

CHARACTERS BY LEVEL



VENTURE
4TH

a design toolkit for 4e

CHARACTERS BY LEVEL

BY BRUCE BAUGH

ART BY SHAMAN'S STOCK ART

SKETCHED UP AT STUDIOS &

A: NEMO

This is not a replacement for the character creation rules in 4th edition. It doesn't tell you how to set ability scores, for instance, or explain race and class features. I've simply gathered together reminders of the ratings that change with rising character level and done some of the basic math. Rather than remind you that a particular trait has the value of 10 + half your character's level, I've entered it here as 10 for level 1, 11 for levels 2 and 3, 12 for levels 4 and 5, and so on.

For the sake of brevity and readability, I've left out the recurring parenthetical phrase "(whichever is greater)" whenever you're supposed to pick one of two or more options. Whenever the list below says anything like "your character's Dexterity or Intelligence modifier", you pick the one option that's best for you, which will pretty much always be the one with the highest value.

Starting with the list for level 11, I've noted when powers from tiers above heroic are available. You can pick a power from that tier or a lower one if you wish; the number of powers taken from paragon and epic tiers is a cap, not a requirement. In general you'll want a power from a higher tier, but if you wish to pile up the heroic-tier powers, you certainly can.

HEROIC TIER (LEVELS 1 TO 10)

LEVEL 1

Ability Scores: Assign starting scores.

Passive Perception and Insight: 10 + your character's Wisdom modifier

Initiative: + your character's Dexterity modifier

Armor Class: + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 10 + your character's Strength or Constitution modifier

Reflex Defense: 10 + your character's Dexterity or Intelligence modifier

Will Defense: 10 + your character's Wisdom or Charisma modifier

Basic Melee Attack: + your character's Strength modifier

Basic Ranged Attack: + your character's Dexterity modifier

Trained Skills: +5+ the modifier for that skill's ability

Untrained Skills: + the modifier for that skill's ability

Feat: 1

At-Will Powers: 2

Per-Encounter Power: 1

Daily Power: 1

Utility Powers: none

LEVEL 2

Ability Scores: Assign starting scores.

Passive Perception and Insight: 11 + your character's Wisdom modifier

Initiative: +1 + your character's Dexterity modifier

Armor Class: +1 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 11 + your character's Strength or Constitution modifier

Reflex Defense: 11 + your character's Dexterity or Intelligence modifier

Will Defense: 11 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +1 + your character's Strength modifier

Basic Ranged Attack: +1 + your character's Dexterity modifier

Trained Skills: +6 + the modifier for that skill's ability

Untrained Skills: +1 + the modifier for that skill's ability

Feats: 2

At-Will Powers: 2

Per-Encounter Power: 1

Daily Power: 1

Utility Power: 1

LEVEL 3

Ability Scores: Assign starting scores.

Passive Perception and Insight: 11 + your character's Wisdom modifier

Initiative: +1 + your character's Dexterity modifier

Armor Class: +1 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 11 + your character's Strength or Constitution modifier

Reflex Defense: 11 + your character's Dexterity or Intelligence modifier

Will Defense: 11 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +1 + your character's Strength modifier

Basic Ranged Attack: +1 + your character's Dexterity modifier

Trained Skills: +6 + the modifier for that skill's ability

Untrained Skills: +1 + the modifier for that skill's ability

Feats: 2

At-Will Powers: 2

Per-Encounter Powers: 2

Daily Power: 1

Utility Power: 1

LEVEL 4

Ability Scores: Distribute 2 bonus points after assigning starting scores.

Passive Perception and Insight: 12 + your character's Wisdom modifier

Initiative: +2 + your character's Dexterity modifier

Armor Class: +2 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 12 + your character's Strength or Constitution modifier

Reflex Defense: 12 + your character's Dexterity or Intelligence modifier

Will Defense: 12 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +2 + your character's Strength modifier

Basic Ranged Attack: +2 + your character's Dexterity modifier

Trained Skills: +7 + the modifier for that skill's ability

Untrained Skills: +2 + the modifier for that skill's ability

Feats: 3

At-Will Powers: 2

Per-Encounter Powers: 2

Daily Power: 1

Utility Power: 1

LEVEL 5

Ability Scores: Distribute 2 bonus points after assigning starting scores.

