

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

C2 Pregenerated Character

6

Level

Three

Unaligned female Warforged Hybrid

3 Age 6'4" Height 290 lbs. Weight Medium Size Gond Deity

7500

Total XP 10000

Defenses

21	19	19	17
AC	FORT	REF	WILL

Conditional Bonuses

+2 Saving Throws against charm and fear effects,
+2 Saving Throws against ongoing damage, +2
Saving Throws against effects that apply the slowed, c

Hit Points

Max HP (Bloodied 28)	56	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
14	11

Current Conditions:

Combat Statistics and Senses

Initiative	3
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Conditional Modifiers:

Speed	6
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Passive Insight	16
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Passive Perception	21
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Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
<input type="checkbox"/>	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
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+2 Saving Throws against charm and fear effects,
+2 Saving Throws against ongoing damage, +2
Saving Throws against effects that apply the slowed, immobilized, or restrained condition.

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Armsblade Bastard sword +2

14	1d10+8
Strength vs. AC	Damage

Ranged

6	1d6
Dexterity vs. AC	Damage

Languages

Common, Elven



Abilities

Ability	Score	Check
STR Strength	10	3
CON Constitution	18	7
DEX Dexterity	10	3
INT Intelligence	20	8
WIS Wisdom	12	4
CHA Charisma	9	2

Skills

Acrobatics	Dexterity	3
Arcana	Intelligence ✓	13
Athletics	Strength	3
Bluff	Charisma	2
Diplomacy	Charisma	2
Dungeoneering	Wisdom	4
Endurance	Constitution	9
Heal	Wisdom ✓	9
History	Intelligence	8
Insight	Wisdom	6
Intimidate	Charisma	4
Nature	Wisdom	4
Perception	Wisdom ✓	11
Religion	Intelligence	8
Stealth	Dexterity	3
Streetwise	Charisma	2
Thievery	Dexterity	3



Character Details

Background

Moonshae Isles

Theme

Guardian

Mannerisms and Appearance

Personality Traits

Adventuring Company

Inverness Invaders

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Lucky Charm +1

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Arblade Bastard sword +2

Waist

Armor

Shared Suffering Leather...

Tattoo

Feet

Boots of Free Movement

Ki Focus

Other Equipment

Adventurer's Kit
Climber's Kit
Disguise Kit
Primal Element (level 7)
Sling
Sling Bullets (20)

Total Weight (lbs.)

75

Carrying Capacity (lbs.)

Treasure

11 gp

Normal

100

Heavy

200

Max

500

C2 Pregenerated Character

Three

Player Name

Character Name



Racial Features

Living Construct

No need to eat, drink, breathe, or sleep

Unsleeping Watcher

4 hours of inactivity counts as an extended rest

Warforged Mind

+1 to Will defense

Warforged Resilience

+2 racial bonus to saving throws against ongoing damage

Warforged Resolve

Use warforged resolve as an encounter power

Class/Other Features

Aegis of Shielding

Use aegis of shielding as an at-will power.

Guardian Starting Feature

Gain the Guardian's Counter power

Healing Infusion (Hybrid)

Hybrid Artificer Fortitude

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.

Guardian Level 5 Feature

Gain +2 power bonus to Insight and Perception checks

Feats

Warforged Tactics

+1 on melee attacks against foe adjacent to your ally

Weapon Proficiency (Bastard sword)

Gain proficiency with the Bastard sword.

Master at Arms

+1/2/3 (by tier) to weapon attack rolls. Minor action: sheathe one weapon and draw one weapon

Intelligent Blademaster

Use Intelligence instead of Strength on your basic attacks

Three
Level 6 Warforged Artificer/Swordmage

	SCORE	ABILITY	MOD	
HP 56	10	STR	0	AC 21
	18	CON	4	
Spd 6	10	DEX	0	Fort 19
	20	INT	5	
Init +3	12	WIS	1	Ref 19
	9	CHA	-1	
				Will 17

16 Passive Insight

21 Passive Perception

Player Name: C2 Pregenerated Character

Skills

Acrobatics	Dexterity	3
Arcana	Intelligence	• 13
Athletics	Strength	3
Bluff	Charisma	2
Diplomacy	Charisma	2
Dungeoneering	Wisdom	4
Endurance	Constitution	9
Heal	Wisdom	• 9
History	Intelligence	8
Insight	Wisdom	6
Intimidate	Charisma	4
Nature	Wisdom	4
Perception	Wisdom	• 11
Religion	Intelligence	8
Stealth	Dexterity	3
Streetwise	Charisma	2
Thievery	Dexterity	3

• 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

Armlade Bastard sword +2: +14 vs. AC, 1d10+8 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 (+0) damage.

