

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA



Level

### Flash Man

Human Swordmage

Age Height Weight Size Deity

Medium

Total XP 1000

### Defenses

<b>20</b>	<b>13</b>	<b>16</b>	<b>13</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

**Max HP**  
(Bloodied 13 ) **26**

Temp HP

Current Hit Points

### Healing Surges

Surge Value Surges/Day

6	8
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Current Conditions:

### Combat Statistics and Senses

**Initiative**

Conditional Modifiers:

**Speed**

**Passive Insight**

**Passive Perception**

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**

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Arm Cannon

<input type="text" value="6"/>	<input type="text" value="1d8+2"/>
Strength vs. AC	Damage

#### Ranged

Arm Cannon

<input type="text" value="0"/>	<input type="text" value="1d4"/>
Dexterity vs. AC	Damage

### Languages

Common



### Abilities

Ability	Score	Check
STR Strength	14	2
CON Constitution	11	0
DEX Dexterity	10	0
INT Intelligence	20	5
WIS Wisdom	10	0
CHA Charisma	8	-1

### Skills

Acrobatics	Dexterity	0
Arcana	Intelligence	10
Athletics	Strength	7
Bluff	Charisma	-1
Diplomacy	Charisma	-1
Dungeoneering	Wisdom	0
Endurance	Constitution	5
Heal	Wisdom	0
History	Intelligence	5
Insight	Wisdom	5
Intimidate	Charisma	4
Nature	Wisdom	0
Perception	Wisdom	0
Religion	Intelligence	5
Stealth	Dexterity	0
Streetwise	Charisma	-1
Thievery	Dexterity	0



# Flash Man

Player Name

Character Name

## Character Details

### Background

### Theme

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

### Companions and Allies

### Session and Campaign Notes

### Other Notes

## Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Arm Cannon

Waist

Armor

Leather Armor

Tattoo

Ki Focus

Feet

### Other Equipment

Total Weight (lbs.)

21

Carrying Capacity (lbs.)

Treasure

100 gp  
0 gp banked

Normal

140

Heavy

280

Max

700



# Flash Man

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 Assault (Time Stopper)

Use aegis of assault as an at-will 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

## Feats

### Escalating Assault

Cumulative +1 to attack with aegis of assault

### Heavy Blade Expertise

When wielding a heavy blade: +1/2/3 (by tier) to attack, +2 all defenses vs. opportunity attacks

- Arm Cannon as longsword

# Flash Man

Level 1 Human Swordmage

	SCORE	ABILITY	MOD	
<b>HP</b>	<b>14</b>	<b>STR</b>	<b>2</b>	<b>AC</b>
<b>26</b>				<b>20</b>
<b>Spd</b>	<b>11</b>	<b>CON</b>	<b>0</b>	<b>Fort</b>
<b>6</b>				<b>13</b>
<b>Init</b>	<b>10</b>	<b>DEX</b>	<b>0</b>	<b>Ref</b>
<b>+0</b>				<b>16</b>
	<b>20</b>	<b>INT</b>	<b>5</b>	<b>Will</b>
				<b>13</b>
	<b>10</b>	<b>WIS</b>	<b>0</b>	
	<b>8</b>	<b>CHA</b>	<b>-1</b>	
	<b>15</b>	Passive Insight		
	<b>10</b>	Passive Perception		

Player Name:

## Skills

Acrobatics	Dexterity	0
Arcana	Intelligence	• 10
Athletics	Strength	• 7
Bluff	Charisma	-1
Diplomacy	Charisma	-1
Dungeoneering	Wisdom	0
Endurance	Constitution	• 5
Heal	Wisdom	0
History	Intelligence	5
Insight	Wisdom	• 5
Intimidate	Charisma	• 4
Nature	Wisdom	0
Perception	Wisdom	0
Religion	Intelligence	5
Stealth	Dexterity	0
Streetwise	Charisma	-1
Thievery	Dexterity	0

• 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

**Arm Cannon:** +6 vs. AC, 1d8+2 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

**Arm Cannon:** +0 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

Basic Attack

### Arcane Lance

At-Will ♦ Standard Action

**Arm Cannon:** +5 vs. Ref, 1d8 damage  
**Melee 2** **Target:** One creature

You form a gray lance of sonic energy around your weapon. The concussive force of its strike briefly slows your foe.

**Keywords:** Arcane, Implement, Thunder

**Attack:** Intelligence vs. Reflex

**Hit:** 1d8 thunder damage, and the target is slowed until the end of your next turn.

**Special:** When charging, you can use this power in place of a melee basic attack. Add your Int modifier (+5) to the damage if you charge while mounted.

Additional Effects

Swordmage Attack 1

### Luring Strike

At-Will ♦ Standard Action

**Arm Cannon:** +9 vs. AC, 1d8 damage  
**Melee** weapon **Target:** One creature

You step behind your foe, strike quickly, and then dart away, drawing the creature after you.

**Keywords:** Arcane, Weapon

**Attack:** Intelligence vs. AC

**Hit:** 1[W] damage. You shift 1 square and slide the target 1 square into the space you occupied.

**Effect:** Before or after the attack, you can shift 1 square.

Additional Effects

Swordmage Attack 1

### Blazing Pursuit

Encounter ♦ Standard Action

**Arm Cannon:** +9 vs. AC, 1d8+5 damage  
**Melee** weapon **Target:** One creature

You envelop your blade in fire and then strike. The flames create a lingering path that you can travel along to catch your escaping foe.

**Keywords:** Arcane, Fire, Teleportation, Weapon

**Attack:** Intelligence vs. AC

**Hit:** 1[W] + Int modifier (+5) fire damage. If the target is within 5 squares of you at the end of its next turn, as a free action you can teleport to a space that must be adjacent to the target.

**Aegis of Assault:** You can teleport to a space adjacent to the target even if you do not have line of sight to that space.

Additional Effects

Swordmage Attack 1

Used

### Dragon's Teeth

Daily ♦ Standard Action

**Arm Cannon:** +5 vs. AC, 1d8+5 damage  
**Close blast 5** **Target:** Each enemy in the blast

When you strike, darts of force explode from your weapon. The shards dig into your foes' flesh, goading them to move in your direction.

**Keywords:** Arcane, Force, Implement

**Attack:** Intelligence vs. Reflex

**Hit:** 1d8 + Int modifier (+5) force damage. The target takes damage equal to your Str modifier (+2) if it does not end its turn adjacent to you (save ends).

**Miss:** Half damage.

Additional Effects

Swordmage Attack 1

Used

### Time Stopper

At-Will ♦ Minor Action



Close burst 2

**Target:** One creature in the burst

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

**Keywords:** Arcane, Teleportation

**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.

Additional Effects

Swordmage Feature

### Heroic Effort

Encounter ♦ No Action



Personal

*Your grim focus and unbridled energy means that failure is not an option.*

**Trigger:** You miss with an attack or fail a saving throw.

**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power

Used