Passive Perception and Insight: 12 + your character's Wisdom modifier

Initiative: +2 + your character's Dexterity modifier

Armor Class: +2 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 12 + your character's Strength or Constitution modifier

Reflex Defense: 12 + your character's Dexterity or Intelligence modifier

Will Defense: 12 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +2 + your character's Strength modifier

Basic Ranged Attack: +2 + your character's Dexterity modifier

Trained Skills: +7 + the modifier for that skill's ability

Untrained Skills: +2 + the modifier for that skill's ability

Feats: 3

At-Will Powers: 2

Per-Encounter Powers: 2

Daily Powers: 2

Utility Power: 1

LEVEL 6

Ability Scores: Distribute 2 bonus points after assigning starting scores.

Passive Perception and Insight: 13 + your character's Wisdom modifier

Initiative: +3 + your character's Dexterity modifier

Armor Class: +3 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 13 + your character's Strength or Constitution modifier

Reflex Defense: 13 + your character's Dexterity or Intelligence modifier

Will Defense: 13 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +3 + your character's Strength modifier

Basic Ranged Attack: +3 + your character's Dexterity modifier

Trained Skills: +8 + the modifier for that skill's ability

Untrained Skills: +3 + the modifier for that skill's ability

Feats: 4

At-Will Powers: 2

Per-Encounter Powers: 2

Daily Powers: 2

Utility Powers: 2



LEVEL 7

Ability Scores: Distribute 2 bonus points after assigning starting scores.

Passive Perception and Insight: 13 + your character's Wisdom modifier

Initiative: +3 + your character's Dexterity modifier

Armor Class: +3 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 13 + your character's Strength or Constitution modifier

Reflex Defense: 13 + your character's Dexterity or Intelligence modifier

Will Defense: 13 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +3 + your character's Strength modifier

Basic Ranged Attack: +3 + your character's Dexterity modifier

Trained Skills: +8 + the modifier for that skill's ability

Untrained Skills: +3 + the modifier for that skill's ability

Feats: 4

At-Will Powers: 2

Per-Encounter Powers: 3

Daily Powers: 2

Utility Powers: 2

LEVEL 8

Ability Scores: Distribute 4 bonus points after assigning starting scores.

Passive Perception and Insight: 14 + your character's Wisdom modifier

Initiative: +4 + your character's Dexterity modifier

Armor Class: +4 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 14 + your character's Strength or Constitution modifier

Reflex Defense: 14 + your character's Dexterity or Intelligence modifier

Will Defense: 14 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +4 + your character's Strength modifier

Basic Ranged Attack: +4 + your character's Dexterity modifier

Trained Skills: +9 + the modifier for that skill's ability

Untrained Skills: +4 + the modifier for that skill's ability

Feats: 5

At-Will Powers: 2

Per-Encounter Powers: 3

Daily Powers: 2

Utility Powers: 2

LEVEL 9

Ability Scores: Distribute 4 bonus points after assigning starting scores.

Passive Perception and Insight: 14 + your character's Wisdom modifier

Initiative: +4 + your character's Dexterity modifier

Armor Class: +4 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 14 + your character's Strength or Constitution modifier

Reflex Defense: 14 + your character's Dexterity or Intelligence modifier

Will Defense: 14 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +4 + your character's Strength modifier

Basic Ranged Attack: +4 + your character's Dexterity modifier

Trained Skills: +9 + the modifier for that skill's ability

Untrained Skills: +4 + the modifier for that skill's ability

Feats: 5

At-Will Powers: 2

Per-Encounter Powers: 3

Daily Powers: 3

Utility Powers: 2

LEVEL 10

Ability Scores: Distribute 4 bonus points after assigning starting scores.

