

WORLDWIDE
DUNGEONS & DRAGONS
 GAME DAY

NAIVARA

FEMALE ELADRIN SWORDMAGE / LEVEL 6 / GOOD

“Those that hear my bladesong are doomed to suffer it.”

ABILITY SCORES

MOD

DEFENSES

INITIATIVE

TRAINED SKILLS

STR 9

+2

AC 24

+4

CON 18

+7

FORT 18

SPEED
(in squares)

ARCANA +14

DEX 12

+4

6

HISTORY +14

INT 18

+7

REF 18

VISION
low-light

INSIGHT +9

WIS 12

+4

WILL 18

LANGUAGES
Common
& Elven

NATURE +9

CHA 10

+3

PERCEPTION +9

HIT POINTS

(Bloodied 31)

63

SECOND

WIND

HEALING
SURGES

value
15

EQUIPMENT

+2 *pinning longsword* *potion of clarity* adventurer's kit

+2 *magic leather armor* crossbow

+1 *cloak of distortion* bolts

OTHER EQUIPMENT



Melee Basic Attack Standard / Melee Weapon / At-Will

Requires longsword; +13 vs. AC; 1d8 + 8 damage.

Ranged Basic Attack Standard / Ranged Weapon / At-Will

Requires crossbow; Ranged 15/30; +6 vs. AC; 1d8 + 1 damage; load minor.

Aegis of Ensarement Minor / Close Burst 2 / At-Will

Target 1 creature; you mark the target until you use this power against another target. Marked target takes a -2 penalty to attacks that don't include you, and if the marked target makes such an attack and is within 10 squares, you may use an immediate reaction to teleport the target adjacent to you, and the target grants combat advantage to all creatures until the end of your next turn.

Frigid Blade Standard / Melee Weapon / At-Will

+13 vs. AC; 1d8 + 8 cold damage and if the target starts its next turn adjacent to you, it takes a -4 penalty to speed until the end of its next turn.

Booming Blade Standard / Melee 1 / At-Will

+13 vs. Fortitude; 1d8 + 8 damage and if the target starts its next turn adjacent to you and moves away during that turn, it takes 1d6 + 4 thunder damage.

Fey Step Move / Personal / Encounter

Teleport up to 5 squares.

Chilling Blow Standard / Melee Weapon / Encounter

+13 vs. AC; 1d8 + 8 damage and the target takes 4 cold damage each time it attacks until the start of your next turn.

Unseen Gauntlet Standard / Ranged 5 / Encounter

+9 vs. Fortitude; 1d10 + 12 force damage and the target is immobilized until the end of your next turn.

Unicorn's Touch Minor / Close Burst 1 / Encounter

Target you or 1 ally in burst; the target either rolls a saving throw or regains 9 hit points.

Dance of the Sword Standard / Close Burst 2 / Daily

+9 vs. Will; 1d8 + 8 psychic damage and the target cannot make opportunity attacks or shift (save ends). Miss: Half damage and the target cannot make opportunity attacks or shift until the end of your next turn.

Purifying Wound Standard / Melee Weapon / Daily

+13 vs. AC; 2d8 + 8 damage and ongoing 5 fire damage (save ends). When the target takes the ongoing fire damage, adjacent enemies take 5 fire damage. Miss: Half damage.

Fear No Elements Minor / Personal / Daily

Choose acid, cold, fire, or lightning; until the end of the encounter, gain resist 9 against that damage type.

+2 Pinning Longsword +2d6 Critical

Daily / Free Action: When you hit an enemy with this weapon, the enemy is immobilized until you are no longer adjacent to it.

+1 Cloak of Distortion

-5 penalty on ranged attacks against you from more than 5 squares away.

Potion of Clarity Consumable

Minor Action: Drink this potion; spend a healing surge. Instead of regaining hit points, you can reroll a d20 roll with a +1 bonus once during this encounter as a free action.

OTHER ABILITIES*

Eladrin Will: Gain a +5 bonus on saving throws against charm effects.

Swordbond: Use a standard action to call your longsword to your hand.

Fey Escape: Use fey step as an immediate reaction when grabbed, immobilized, or restrained.

*Some character options not present on character sheet for brevity.

Use the Character Builder to create and modify this character!
See www.wizards.com/dnd/insider for more information.