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

Additional Effects
+1 to attack rolls against an enemy that is adjacent to an ally - Warforged Tactics.
+2 item bonus to attack rolls to opportunity attacks - Armlade +2.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Sling: +6 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

Magic Weapon

At-Will ♦ Standard Action

Armlade Bastard sword +2: +15 vs. AC, 1d10+8 damage

Sling: +12 vs. AC, 1d6+5 damage

Melee or Ranged weapon **Target:** One creature

Your attack issues a burst of magical energy that enhances the weapons of allies close to you.

Keywords: Arcane, Weapon

Attack: Intelligence +1 vs. AC

Hit: 1[W] + Int modifier (+5) damage, and each ally adjacent to you gains a +1 power bonus to attack rolls and a power bonus to damage rolls equal to your Con modifier (+4) or your Wis modifier (+1) until the end of your next turn.

Additional Effects
+1 to attack rolls against an enemy that is adjacent to an ally - Warforged Tactics.

Artificer Attack 1

Sword Burst

At-Will ♦ Standard Action

Armlade Bastard sword +2: +10 vs. Reflex, 1d6+7 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

Guardian's Counter

Encounter ♦ Immediate Interrupt

Close burst 2

Seeing a friend in danger, you step up to take the attack meant for your ally—and then you strike back.

Keyword: Martial

Trigger: An ally within 2 squares of you is hit by an attack and you are not included in the attack.

Effect: You and the ally shift up to 2 squares as a free action, swapping positions. You become the target of the triggering attack, in place of the ally. After the attack is resolved, you can make a basic attack against the attacker.

Additional Effects

Guardian Attack

Used

Sword of Sigils

Encounter ♦ Standard Action

Armlade Bastard sword +2: +14 vs. AC, 1d10+8 damage

Sling: +11 vs. AC, 1d6+5 damage

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

As you sweep your blade in a wide arc, it glows red and leaves arcane runes burning in the air above your foes.

Keywords: Arcane, Force, Weapon

Attack: Intelligence vs. AC

Hit: 1[W] + Int modifier (+5) damage, and the target is marked until the end of your next turn. Until the mark ends, if the target makes an attack that does not include you as a target, it takes force damage equal to your Int modifier (+5) after the attack is resolved.

Aegis of Shielding: If a target marked by this power hits a creature within 10 squares of you with an attack that does not include you as a target, you can use an immediate interrupt to reduce the damage dealt by that attack to any single creature by an amount equal to your Con modifier (+4).

Additional Effects

Swordmage Attack 1

Used

Repulsion Strike

Encounter ♦ Standard Action

Armsblade Bastard sword +2: +14 vs. Reflex, 2d10+8 damage

Sling: +11 vs. Reflex, 2d6+5 damage

Melee or Ranged weapon **Target:** One creature

You empower your weapon to create a field of resistance around your enemy, hindering your foe's attacks.

Keywords: Arcane, Force, Weapon

Attack: Intelligence vs. Reflex

Hit: 2[W] + Int modifier (+5) force damage, and the target takes a penalty to melee attack rolls equal to your Con modifier (+4) until the end of your next turn.

Additional Effects

+1 to attack rolls against an enemy that is adjacent to an ally - Warforged Tactics.

Artificer Attack 3

Used

Punishing Eye

Daily ♦ Standard Action

Ranged 5

An arcane construct of an eye appears in the air, revealing your enemies and striking them when they show weaknesses.

Keywords: Arcane, Conjuration, Implement, Psychic

Effect: You conjure an eye in a square within range. It lasts until the end of the encounter. Enemies within 3 squares of the eye do not benefit from concealment, and when an ally attacks an enemy within 3 squares of the eye and hits, that enemy takes psychic damage equal to your Int modifier (+5). You can move the eye 3 squares as a move action.

Additional Effects

Artificer Attack 1

Used

Enervating Slash

Daily ♦ Standard Action

Armsblade Bastard sword +2: +14 vs. Fortitude, 2d10+8 damage

Melee weapon **Target:** One creature

Your weapon turns pitch black as you strike. The wound it leaves behind drains your enemy of strength when it attacks your allies.

Keywords: Arcane, Weapon

Attack: Intelligence vs. Fortitude

Hit: 2[W] + Int modifier (+5) damage.

Effect: The target's attacks deal half damage to your allies (save ends).

