



MURTUN IRONBLADE

MALE DWARF SWORDMAGE



LEVEL 3 GOOD

"My clan may disagree with my art, but they cannot deny its effectiveness."

| Ability Score | Value | Modifier | | |
|---------------------|-------|----------|--------------------------|----|
| STRENGTH | 12 | +1 | ARMOR CLASS | 20 |
| CONSTITUTION | 18 | +4 | FORTITUDE DEFENSE | 15 |
| DEXTERITY | 10 | +0 | REFLEX DEFENSE | 14 |
| INTELLIGENCE | 16 | +3 | WILL DEFENSE | 15 |
| WISDOM | 14 | +2 | INITIATIVE | +1 |
| CHARISMA | 8 | -1 | SPEED (SQUARES) | 5 |
| | | | ACTION POINTS | 1 |

| | | | | | |
|-------------------|----|--------------------------------|----|-------------------------------------|--------------------------|
| HIT POINTS | 50 | HEALING SURGE HP HEALED | 12 | SECOND WIND | <input type="checkbox"/> |
| BLOODIED | 25 | HEALING SURGES/DAY | 12 | (Use second wind up to 1/encounter) | |

| | |
|---------------------------|---------------------------|
| <i>Current Hit Points</i> | <i>Current Surge Uses</i> |
|---------------------------|---------------------------|

| | | | |
|-------------------------------|---------------------|---------------|--|
| <i>Basic Attack Name</i> | <i>Attack Bonus</i> | <i>Damage</i> | <i>Range/Properties</i> |
| +1 <i>defensive longsword</i> | +6 vs. AC | 1d8+3 | Versatile (+1 damage when 2-handed), +1d6 critical |

FEATS

Toughness (already added)
 Weapon Focus: Longsword (already added)

SKILLS (For skills not listed, bonus is 1 + ability modifier)

| | |
|--------------------|-----|
| Passive Insight | 13 |
| Passive Perception | 13 |
| Arcana | +9 |
| Athletics | +8 |
| Dungeoneering | +5 |
| Endurance | +12 |
| History | +9 |
| Insight | +3 |
| Perception | +3 |

SPELLS (Arcane Powers)
 See back of character sheet.

EQUIPMENT

+1 *surge leather armor* (see back), +1 *defensive longsword* (see back), backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

Swordbond (standard action, can call longsword back to hand within 10 squares)
 Aegis of Shielding (see back)
 Swordmage Warding (+3 bonus to AC with one hand free; if rendered unconscious, shield fades and can be restored after a short rest)
 Cast-Iron Stomach (+5 to saving throws vs. poison)
 Dwarven Resilience (use second wind as a minor action)
 Stand Your Ground (move 1 square less when subject to a push, pull, or slide; when knocked prone make an immediate saving throw to stay standing)
 Languages: Common and Dwarven
 Low-Light Vision

Note: Some race and class features are already added into the character's statistics and are not listed on the sheet.

SPELLS (ARCANЕ POWERS)

At-Will Powers

Aegis of Shielding

Swordmage Feature

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

At-Will ♦ Arcane, Teleportation

Minor Action Close burst 2

Target: 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 attacker 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 9 points.

Booming Blade

Swordmage Attack 1

A field of sound punishes your enemy, and it becomes louder if your enemy tries to escape.

At-Will ♦ Arcane, Thunder, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +8 vs. AC

Hit: 1d8 + 5 damage, and if the target is adjacent to you at the start of its turn and moves away, it takes 1d6 + 4 thunder damage.

Sword Burst

Swordmage Attack 1

A sweep of your sword blasts those around you with force.

At-Will ♦ Arcane, Force, Implement

Standard Action Close burst 1

Target: Each enemy in burst

Attack: +5 vs. Reflex

Hit: 1d6 + 4 force damage.

Encounter Powers

Chilling Blow

Swordmage Attack 1

Your blade rips into your foe and cold pulses from the wound, enveloping your enemy's body in a crust of frost.

Encounter ♦ Arcane, Cold, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +8 vs. AC

Hit: 1d8 + 5 cold damage, and the target takes 4 cold damage each time it attacks until the start of your next turn.

Corrosive Ruin

Swordmage Attack 3

You spin your blade in a tight circle in front of you, assailing foes with a spray of flesh-melting acid.

Encounter ♦ Acid, Arcane, Weapon

Standard Action Close blast 3

Target: Each creature in blast

Attack: +8 vs. Fortitude

Hit: 1d8 + 5 acid damage.

Encounter Powers (continued)

Dimensional Warp

Swordmage Utility 2

You reach out with arcane power, and two of your nearby allies suddenly wink out and reappear in each other's places.

Encounter ♦ Arcane, Teleportation

Minor Action Close burst 3

Targets: You and one ally in burst or two allies in burst

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

Daily Powers

Frost Backlash

Swordmage Attack 1

As your enemy swings for the kill, your warding suddenly turns to ice and lashes out at your foe with the fury of winter.

Daily ♦ Arcane, Cold, Weapon

Immediate Interrupt Melee weapon

Trigger: An adjacent creature hits you

Target: The creature that hit you

Attack: +8 vs. Reflex

Hit: 3d8 + 5 cold damage.

Miss: Half damage.

Magic Items

+1 Defensive Longsword

Level 2

This weapon glows blue when its wielder takes a second wind or goes on total defense.

Enhancement: Attack rolls and damage rolls (already added)

Critical: +1d6 damage

Property: When you take the total defense or second wind action, add the enhancement bonus of this weapon as an item bonus to all of your defenses until the start of your next turn.

+1 Surge Leather Armor

Level 3

Many great heroes have survived dangerous battles thanks to the offensive and defensive benefits of this armor.

Enhancement: AC (already added)

Power (Daily): Minor Action. Gain a +2 power bonus to all attack rolls and defenses. This bonus is reduced by 1 at the start of each of your turns.