Passive Perception and Insight: 15 + your character's Wisdom modifier

Initiative: +5 + your character's Dexterity modifier

Armor Class: +5 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 15 + your character's Strength or Constitution modifier

Reflex Defense: 15 + your character's Dexterity or Intelligence modifier

Will Defense: 15 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +5 + your character's Strength modifier

Basic Ranged Attack: +5 + your character's Dexterity modifier

Trained Skills: +10 + the modifier for that skill's ability

Untrained Skills: +5 + the modifier for that skill's ability

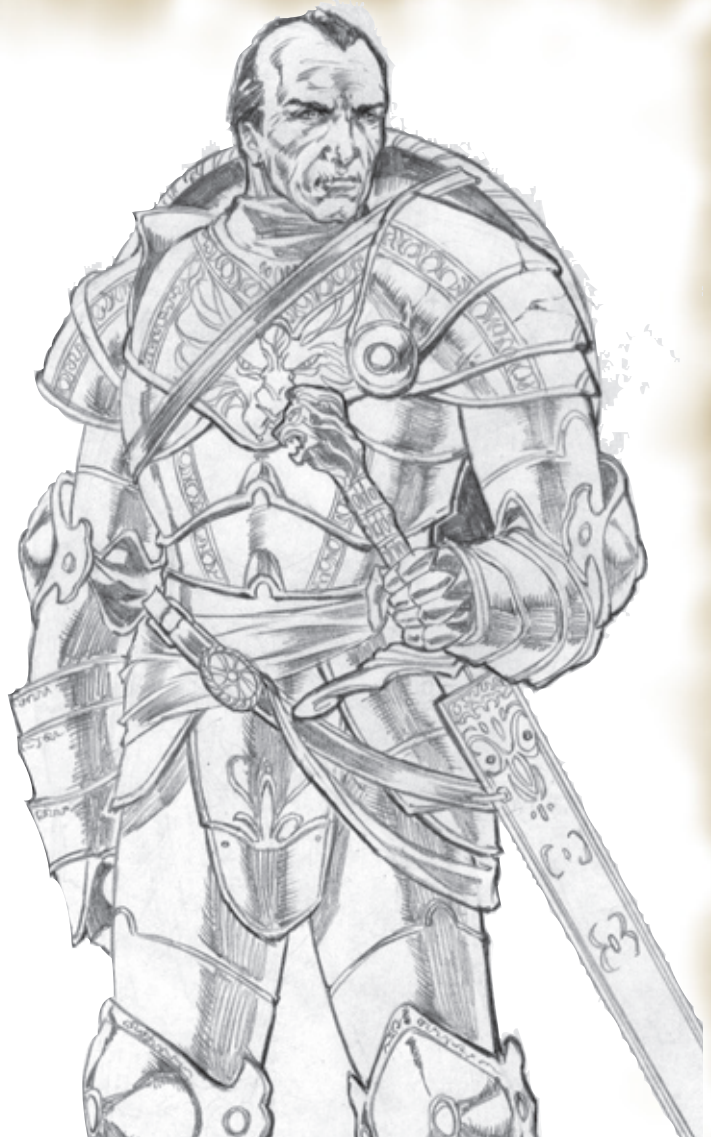
Feats: 6

At-Will Powers: 2

Per-Encounter Powers: 3

Daily Powers: 3

Utility Powers: 3



PARAGON TIER (LEVELS 11 TO 20)

LEVEL 11

Ability Scores: Assign starting scores; add 1 to each ability, then distribute 4 bonus points.

Paragon Path: Your character is on a paragon path. Choose one and write down the features gained at level 11.

Passive Perception and Insight: 5 + your character's Wisdom modifier

Initiative: +5 + your character's Dexterity modifier

Armor Class: +5 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 15 + your character's Strength or Constitution modifier

Reflex Defense: 15 + your character's Dexterity or Intelligence modifier

Will Defense: 15 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +5 + your character's Strength modifier

Basic Ranged Attack: +5 + your character's Dexterity modifier

Trained Skills: +10 + the modifier for that skill's ability

Untrained Skills: +5 + the modifier for that skill's ability

Feats: 7

At-Will Powers: 2

Per-Encounter Powers: 4 (1 from paragon tier)

Daily Powers: 3

Utility Powers: 3

LEVEL 12

Ability Scores: Assign starting scores; add 1 to each ability, then distribute 4 bonus points.

Paragon Path: Your character is on a paragon path. Choose one and write down the features gained at level 11.

