



# 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
BLOODIED	25		HEALING SURGES/DAY	12
			SECOND WIND	<input type="checkbox"/>
				(Use second wind up to 1/encounter)
Current Hit Points			Current Surge Uses	

Basic Attack Name	Attack Bonus	Damage	Range/Properties
+1 defensive longsword	+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 (ARCANES 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.