

Player Name

 Albrek 1 Swordmage

 Character Name Level Class Paragon Path Epic Destiny Total XP 0

 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1	1		

CONDITIONAL MODIFIERS

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	<b>STR</b> Strength	0	0
14	<b>CON</b> Constitution	2	2
12	<b>DEX</b> Dexterity	1	1
20	<b>INT</b> Intelligence	5	5
10	<b>WIS</b> Wisdom	0	0
8	<b>CHA</b> Charisma	-1	-1

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
		SURGE VALUE SURGES/DAY
29	14	7 10
	1/2 HP	1/4 HP

 CURRENT HIT POINTS CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER	USED

TEMPORARY HIT POINTS

### DEATH SAVING THROW FAILURES

SAVING THROW MODS +2 Racial bonus against the unconscious condition, +2 to all death saving throws

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### SKILLS

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

### DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	10	7				3	

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	10	5					

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

**Shadow Jaunt** - Use shadow jaunt as an encounter power

**Winterkin** - +1 to Fortitude

**Shadow Origin** - Your origin is shadow creature.

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10	+

10	Passive Perception	10	+
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SPECIAL SENSES

Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	0	0		3			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 0	0	0					

### LANGUAGES KNOWN

Common, Draconic



