Character Sheet
For Dungeons and Dragons 4th Edition

GNOgaming

Character Name Ernja Vårklinga av Al'Abil | **Player Name** Tobias | **Deity** Istishia | **Alignment** Good

Race Genasi - Watersoul | **Age** 25 | **Gender** Female | **Size** Medium | **Height** 160cm | **Weight** 65kg | **Current Experience** 0

Class Sword mage | **Paragon Path** | **Epic Destiny** | **Level** 3 | **Needed Experience** 1,000

Ability Scores

		Base	Racial	Enhance	Modifier	Mod+1/2 Lvl
STR Strength	10	8	2		0	1
CON Constitution	16	16	0		3	4
DEX Dexterity	8	8	0		-1	0
INT Intelligence	18	16	2		4	5
WIS Wisdom	13	13	0		1	2
CHA Charisma	14	14	0		2	3

Initiative

0 = Dex+1/2 Lvl 0 + Misc

Speed

6 = Base 6 + Armor + Item + Misc | Special Movement

Defenses

	Total	10+1/2 Lvl	Armor	Abil	Class	Feat	Enh	Misc	Misc	Conditional Bonuses
AC	21	11	3				3	4		
Fortitude	15	11		3			1			
Reflex	16	11		4			1			
Will	16	11		2	2		1			

Hit Points & Surges

Max HP 48 | Bloodied (1/2 HP) 24 | Additional Effects while Bloodied | Surges/Day 5 | Surge Value (1/4 HP) 12

Resistance

Saving Throw Bonuses

+2 racial bonus against ongoing damage

Passive Senses

Passive Insight 12 | Passive Perception 12

Special Senses

Action Points

Additional Effects for Spending Action Points

Attacks & Powers

Weapon or Power	Usage	Attack	Defense	Range	Attack Bonus	1/2 Lvl	Abil	Class	Prof	Feat	Enh	Misc	Damage Dice	Damage Bonus	Abil	Feat	Enh	Misc	Properties (High Crit, Magical Effects, Etc.)
Melee basic attack	Basic Attack	STR	AC		4	1	0		3				1W	0	0				
Aegis of Shielding	At-Will			CB2	1	1								0					Mark enemy reduce damage 5+CON if enemy hit ally other than you
Luring Strike	At-Will	INT	AC		8	1	4		3				1W	4	4				You shift 1 square and slide the target 1 sq into the space you occupied.Before or after shift 1 sq
Booming Blade	At-Will	INT	AC		8	1	4		3				1W	4	4				If target moves away it takes 1d6 + CON damage
Swiftcurrent	Encounter				1	1								0					Shift your speed No movement penalties
Sword of Sigils	Encounter	INT	AC	CB1	8	1	4		3				1W	4	4				Enemy in burst. Target is marked and take INT force damage if attacking someone else than you.
Dimensional Warp	Encounter			CB3	1	1								0					Switch places between allies
Dimensional Vortex	Encounter	INT	Will	10	8	1	4		3					0					Immediate interrupt. Teleport enemy 5 squares and choose new target for its attack.
					1	1								0					
					1	1								0					
Dance of Swords	Daily	INT	Will	CB2	8	1	4		3				1d8	5	4		1		Each enemy in burst: Target cannot make opportunity attacks or shift (save ends).
					1	1								0					
					1	1								0					
					1	1								0					
					1	1								0					
					1	1								0					
					1	1								0					
					1	1								0					
					1	1								0					
					1	1								0					
					1	1								0					

Wealth

Astral Diamonds	
Platinum Pieces (pp)	
Gold Pieces (gp)	
Silver Pieces (sp)	
Copper Pieces (cp)	

Gems & Jewelry

Ritual Components (gp value)

Alchemical Reagents................	
Sanctified Incense.....................	
Mystic Salves............................	
Rare Herbs.................................	
Residuum....................................	

Languages

Common, primordial

Other Valuables

Item	Value (gp)	Item	Value (gp)	Item	Value (gp)	Item	Value (gp)

Equipment

Item	Qty	Weight	Location
Broadsword d10	1		
Hide armor	1		
Amulet of Protection +1	1		
Deathstalker +1	1		
Girdle of the Oxen	1		

Total Weight

Equipment (not on person)

Item	Qty	Weight	Location

Total Weight 0.0

Companion

Name | Level & Role

Size, Origin, & Type

Initiative | Senses

Aura

AC | HP | Bloodied 0 | Damage | Speed | AP

Defenses

	Total		Base		Bonus
Fort	0	=		+	
Ref	0	=		+	
Will	0	=		+	

Ability Scores

	Score	Mod		Score	Mod
Str		-5	Int		-5
Con		-5	Wis		-5
Dex		-5	Cha		-5

Abilities

Skills

Equipment

Alignment: Good | Languages

Racial Features

+2 Int, Str
Skill bonuses: +2 Endurance, Nature

- Elemental: Watersoul
- Swiftcurrent Power

Class, Path, & Destiny Features

+2 to Will
AC: Cloth, Leather
WP: Simple melee, Military light blades, Military heavy blades, Simple ranged

- Swordbond: Spend 1 hour to create bond with one weapon and call it from 10 squares away using a standard action. Also recreate it using 1 hour of meditation.
While concious and wielding light or heavy blade gain +3 AC if one hand is free, else +1AC. Disappears when unconscious, restored through short or extended rest.

Feats

Toughness: +5 extra hp per tier
Armor proficiency (Hide)

Skills

Skill Name	Key Ability	Total Bonus		Abil + 1/2 Lvl		Trnd (+5)		Misc	Armor Penalty
Acrobatics	Dex	5	=	0	+	X	+		
Arcana	Int	11	=	5	+	X	+	1	
Athletics	Str	6	=	1	+	X	+		
Bluff	Cha	3	=	3	+		+		
Diplomacy	Cha	8	=	3	+	X	+		
Dungeoneering	Wis	2	=	2	+		+		
Endurance	Con	6	=	4	+		+	2	
Heal	Wis	2	=	2	+		+		
History	Int	6	=	5	+		+	1	
Insight	Wis	2	=	2	+		+		
Intimidate	Cha	3	=	3	+		+		
Nature	Wis	4	=	2	+		+	2	
Perception	Wis	2	=	2	+		+		
Religion	Int	5	=	5	+		+		
Stealth	Dex	0	=	0	+		+		
Streetwise	Cha	3	=	3	+		+		
Thievery	Dex	0	=	0	+		+		

Additional Information

Netheril regional benefit:
Add arcana and history to your class skill list and gain +1 bonus to both arcana and history.