

Character Name Wizard Level 30 Class Blood Mage Paragon Path Archmage Epic Destiny 100000 Total XP
 Race Human Size Medium Age 177 Height 5'10" Weight 177 Alignment Dely Adventuring Company or Other Affiliations

INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
+20 Initiative	+1	+15	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	1/2LVL	ARM+ ABIL	CLASS	FEAT	MISC	MISC	MISC
45 AC	10	+15	+19		+1		

CONDITIONAL MODIFIERS

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7 Speed (Squares)	6	+0		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	INITIAL	LEVEL	ENH	RACE	ABIL MOD
10 STR Strength	8	+2		+0	+0
20 CON Constitution	12	+8		+0	+5
12 DEX Dexterity	10	+2		+0	+1
28 INT Intelligence	18	+8		+2	+9
14 WIS Wisdom	12	+2		+0	+2
14 CHA Charisma	12	+2		+0	+2

DEFENSES (CONT)

SCORE	1/2LVL	ABIL	CLASS	FEAT	ITEM	RACE	MISC
37 FORT	10	+15	+5		+6	+1	
41 REF	10	+15	+9		+6	+1	
36 WILL	10	+15	+2	+2	+6	+1	

CONDITIONAL MODIFIERS

SENSES

SCORE	SKILL BONUS
+32 Passive Insight	10 +22
+27 Passive Perception	10 +17

SPECIAL SENSES

ARMOR

ARMOR	ENH.	ABIL	AC BONUS
Bloodcut Starleather +6	+6	+9	+10

SHIELD AC BONUS

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
153	76	41 11

SURGE VALUE SURGES/DAY

CURRENT HIT POINTS CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS **+1** item bonus to all saves
+1 feat bonus to all saves

RESISTANCES **10** Necrotic, maybe **Dragon breath**
15 Lightning, Thunder

CURRENT CONDITIONS AND EFFECTS

BASIC ATTACKS

ATTACK	DEFENSE	MELEE WEAPON (Primary)	DAMAGE	CRITICAL	RANGE	FEAT	POWER	MISC
+23	vs AC	Magic Quarterstaff +6	1d8+6	6+14				
+19	vs AC	Dagger	1d4+1	5	5/10			
+22	vs AC	Dragonslayer Dagger +4	1d4+4	4d8 (or +4d12 *	5/10			

ATTACK DEFENSE POWER

RACE FEATURES

Bonus At-Will Power: You know one extra at-will power from your class.; Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

CLASS/PATH/DESTINY FEATURES

Arcane Implement Mastery, cantrips, Ritual Casting, spellbook
 Bolstering Blood: When you use a wizard encounter power, a wizard daily power, or a blood mage power that deals damage, you can, once per turn as a free action just prior to using the power, deal either a minor wound or a severe wound to yourself. A minor wound deals 1d10 damage to you. A severe wound deals 2d10 damage to you.
 When the power you use damages a target, you deal extra psychic damage equal to the damage you dealt to yourself.
 Burning Blood: When you use your second wind, enemies within 10 squares of you take 5 psychic damage. If those enemies are currently suffering from an effect that you caused, add 9 damage. They also take ongoing 5 fire damage (save ends).
 Spell Recall: At the beginning of each day, choose one daily spell that you know and have prepared today. You can use that spell two times today, rather than only once.
 Arcane Spirit: Once per day, when you die, you can detach your spirit from your body. In arcane spirit form, you heal to maximum hit points and gain the insubstantial and phasing qualities. You can cast encounter spells and at-will spells while in arcane spirit form, but you can't cast daily spells, activate magic items, or perform rituals. If you die in arcane spirit form, you're dead.
 At the end of the encounter, after a short rest, your arcane spirit rejoins your body, if your body is still present. Your current hit point total is unchanged, but you no longer experience the other benefits and drawbacks of being in arcane spirit form.
 If your body is missing, you will need other magic to return to life, but can continue adventuring in arcane spirit form if you like.
 Archspell: Choose one daily spell that you know. You can now cast Legion's Hold as an encounter spell (rather than as a daily spell).

