

Player Name _____

Sof (Sophia) 7 Avenger 0

Character Name: Sof (Sophia) | Level: 7 | Class: Avenger | Paragon Path: _____ | Epic Destiny: _____ | Total XP: 0
 Race: Human | Size: Medium | Gender: Female | Alignment: Unaligned | Tempus: _____ | Adventuring Company or Other Affiliations: _____

INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
3	0	3	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10+ 1/2 LVL	ARMOR / ABIL	CLASS	FEAT	ENH	MISC	MISC
27	AC	13	7	4	1	2	0	0

CONDITIONAL BONUSES: -1 vs Oath of Enmity

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	6	0	0	0

6 **Speed** (Squares)

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
8	STR Strength	-1	2
10	CON Constitution	0	3
10	DEX Dexterity	0	3
20	INT Intelligence	5	8
18	WIS Wisdom	4	7
10	CHA Charisma	0	3

FORT

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	13	0	1	1	2	1	0

CONDITIONAL BONUSES: -1 vs Oath of Enmity

REF

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
23	13	5	1	1	2	1	0

CONDITIONAL BONUSES: -1 vs Oath of Enmity

WILL

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
22	13	4	1	1	2	1	0

CONDITIONAL BONUSES: -1 vs Oath of Enmity

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Insight	10	+ 7
22	Passive Perception	10	+ 12

SPECIAL SENSES

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
60	30	7

1/2 HP: 30 | 1/4 HP: 15

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

Action Points: _____

MILESTONES: 0, 1, 2, 3

ACTION POINTS: 1, 2, 3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

ABILITY SCORE MODS: +2 Int

Bonuses:

- +1 At-Will attack
- +1 Feat
- +1 to Fort, Ref and Will Defense
- +1 Trained Skill

ATTACK WORKSPACE

ABILITY: _____

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

ABILITY: _____

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

DAMAGE WORKSPACE

ABILITY: _____

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
0	0	0	0	0	0

ABILITY: _____

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
0	0	0	0	0	0

SKILLS

BONUS	SKILL NAME	ABIL MOD +1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
3	Acrobatics	DEX	3	0	0
8	Arcana	INT	8	n/a	0
2	Athletics	STR	2	0	0
3	Bluff	CHA	3	n/a	0
3	Diplomacy	CHA	3	n/a	0
7	Dungeoneering	WIS	7	n/a	0
3	Endurance	CON	3	0	0
12	Heal	WIS	7	5	0
8	History	INT	8	n/a	0
7	Insight	WIS	7	n/a	0
8	Intimidate	CHA	3	5	0
7	Nature	WIS	7	n/a	0
12	Perception	WIS	7	5	0
13	Religion	INT	8	5	0
3	Stealth	DEX	3	0	0
8	Streetwise	CHA	3	5	0
3	Thievery	DEX	3	0	0

CLASS / PATH / DESTINY FEATURES

- Armor of Faith
- Censure of Retribution
- Channel Divinity (powers)
- Oath of Enmity (power)

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
	vs		
	vs		
	vs		
	vs		

FEATS

- Armor of Vengeance
- Improved Armor of Faith
- Righteous Rage of Tempus [Devinity]
- Weapon Proficiency (Executioner's Axe)
- Leather Armor Proficiency

LANGUAGES KNOWN

Common Supernal

