

Player Name **Joey**

Monty

6

Swordmage

7500

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Human

M

Good

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company or Other Affiliations

INITIATIVE

SCORE DEX 1/2 LEVEL MISC

4 Initiative **1** **3**

CONDITIONAL MODIFIERS

DEFENSES

SCORE DEFENSE 10 + 1/2 LVL ARMOR/ ABIL CLASS FEAT ENH MISC MISC

(23) AC **13** **7** **3**

CONDITIONAL REMARKS

MOVEMENT

SCORE BASE ARMOR ITEM MISC

6 Speed (Squares) **6**

SPECIAL MOVEMENT

ABILITY SCORES

SCORE ABILITY ABIL MOD MOD + 1/2 LVL

12 STR **+1** **+4**

15 CON **+2** **+5**

12 DEX **+1** **+4**

20 INT **+5** **+8**

10 WIS **+0** **+3**

10 CHA **+0** **+3**

DEFENSE 10 + 1/2 LVL ABIL CLASS FEAT ENH MISC MISC

(16) FORT **13** **2**

CONDITIONAL REMARKS

DEFENSE 10 + 1/2 LVL ABIL CLASS FEAT ENH MISC MISC

(19) REF **13** **5**

CONDITIONAL REMARKS

DEFENSE 10 + 1/2 LVL ABIL CLASS FEAT ENH MISC MISC

(16) WILL **13** **2**

CONDITIONAL REMARKS

SENSES

SCORE PASSIVE SCORE SKILL BONUS

18 Passive Insight **10** + **8**

18 Passive Perception **10** + **8**

SPECIAL SENSES

Normal

ATTACK WORKSPACE

ABILITY: Melee Attack with Bastard Sword

ATTACK BONUS 1/2 LVL ABIL CLASS PROF FEAT ENH MISC

+12 **3** **5** **3** **1**

ABILITY: Implement Based Atks with Bastard Sword

ATTACK BONUS 1/2 LVL ABIL CLASS PROF FEAT ENH MISC

+9 **3** **5** **1**

DAMAGE WORKSPACE

ABILITY: Melee Attack with Bastard Sword

DAMAGE ABIL CLASS FEAT ENH ITEM MISC

1d10+5 **5**

ABILITY: Implement Based Atks with Bastard Sword

DAMAGE ABIL CLASS FEAT ENH ITEM MISC

+5 **5**

STANDARD ATTACKS

ATTACK DEFENSE DAMAGE

12 vs **13** **5**

12 vs **13** **5**

12 vs **13** **5**

12 vs **13** **5**

FEATS

Weapon Prof. Bastard Sword

Intelligent Blademaster

Focused Expertise Bastard Sword

Bonus to attack rolls using bastard sword

Linguist

Learn 3 new languages

War Wizard's Expertise

#N/A

LANGUAGES KNOWN

Common

Draconic

HIT POINTS

MAX HP

60

BLOODED

30

HEALING SURGES

SURGE VALUE

15

SURGES DAY

10

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

1

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

1

1

SAVING THROW MODIFIERS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points

MILESTONES

ACTION POINTS

1

2

1

2

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

ABILITY SCORE MODS

Bonus At-Will Power

Bonus Feat

Bonus Class Skill

Human Defense: +1 Fort, +1 Ref and +1 Will

CLASS / PATH / DESTINY FEATURES

Swordbond: Recall Sword to hand w/ standard

Swordmage Warding: +1 AC (+3 AC w/ free hand)

Swordmage Aegis: Marks one target in 5, Target

is -2 to attack others while marked, if it hits, you

POWER INDEX

List your powers below.

Check the box when the power is used.

Clear the box when the power renews.

AT-WILL POWERS	

ENCOUNTER POWERS	

PATH	
CLASS	
RACIAL	
MULTICLASS	
SPECIAL	

PATH		
SPELL RECALL		

PATH		
EPIC		

MAGIC ITEM INDEX

List your powers below.

Check the box when the power is used.

Clear the box when the power renews.

MAGIC ITEMS	
MAIN WEAPON	Bastard Sword Sunblade

[illegible]

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



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Astral Diamonds
Platinum
Gold
Silver
Copper