Reflex, and Will</p> <p>Power (Healing) ♦ Encounter (Free Action)</p> <p>Trigger: Use this power when you spend a healing surge.</p> <p>Effect: You can spend an additional healing surge.</p>	<p>Goblin Totem Longsword +4</p> <p>Weapon ♦ Level 17</p> <p>Damage: 1d8</p> <p>Proficiency Bonus: 3</p> <p>Properties: Versatile</p> <p>Enhancement: +4 attack rolls and damage rolls</p> <p>Critical: +1d6 damage per plus</p> <p>Properties</p> <p>Your attacks with this weapon against a creature larger than you have an item bonus to damage rolls equal to the weapon's enhancement bonus.</p>

Summoned Feyleather...

Armor ♦ Level 16

Armor Bonus: 3

Enhancement: +4 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.