

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

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

LANGUAGES KNOWN

Common Supernal

Draconic Primordial

Giant

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

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