Passive Perception and Insight: 16 + your character's Wisdom modifier

Initiative: +6 + your character's Dexterity modifier

Armor Class: +6 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 16 + your character's Strength or Constitution modifier

Reflex Defense: 16 + your character's Dexterity or Intelligence modifier

Will Defense: 16 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +6 + your character's Strength modifier

Basic Ranged Attack: +6 + your character's Dexterity modifier

Trained Skills: +11 + the modifier for that skill's ability

Untrained Skills: +6 + the modifier for that skill's ability

Feats: 8

At-Will Powers: 2

Per-Encounter Powers: 4 (1 from paragon tier)

Daily Powers: 3

Utility Powers: 4 (1 from paragon tier)

LEVEL 13

Ability Scores: Assign starting scores; add 1 to each ability, then distribute 4 bonus points.

Paragon Path: Your character is on a paragon path. Choose one and write down the features gained at level 11.

Passive Perception and Insight: 16 + your character's Wisdom modifier

Initiative: +6 + your character's Dexterity modifier

Armor Class: +6 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 16 + your character's Strength or Constitution modifier

Reflex Defense: 16 + your character's Dexterity or Intelligence modifier

Will Defense: 16 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +6 + your character's Strength modifier

Basic Ranged Attack: +6 + your character's Dexterity modifier

Trained Skills: +11 + the modifier for that skill's ability

Untrained Skills: +6 + the modifier for that skill's ability

Feats: 8

At-Will Powers: 2

Per-Encounter Powers: 4 (2 from paragon tier)

Daily Powers: 3

Utility Powers: 4 (1 from paragon tier)

LEVEL 14

Ability Scores: Assign starting scores; add 1 to each ability, then distribute 6 bonus points.

Paragon Path: Your character is on a paragon path. Choose one and write down the features gained at level 11.

Passive Perception and Insight: 17 + your character's Wisdom modifier

Initiative: +7 + your character's Dexterity modifier

Armor Class: +7 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 17 + your character's Strength or Constitution modifier

Reflex Defense: 17 + your character's Dexterity or Intelligence modifier

Will Defense: 17 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +7 + your character's Strength modifier

Basic Ranged Attack: +7 + your character's Dexterity modifier

Trained Skills: +12 + the modifier for that skill's ability

Untrained Skills: +7 + the modifier for that skill's ability

Feats: 9

At-Will Powers: 2

Per-Encounter Powers: 4 (2 from paragon tier)

Daily Powers: 3

Utility Powers: 4 (1 from paragon tier)

LEVEL 15

Ability Scores: Assign starting scores; add 1 to each ability, then distribute 6 bonus points.

Paragon Path: Your character is on a paragon path. Choose one and write down the features gained at level 11.

Passive Perception and Insight: 17 + your character's Wisdom modifier

Initiative: +7 + your character's Dexterity modifier

Armor Class: +7 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 17 + your character's Strength or Constitution modifier

Reflex Defense: 17 + your character's Dexterity or Intelligence modifier

Will Defense: 17 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +7 + your character's Strength modifier

Basic Ranged Attack: +7 + your character's Dexterity modifier

Trained Skills: +12 + the modifier for that skill's ability

Untrained Skills: +7 + the modifier for that skill's ability

Feats: 9

At-Will Powers: 2

Per-Encounter Powers: 4 (2 from paragon tier)

Daily Powers: 3 (1 from paragon tier)

Utility Powers: 4 (1 from paragon tier)



LEVEL 16

Ability Scores: Assign starting scores; add 1 to each ability, then distribute 6 bonus points.

Paragon Path: Your character is on a paragon path. Choose one and write down the features gained at levels 11 and 16.

Passive Perception and Insight: 18 + your character's Wisdom modifier

Initiative: +8 + your character's Dexterity modifier

Armor Class: +8 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 18 + your character's Strength or Constitution modifier

Reflex Defense: 18 + your character's Dexterity or Intelligence modifier

Will Defense: 18 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +8 + your character's Strength modifier

Basic Ranged Attack: +8 + your character's Dexterity modifier

Trained Skills: +13 + the modifier for that skill's ability

Untrained Skills: +8 + the modifier for that skill's ability

Feats: 10

At-Will Powers: 2

Per-Encounter Powers: 4 (2 from paragon tier)

Daily Powers: 3 (1 from paragon tier)

Utility Powers: 5 (2 from paragon tier)

LEVEL 17

Ability Scores: Assign starting scores; add 1 to each ability, then distribute 6 bonus points.