Additional Effects

+1 to attack rolls against an enemy that is adjacent to an ally - Warforged Tactics.

Swordmage Attack 5

Used

Healing Infusion: Curative

Encounter (Special) ♦ Minor Action

Unarmed:

Close burst 5 (10 at 11th level, 15 at 21st level) **Target:** You or one ally in the burst level)

You use the magic of your infusion to heal the wounds of your target.

Keywords: Arcane, Healing

Effect: The target regains hit points equal to its healing surge value + your Wis modifier (+1), and you expend an infusion crafted with your Healing Infusion class feature.

Level 6: Healing surge value + your Wis modifier (+1) + 2.

Special: You can use two Healing Infusion powers per encounter, but only one per round. At 16th level, you can use three Healing Infusion powers per encounter, but only one per round.

Additional Effects

Artificer Feature

Used

Healing Infusion: Resistive

Encounter (Special) ♦ Minor Action

Close burst 5 (10 at 11th level, 15 at 21st level) **Target:** You or one ally in the burst level)

You channel the energy of your infusion into your target's armor, providing lasting protection.

Keyword: Arcane

Effect: The target gains a +1 power bonus to AC until the end of the encounter, and you expend an infusion crafted with your Healing Infusion class feature. The target can end the bonus as a free action to gain temporary hit points equal to its healing surge value + your Con modifier (+4).

Special: You can use two Healing Infusion powers per encounter, but only one per round. At 16th level, you can use three Healing Infusion powers per encounter, but only one per round.

Additional Effects

Artificer Feature

Used

Aegis of Shielding

Encounter ♦ 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 (+4). At 11th level, reduce the damage dealt by 10 + your Con modifier (+4). At 21st level, reduce the damage dealt by 15 + your Con modifier (+4).

Additional Effects

Swordmage Feature

Used

Warforged Resolve

Encounter ♦ Minor Action

Unarmed:

Personal

It's difficult to take you down, even when you're faltering.

Keyword: Healing

Effect: You gain a number of temporary hit points equal to 3 + one-half your level and can make a saving throw against one effect on you that deals ongoing damage. If you are bloodied, you also regain hit points equal to 3 + one-half your level.

Additional Effects

Warforged Racial Power

Used

Guardian's Defense

Encounter ♦ Minor Action

Close burst 1 **Target:** You and one ally in the burst

Fighting side by side with an ally, you guard his or her back.

Keyword: Martial

Effect: Until the end of your next turn, each target gains a +2 power bonus to all defenses. Additionally, enemies cannot gain combat advantage against either target until the end of your next turn.

Prerequisite: Guardian

Additional Effects

Guardian Utility 2

Used

Silversteel Veil

Encounter ♦ Minor Action

Close burst 1 **Targets:** You and each ally in the burst

You raise a magical ward of thin, wispy silver mist. It seems no more tangible than warm breath on a frosty morning, but it gathers under enemy blows and turns them aside.

Keywords: Arcane, Force

Effect: All affected creatures gain a +2 bonus to AC and Reflex defense until the end of your next turn.

Additional Effects

Swordmage Utility 6

Used

Shared Suffering Leather...

Armor ♦ Level 5

Armor Bonus: 2

Enhancement: +1 AC

Power ♦ Encounter (Immediate Reaction Action)

Use this power when an attack gives you ongoing damage. The attacker gains an equal amount of untyped ongoing damage (save ends).

Armlade Bastard sword +2

Weapon ♦ Level 7

Damage: 1d10

Proficiency Bonus: 3

Properties: Versatile

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus

Properties

You gain a +2 item bonus to opportunity attacks made with this weapon.

Primal Element (level 7)

Alchemical Item ♦ Level 7

Power ♦ Consumable (Standard Action)

Make the following attack against an aberrant, an elemental, a fey, an immortal, or an undead creature: Ranged 3/6; +10 vs. Reflex; 1d8 damage, and the target doesn't benefit from resistances until the end of your next turn.

Lucky Charm +1

Neck Slot Item ♦ Level 4

Enhancement: +1 Fortitude, Reflex, and Will

Power ♦ Daily (No Action)

Trigger: You miss with an attack or fail a skill check, ability check, or saving throw.

Effect: Roll a d6 and add the result to the attack roll, skill check, ability check, or saving throw.

Boots of Free Movement

Feet Slot Item ♦ Level 6

Properties

Gain a +2 item bonus to saving throws against effects that apply the slowed, immobilized, or restrained condition.

Power ♦ Encounter (Minor Action)

Make a saving throw against a slow, immobilize, or restrain effect that a save can end.