CONDITIONS

<input type="checkbox"/> blinded	<input type="checkbox"/> petrified
<input type="checkbox"/> dazed	<input type="checkbox"/> prone
<input type="checkbox"/> deafened	<input type="checkbox"/> restrained
<input type="checkbox"/> dominated	<input type="checkbox"/> slowed
<input type="checkbox"/> dying	<input type="checkbox"/> stunned
<input type="checkbox"/> helpless	<input type="checkbox"/> surprised
<input type="checkbox"/> immobilized	<input type="checkbox"/> unconscious
<input type="checkbox"/> marked	<input type="checkbox"/> weakened

SKILLS

BONUS	SKILL NAME	ABIL	TRND	ARMOR	MISC
+16	Acrobatics	DEX	+1		
+32	Arcana	INT	+9	+5	n/a
+15	Athletics	STR	+0		
+17	Bluff	CHA	+2		n/a
+17	Diplomacy	CHA	+2		n/a
+22	Dungeoneering	WIS	+2	+5	n/a
+20	Endurance	CON	+5		
+17	Heal	WIS	+2		n/a
+29	History	INT	+9	+5	n/a
+22	Insight	WIS	+2	+5	n/a
+17	Intimidate	CHA	+2		n/a
+22	Nature	WIS	+2	+5	n/a
+17	Perception	WIS	+2		n/a
+29	Religion	INT	+9	+5	n/a
+16	Stealth	DEX	+1		
+17	Streetwise	CHA	+2		n/a
+16	Thievery	DEX	+1		

SKILL MODIFIERS

FEATS (19)

<input type="checkbox"/> Ritual Caster	<input type="checkbox"/> Solid Sound
<input type="checkbox"/> Action Recovery	<input type="checkbox"/> Toughness
<input type="checkbox"/> Action Surge	<input type="checkbox"/> Spell Accuracy
<input type="checkbox"/> Armor Proficiency (Leather)	<input type="checkbox"/> Dark Fury
<input type="checkbox"/> Burning Blizzard	<input type="checkbox"/> Skill Focus
<input type="checkbox"/> Human Perseverance	
<input type="checkbox"/> Improved Initiative	
<input type="checkbox"/> Inescapable Force	
<input type="checkbox"/> Spell Focus	
<input type="checkbox"/> Initiate of the Faith	
<input type="checkbox"/> Irresistible Flame	
<input type="checkbox"/> Mounted Combat	
<input type="checkbox"/> Point-Blank Shot	
<input type="checkbox"/> Resounding Thunder	

POWER INDEX

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

AT-WILL POWERS (3)

Table with 2 columns: Power Name, Used (checkbox). Powers: Magic Missile, Thunderwave, Scorching Burst.

ENCOUNTER POWERS (4)

Table with 2 columns: Power Name, Used (checkbox). Powers: Confusion, Chain Lightning, Force Volley, Blood Pulse.

DAILY POWERS (4)

Table with 3 columns: Power Name, P (checkbox), U (checkbox). Powers: Legion's Hold, Prismatic Spray, Destructive Salutation, Wall of Ice.

UTILITY POWERS (7)

Table with 3 columns: Power Name, P (checkbox), U (checkbox). Powers: Mordenkainen's Mansion, Soul Burn, Stoneskin, Arcane Gate, Dispel Magic, Expeditious Retreat.

OTHER EQUIPMENT

Table with 2 columns: Equipment Name, Weight. Items: 2x Potion of Recovery, 1x Potion of Life.

Total Equipment Weight: 20

MAGIC ITEM INDEX

List your magic items below
Check the box when the item's power is used
Clear the box when the item renews

Magic Items

Table with 5 columns: Category, Item Name, Bonus, Weight, Used (checkbox). Items include Magic Quarterstaff, Dragonslayer Dagger, Bloodcut Starleather, Lvl 17 Bracers of Defense, Boots of Striding and Springing, Gauntlets of the Ram, Helm of Ghostly Defense, Stormwalker's Cloak, Ring of Protection, Ring of Flight, Belt of Vigor, Staff of Power, Handy Haversack, Flying Carpet, Sending Stone(s), Ritual Candle.

Daily Item Powers Per Day

Progression chart for Epic (21-30) and Milestone.

RITUALS

Table with 2 columns: Ritual Name, Used (checkbox). Rituals: Tenser's Floating Disk, Comprehend Language, Animal Messenger, Enchant Magic Item, Endure Elements, Traveler's Feast, Magic Circle, Cure Disease, Phantom Steed, Commune with Nature, Linked Portal, Remove Affliction, Wizard's Sight, Loremaster's Bargain, Eye of Alarm, Eye of Warning.

CAMPAIGN NOTES

ACTION POINTS

MILESTONES

1 Action Points

Blood Action: When you spend an action point to take an extra action, if you use your action to make an attack that hits, that attack deals ongoing 10 damage (save ends).

Action Points Used: [] [] []

ARMOR & WEAPON PROFICIENCIES

Table for listing armor and weapon proficiencies. Current entries: Cloth, Leather; Dagger, Quarterstaff.

LANGUAGES KNOWN

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

Table for listing companions and allies with columns for Name and Notes.

COINS AND OTHER WEALTH

Table for listing wealth items: Copper Pieces (cp), Silver Pieces (sp), Gold Pieces (gp), Platinum Pieces (pp), Astral Diamonds (ad).