Paragon Path: Your character is on a paragon path. Choose one and write down the features gained at levels 11 and 16.

Passive Perception and Insight: 18 + your character's Wisdom modifier

Initiative: +8 + your character's Dexterity modifier

Armor Class: +8 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 18 + your character's Strength or Constitution modifier

Reflex Defense: 18 + your character's Dexterity or Intelligence modifier

Will Defense: 18 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +8 + your character's Strength modifier

Basic Ranged Attack: +8 + your character's Dexterity modifier

Trained Skills: +13 + the modifier for that skill's ability

Untrained Skills: +8 + the modifier for that skill's ability

Feats: 10

At-Will Powers: 2

Per-Encounter Powers: 4 (3 from paragon tier)

Daily Powers: 3 (1 from paragon tier)

Utility Powers: 5 (2 from paragon tier)

LEVEL 18

Ability Scores: Assign starting scores; add 1 to each ability, then distribute 8 bonus points.

Paragon Path: Your character is on a paragon path. Choose one and write down the features gained at levels 11 and 16.

Passive Perception and Insight: 19 + your character's Wisdom modifier

Initiative: +9 + your character's Dexterity modifier

Armor Class: +9 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 19 + your character's Strength or Constitution modifier

Reflex Defense: 19 + your character's Dexterity or Intelligence modifier

Will Defense: 19 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +9 + your character's Strength modifier

Basic Ranged Attack: +9 + your character's Dexterity modifier

Trained Skills: +14 + the modifier for that skill's ability

Untrained Skills: +9 + the modifier for that skill's ability

Feats: 11

At-Will Powers: 2

Per-Encounter Powers: 4 (3 from paragon tier)

Daily Powers: 3 (1 from paragon tier)

Utility Powers: 5 (2 from paragon tier)

LEVEL 19

Ability Scores: Assign starting scores; add 1 to each ability, then distribute 8 bonus points.

Paragon Path: Your character is on a paragon path. Choose one and write down the features gained at levels 11 and 16.

Passive Perception and Insight: 19 + your character's Wisdom modifier

Initiative: +9 + your character's Dexterity modifier

Armor Class: +9 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 19 + your character's Strength or Constitution modifier

Reflex Defense: 19 + your character's Dexterity or Intelligence modifier

Will Defense: 19 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +9 + your character's Strength modifier

Basic Ranged Attack: +9 + your character's Dexterity modifier

Trained Skills: +14 + the modifier for that skill's ability

Untrained Skills: +9 + the modifier for that skill's ability

Feats: 11

At-Will Powers: 2

Per-Encounter Powers: 4 (3 from paragon tier)

Daily Powers: 3 (2 from paragon tier)

Utility Powers: 5 (2 from paragon tier)

LEVEL 20

Ability Scores: Assign starting scores; add 1 to each ability, then distribute 8 bonus points.

Paragon Path: Your character is on a paragon path. Choose one and write down the features gained at levels 11 and 16.

Passive Perception and Insight: 20 + your character's Wisdom modifier

Initiative: +10 + your character's Dexterity modifier

Armor Class: +10 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 20 + your character's Strength or Constitution modifier

Reflex Defense: 20 + your character's Dexterity or Intelligence modifier

Will Defense: 20 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +10 + your character's Strength modifier

Basic Ranged Attack: +10 + your character's Dexterity modifier

Trained Skills: +15 + the modifier for that skill's ability

Untrained Skills: +10 + the modifier for that skill's ability

Feats: 12

At-Will Powers: 2

Per-Encounter Powers: 4 (3 from paragon tier)

Daily Powers: 4 (3 from paragon tier)

Utility Powers: 5 (2 from paragon tier)

EPIC TIER (LEVELS 21 TO 30)

LEVEL 21

Ability Scores: Assign starting scores; add 2 to each ability, then distribute 8 bonus points.

