DUNGEONS & DRAGONS — Character Sheet

Player Name

Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP
Sir Sparrowhawk	1	Swordmage|Warlock			999

Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company	RPGA Number
Pixie	Tiny	128	Male	11"	3 lb.	Good	The Red Knight		

INITIATIVE

SCORE		DEX	1/2 LVL	MISC
0	Initiative			

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	0
11	CON Constitution	0	0
10	DEX Dexterity	0	0
19	INT Intelligence	4	4
8	WIS Wisdom	-1	-1
18	CHA Charisma	4	4

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	10	6				3	
10	FORT	10						
14	REF	10	4					
16	WILL	10	4	2				

CONDITIONAL BONUSES

HIT POINTS

MAX HP	BLOODIED	SURGE VALUE	SURGES/DAY
32	16 (1/2 HP)	8 (1/4 HP)	7

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER — USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

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

Speak with Beasts - You can communicate with natural beasts and fey beasts.

Wee Warrior - You have reach 1, suffer -5 penalty to Str checks to break or open objects and follow weapon rules for small creatures.

Pixie Magic - Gain the pixie dust and shrink powers.

Fey Origin - You have the fey origin

SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
0	Acrobatics	DEX	0	0	n/a	0
9	Arcana	INT	4	5	n/a	0
0	Athletics	STR	0	0	n/a	0
9	Bluff	CHA	4	5	n/a	0
4	Diplomacy	CHA	4	0	n/a	0
-1	Dungeoneering	WIS	-1	0	n/a	0
0	Endurance	CON	0	0	n/a	0
-1	Heal	WIS	-1	0	n/a	0
4	History	INT	4	0	n/a	0
-1	Insight	WIS	-1	0	n/a	0
4	Intimidate	CHA	4	0	n/a	0
1	Nature	WIS	-1	0	n/a	2
-1	Perception	WIS	-1	0	n/a	0
4	Religion	INT	4	0	n/a	0
2	Stealth	DEX	0	0	n/a	2
9	Streetwise	CHA	4	5	n/a	0
0	Thievery	DEX	0	0	n/a	0

CLASS / PATH / DESTINY FEATURES

Level 1 Vigilante Starting Feature - You gain the mark of

Swordbond - Bond with one blade (1 hr.); standard action t

Swordmage Aegis (Hybrid) - Mark at range, but only one

Aegis of Assault - Use aegis of assault as an at-will pow

Eldritch Pact (Hybrid)

Fey Pact (Hybrid) - Warlock pact minus the at-will attac

Warlock's Curse (Hybrid) - When using warlock powers, d

Eldritch Strike Charisma - Use CHA for Eldritch Strike

Hybrid Warlock Will

Swordmage Warding - +1 AC with blade, +3 AC if off-hand

LANGUAGES KNOWN

Common, Elven

MOVEMENT

SCORE		BASE	ARMOR	ITEM	MISC
4	Speed (Squares)	4			

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
9	Passive Insight	10 +	-1
9	Passive Perception	10 +	-1

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 0	0	0					

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 0	0	0					

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

BASIC ATTACKS

ATTACK		DEFENSE	WEAPON OR POWER	DAMAGE
7	vs	AC	Eldritch Strike (Rapier)	1d8+4
3	vs	AC	Dagger (Melee)	1d4
7	vs	AC	Eldritch Strike (Dagger)	1d4+4
0	vs	AC	Unarmed (Melee)	1d4

FEATS

Hybrid Talent - Gain a hybrid talent option for one of your hybrid class entries

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

- Bull Rush Attack
- Grab Attack
- Opportunity Attack
- Booming Blade
- Warlock's Curse
- Eldritch Strike

ENCOUNTER POWERS

- ☐ Second Wind
- ☐ Aegis of Assault
- ☐ Sword of Sigils
- ☐
- ☐
- ☐

DAILY POWERS

- ☐ Blade of Judgment
- ☐
- ☐
- ☐
- ☐
- ☐

UTILITY POWERS

- ☐ Second Wind
- ☐ Mark of the Vigilante
- ☐ Pixie Dust
- ☐ Shrink
- ☐
- ☐
- ☐
- ☐

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

- WEAPON ☐
- WEAPON ☐
- WEAPON ☐
- WEAPON ☐
- ARMOR ☐
- ARMS ☐
- FEET ☐
- HANDS ☐
- HEAD ☐
- NECK ☐
- RING ☐
- RING ☐
- WAIST ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

