



CHARACTER SHEET

Player Name

Xavier

Eowan

02

Swordmage

1,010

Character Name

Eladrin

M

59

M

Level

1.79

Class

76

Good

Paragon Path

Corellon

Epic Destiny

Total XP

Race Size Gender Height Weight Alignment Deity Adventuring Company or Other Affiliations

INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
2	1	1	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR / ABIL	CLASS	FEAT	ENH	MISC	MISC
21	AC	11	07	03				00

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
13	STR Strength	1	2
15	CON Constitution	2	3
12	DEX Dexterity	1	2
18	INT Intelligence	4	5
13	WIS Wisdom	1	2
9	CHA Charisma	-1	0

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	FORT	11	02				

CONDITIONAL BONUSES

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	11	04				

CONDITIONAL BONUSES

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	11	01	02		01	00

CONDITIONAL BONUSES

HIT POINTS

MAX HP

36

BLOODED

18

1/2 HP

HEALING SURGES

SURGE VALUE

9

1/4 HP

SURGES/DAY

10

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

1 Action Points

MILESTONES

0

1

2

ACTION POINTS

1

2

3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

ABILITY SCORE MODS

+2 dex / +2 int

Eladrin Education (extra skill)

Eladrin Will: +1 Will, +5 Charm Saves

Fey Origin

Trance (4 hrs to rest, aware of surr.)

Fey Step: Teleport 5, 1/Encounter

CLASS / PATH / DESTINY FEATURES

Swordbond: Recall Sword to hand (minor)

Swordm. Ward.: +1 AC (+3 AC free hand)

Swordm. Aegis: Marks 1 target in 2.

target get -2 to attacks, on hit, reduce

damage dealt by 7 (5 + con)

Aegis of Shielding

LANGUAGES KNOWN

Common

Elven

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10	+ 2

17	Passive Perception	10	+ 7
----	--------------------	----	-----

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee attacks with Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	1	4		3			

ABILITY: Implement attacks with Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 5	1	4					

DAMAGE WORKSPACE

DAMAGE	ABIL	FEAT	ENH	MISC	MISC

DAMAGE	ABIL	FEAT	ENH	MISC	MISC

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
18	vs AC	Longsword	1d8+4
	vs		
	vs		
	vs		

FEATS

Armor Proficiency Hide
(removes non-proficient penalty).Intelligent blademaster
(use int instead of str for basic melee attacks)

SKILLS

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

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Lightning Lure

Swordburst

ENCOUNTER POWERS

Flame Cyclone

Fey Step

Dimensional Warp

DAILY POWERS

Frost Backlash

UTILITY POWERS

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON

WEAPON

WEAPON

WEAPON

ARMOR

ARMS

FEET

HANDS

HEAD

NECK

RING

RING

WAIST

Daily Item Powers Per Day

Heroic (1-10)

Milestone

Paragon (11-20)

Milestone

Epic (21-30)

Milestone

OTHER EQUIPMENT

Bedroll

Flint & Steel

Rations, trail

Sunrods (5)

Waterskin

Rope, Hemp 50'

Longsword

Hide Armor

RITUALS

COINS AND OTHER WEALTH

34 gold



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

Has an athletic build, looks attractive and has long, silky hair in a silver color. Wears it long and loose. Has deep pearly green eyes (lacking pupils) and a pale skin.

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES