

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	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			1	
CONDITIONAL REMARKS							

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
(19)	REF	13	5			1	
CONDITIONAL REMARKS							

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
(16)	WILL	13	2			1	
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		

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

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODIFIERS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	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

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
	vs	
	vs	
	vs	
	vs	

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

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LEVEL	TRND (+5)	ARMOR PENALTY	MISC
4	Acrobatics	DEX	4		+0
13	Arcana	INT	8	x	n/a
9	Athletics	STR	4	x	+0
3	Bluff	CHA	3		n/a
3	Diplomacy	CHA	3		n/a
3	Dungeoneering	WIS	3		n/a
5	Endurance	CON	5	-	+0
3	Heal	WIS	3		n/a
13	History	INT	8	x	n/a
8	Insight	WIS	3	x	n/a
3	Intimidate	CHA	3	-	n/a
3	Nature	WIS	3		n/a
8	Perception	WIS	3	x	n/a
8	Religion	INT	8		n/a
4	Stealth	DEX	4		+0
3	Streetwise	CHA	3		n/a
4	Thievery	DEX	4		+0

LANGUAGES KNOWN

Common

Supernal

Draconic

Primordial

Giant