Paragon Path: Your character is on a paragon path. Choose one and write down the features gained at levels 11 and 16.

Destiny: Your character has an epic destiny. Choose one and write down the feature gained at level 21.

Passive Perception and Insight: 20 + your character's Wisdom modifier

Initiative: +10 + your character's Dexterity modifier

Armor Class: +10 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 20 + your character's Strength or Constitution modifier

Reflex Defense: 20 + your character's Dexterity or Intelligence modifier

Will Defense: 20 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +10 + your character's Strength modifier

Basic Ranged Attack: +10 + your character's Dexterity modifier

Trained Skills: +15 + the modifier for that skill's ability

Untrained Skills: +10 + the modifier for that skill's ability

Feats: 13

At-Will Powers: 2

Per-Encounter Powers: 4 (3 from paragon tier)

Daily Powers: 4 (3 from paragon tier)

Utility Powers: 5 (2 from paragon tier)

LEVEL 22

Ability Scores: Assign starting scores; add 2 to each ability, then distribute 8 bonus points.

Paragon Path: Your character is on a paragon path. Choose one and write down the features gained at levels 11 and 16.

Destiny: Your character has an epic destiny. Choose one and write down the feature gained at level 21.

Passive Perception and Insight: 21 + your character's Wisdom modifier

Initiative: +11 + your character's Dexterity modifier

Armor Class: +11 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 21 + your character's Strength or Constitution modifier

Reflex Defense: 21 + your character's Dexterity or Intelligence modifier

Will Defense: 21 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +11 + your character's Strength modifier

Basic Ranged Attack: +11 + your character's Dexterity modifier

Trained Skills: +16 + the modifier for that skill's ability

Untrained Skills: +11 + the modifier for that skill's ability

Feats: 14

At-Will Powers: 2

Per-Encounter Powers: 4 (3 from paragon tier)

Daily Powers: 4 (3 from paragon tier)

Utility Powers: 6 (2 from paragon tier, 1 from epic tier)

LEVEL 23

Ability Scores: Assign starting scores; add 2 to each ability, then distribute 8 bonus points.

Paragon Path: Your character is on a paragon path. Choose one and write down the features gained at levels 11 and 16.

Destiny: Your character has an epic destiny. Choose one and write down the feature gained at level 21.

Passive Perception and Insight: 21 + your character's Wisdom modifier

Initiative: +11 + your character's Dexterity modifier

Armor Class: +11 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 21 + your character's Strength or Constitution modifier

Reflex Defense: 21 + your character's Dexterity or Intelligence modifier

Will Defense: 21 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +11 + your character's Strength modifier

Basic Ranged Attack: +11 + your character's Dexterity modifier

Trained Skills: +16 + the modifier for that skill's ability

Untrained Skills: +11 + the modifier for that skill's ability

Feats: 14

At-Will Powers: 2

Per-Encounter Powers: 4 (3 from paragon tier, 1 from epic tier)

Daily Powers: 4 (3 from paragon tier)

Utility Powers: 6 (2 from paragon tier, 1 from epic tier)

LEVEL 24

Ability Scores: Assign starting scores; add 2 to each ability, then distribute 10 bonus points.

Paragon Path: Your character is on a paragon path. Choose one and write down the features gained at levels 11 and 16.

Destiny: Your character has an epic destiny. Choose one and write down the features gained at levels 21 and 24.

Passive Perception and Insight: 22 + your character's Wisdom modifier

Initiative: +12 + your character's Dexterity modifier

Armor Class: +12 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 22 + your character's Strength or Constitution modifier

Reflex Defense: 22 + your character's Dexterity or Intelligence modifier

Will Defense: 22 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +12 + your character's Strength modifier

Basic Ranged Attack: +12 + your character's Dexterity modifier

Trained Skills: +17 + the modifier for that skill's ability

Untrained Skills: +12 + the modifier for that skill's ability

Feats: 15

At-Will Powers: 2

Per-Encounter Powers: 4 (3 from paragon tier, 1 from epic tier)

Daily Powers: 4 (3 from paragon tier)

Utility Powers: 6 (2 from paragon tier, 1 from epic tier)

LEVEL 25

Ability Scores: Assign starting scores; add 2 to each ability, then distribute 10 bonus points.