Daily Item Powers Per Day

Heroic (1-10)	☐	Milestone ☐ / ☐ / ☐ / ☐
Paragon (11-20)	☐ ☐	Milestone ☐ / ☐ / ☐ / ☐
Epic (21-30)	☐ ☐ ☐	Milestone ☐ / ☐ / ☐ / ☐

CHARACTER PORTRAIT

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Feywild Trails - Traveled to Another City
The Feywild is so thinly populated that one can walk for weeks without encountering a soul. Those who are wise in the ways of the fey know to stay to the trails that crisscross the realm. Travelers who stray from these paths might fall prey to dangerous creatures such as fey panthers, hags, or worse. Still, some inhabitants like the wandering life, spending most of their days between communities. Those who adopt this lifestyle end up mimicking the wild fey in experience and demeanor. You never strayed from the path,

COMPANIONS AND ALLIES

OTHER EQUIPMENT

- Leather Armor (E)
- Rapier (E)
- Dagger
- Adventurer's Kit
- Lantern
- Dog
- Sacks (4)
- Ten-foot pole

RITUALS / ALCHEMY

COINS AND OTHER WEALTH

Money on hand: 24 gp
Stored money: 0 gp
Encumbrance: 63 / 100

SESSION AND CAMPAIGN NOTES

Booming Blade

KEYWORDS: Arcane, Thunder, Weapon | USED

ACTION	RANGE
Standard	Melee 1

ATTACK	DEFENSE	TARGET
7	AC	One creature

Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier (+4) damage, and if the target is adjacent to you at the start of its next turn and moves away during that turn, it takes 1d6 + Constitution modifier (+0) thunder damage.
Increase damage to 2[W] + Intelligence modifier (+4) at 21st level.

Rapier: +7 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS: Swordmage | LEVEL: 1 | BOOK: *FRPG*

AT-WILL POWER — Dungeons & Dragons

Warlock's Curse

KEYWORDS: | USED

ACTION	RANGE
Minor	

ATTACK	DEFENSE	TARGET
	vs	

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 is defeated.
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

ADDITIONAL EFFECTS

CLASS: | LEVEL: * | BOOK: *PH*

AT-WILL POWER — Dungeons & Dragons

Eldritch Strike

KEYWORDS: Arcane, Weapon | USED

ACTION	RANGE
Standard	Melee weapon

ATTACK	DEFENSE	TARGET
7	AC	One creature

Attack: Charisma or Constitution vs. AC
Hit: 1[W] + Charisma or Constitution modifier damage, and you slide the target 1 square.
Increase damage to 2[W] + Charisma or Constitution modifier at 21st level.
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.

Rapier: +7 attack, 1d8+4 damage

ADDITIONAL EFFECTS
+1d6 to damage once per round (Warlock's Curse)

CLASS: Warlock | LEVEL: 1 | BOOK: *PHS1*

AT-WILL POWER — Dungeons & Dragons

Aegis of Assault

KEYWORDS: Arcane, Teleportation | USED

ACTION	RANGE
Minor	Close burst 2

ATTACK	DEFENSE	TARGET
	vs	One creature in burst

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

CLASS: Swordmage | LEVEL: | BOOK: *FRPG*

ENCOUNTER POWER — Dungeons & Dragons

Sword of Sigils

KEYWORDS: Arcane, Force, Weapon | USED

ACTION	RANGE
Standard	Close burst 1

ATTACK	DEFENSE	TARGET
7	AC	Each enemy in burst

Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier (+4) 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 Intelligence modifier (+4) 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 Constitution modifier (+0).

Rapier: +7 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS: Swordmage | LEVEL: 1 | BOOK: *AP*

ENCOUNTER POWER — Dungeons & Dragons

Blade of Judgment

KEYWORDS: Arcane, Lightning, Teleportation, Weapon | USED

ACTION	RANGE
Imm React	Melee weapon

ATTACK	DEFENSE	TARGET
7	AC	The triggering enemy

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] + Intelligence modifier (+4) damage, and the target takes 5 ongoing lightning damage (save ends).
Miss: Half damage, and the target takes 5 extra lightning damage.

Rapier: +7 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS: Swordmage | LEVEL: 1 | BOOK: *Dragon 385*

DAILY POWER — Dungeons & Dragons

Mark of the Vigilante

KEYWORDS: Fear, Stance | USED

ACTION	RANGE
Minor	Personal

☐ AT-WILL ☑ ENCOUNTER ☐ DAILY

Effect: You assume a stance, the mark of the vigilante. Until the stance ends, you gain the following benefits.
* Whenever you hit an enemy with a melee or ranged attack, you can mark the enemy until the end of your next turn.
* You gain a +2 power bonus to all defenses against opportunity attacks that you provoke by moving.

ADDITIONAL EFFECTS

CLASS: Vigilante | LEVEL: | BOOK: *Dragon 426*

UTILITY POWER — Dungeons & Dragons

Pixie Dust

KEYWORDS: | USED

ACTION	RANGE
Move	Ranged 5

☐ AT-WILL ☑ ENCOUNTER ☐ DAILY

Target: One ally
Effect: The target can fly up to 6 squares as a free action.

ADDITIONAL EFFECTS

CLASS: Pixie | LEVEL: | BOOK: *HOTF*

UTILITY POWER — Dungeons & Dragons

Shrink

KEYWORDS: | USED

ACTION	RANGE
Minor	Melee 1

☐ AT-WILL ☑ ENCOUNTER ☐ DAILY

Target: One object that is sized for a Medium or Small creature, is not inside a container, does not contain anything, and is not held, worn, or carried by anyone other than you.
Effect: The target shrinks to a size appropriate for a Tiny creature's use. The new size ends at the end of your next extended rest unless the shrunken target is on your person. The size also ends if you or another pixie uses this power on the shrunken target. While shrunk, the target keeps its game statistics, such as damage dice and weight. A shrunken weapon, however, becomes an improvised one-handed weapon for a non-Tiny creature.

ADDITIONAL EFFECTS

CLASS: Pixie | LEVEL: | BOOK: *HOTF*

UTILITY POWER — Dungeons & Dragons

Rapier

DAMAGE	PROFICIENT	GROUP	RANGE
1d8	3	Light Blade	

PROPERTIES

ary one-handed melee weapon
Cost: 25 gp
Damage: 1d8
Proficient: +3
Weight: 2 lb.

Melee Basic Attack: +3 attack, 1d8 damage
Eldritch Strike: +7 attack, 1d8+4 damage

NOTES

ITEM SLOT	WEIGHT	PRICE	BOOK
One-hand	2	25	*PH*

WEAPON DUNGEONS & DRAGONS

Dagger

DAMAGE	PROFICIENT	GROUP	RANGE
1d4	3	Light Blade	5/10

PROPERTIES

Light Thrown (A basic attack with a light thrown weapon uses your Dexterity. Light thrown weapons don't deal as much damage as heavy thrown weapons, but some powers let you hurl several of them at once or in rapid succession.). Off-Hand (An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.).

Melee Basic Attack: +3 attack, 1d4 damage
Eldritch Strike: +7 attack, 1d4+4 damage

NOTES

ITEM SLOT	WEIGHT	PRICE	BOOK
Off-hand	1	1	*PH*

WEAPON DUNGEONS & DRAGONS

Leather Armor

AC BONUS	CHECK	SPEED	QUANTITY
2	-	-	1

PROPERTIES

Leather armor is sturdier than cloth armor. It protects vital areas with multiple layers of boiled-leather plates, while covering the limbs with supple leather that provides a small amount of protection.

NOTES

ITEM SLOT	WEIGHT	PRICE	BOOK
Body	15	25	*PH*

ITEM DUNGEONS & DRAGONS

Adventurer's Kit

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

This kit includes a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.

NOTES

ITEM SLOT	WEIGHT	PRICE	BOOK
	33	15	*PH*

ITEM DUNGEONS & DRAGONS

Lantern

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

NOTES

ITEM SLOT	WEIGHT	PRICE	BOOK
	2	7	*PH*

ITEM DUNGEONS & DRAGONS

Dog

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

NOTES

ITEM SLOT	WEIGHT	PRICE	BOOK
	0		*Dragon 399*

ITEM DUNGEONS & DRAGONS

Sacks

AC BONUS	CHECK	SPEED	QUANTITY
			2

PROPERTIES

You can carry up to 100 pounds in one of these leather or canvas drawstring bags.

NOTES

ITEM SLOT	WEIGHT	PRICE	BOOK
	1	1	*MME*

ITEM DUNGEONS & DRAGONS

Ten-foot pole

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

Prodding dangerous-looking things with a ten-foot pole lets you trigger many traps from the safety of 2 squares away.

NOTES

ITEM SLOT	WEIGHT	PRICE	BOOK
	8	1	*MME*

ITEM DUNGEONS & DRAGONS