Paragon Path: Your character is on a paragon path. Choose one and write down the features gained at levels 11 and 16.

Destiny: Your character has an epic destiny. Choose one and write down the features gained at levels 21 and 24.

Passive Perception and Insight: 22 + your character's Wisdom modifier

Initiative: +12 + your character's Dexterity modifier

Armor Class: +12 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 22 + your character's Strength or Constitution modifier

Reflex Defense: 22 + your character's Dexterity or Intelligence modifier

Will Defense: 22 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +12 + your character's Strength modifier

Basic Ranged Attack: +12 + your character's Dexterity modifier

Trained Skills: +17 + the modifier for that skill's ability

Untrained Skills: +12 + the modifier for that skill's ability

Feats: 15

At-Will Powers: 2

Per-Encounter Powers: 4 (3 from paragon tier, 1 from epic tier)

Daily Powers: 4 (3 from paragon tier, 1 from epic tier)

Utility Powers: 6 (2 from paragon tier, 1 from epic tier)

LEVEL 26

Ability Scores: Assign starting scores; add 2 to each ability, then distribute 10 bonus points.

Paragon Path: Your character is on a paragon path. Choose one and write down the features gained at levels 11 and 16.

Destiny: Your character has an epic destiny. Choose one and write down the features gained at levels 21 and 24.

Passive Perception and Insight: 23 + your character's Wisdom modifier

Initiative: +13 + your character's Dexterity modifier

Armor Class: +13 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 23 + your character's Strength or Constitution modifier

Reflex Defense: 23 + your character's Dexterity or Intelligence modifier

Will Defense: 23 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +13 + your character's Strength modifier

Basic Ranged Attack: +13 + your character's Dexterity modifier

Trained Skills: +18 + the modifier for that skill's ability

Untrained Skills: +13 + the modifier for that skill's ability

Feats: 16

At-Will Powers: 2

Per-Encounter Powers: 4 (3 from paragon tier, 1 from epic tier)

Daily Powers: 4 (3 from paragon tier, 1 from epic tier)

Utility Powers: 7 (2 from paragon tier, 2 from epic tier)

LEVEL 27

Ability Scores: Assign starting scores; add 2 to each ability, then distribute 10 bonus points.

Paragon Path: Your character is on a paragon path. Choose one and write down the features gained at levels 11 and 16.

Destiny: Your character has an epic destiny. Choose one and write down the features gained at levels 21 and 24.

Passive Perception and Insight: 23 + your character's Wisdom modifier

Initiative: +13 + your character's Dexterity modifier

Armor Class: +13 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 23 + your character's Strength or Constitution modifier

Reflex Defense: 23 + your character's Dexterity or Intelligence modifier

Will Defense: 23 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +13 + your character's Strength modifier

Basic Ranged Attack: +13 + your character's Dexterity modifier

Trained Skills: +18 + the modifier for that skill's ability

Untrained Skills: +13 + the modifier for that skill's ability

Feats: 16

At-Will Powers: 2

Per-Encounter Powers: 4 (2 from paragon tier, 2 from epic tier)

Daily Powers: 4 (3 from paragon tier, 1 from epic tier)

Utility Powers: 7 (2 from paragon tier, 2 from epic tier)

LEVEL 28

Ability Scores: Assign starting scores; add 2 to each ability, then distribute 12 bonus points.

Paragon Path: Your character is on a paragon path. Choose one and write down the features gained at levels 11 and 16.

Destiny: Your character has an epic destiny. Choose one and write down the features gained at levels 21 and 24.

Passive Perception and Insight: 24 + your character's Wisdom modifier

Initiative: +14 + your character's Dexterity modifier

Armor Class: +14 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 24 + your character's Strength or Constitution modifier

Reflex Defense: 24 + your character's Dexterity or Intelligence modifier

Will Defense: 24 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +14 + your character's Strength modifier

Basic Ranged Attack: +14 + your character's Dexterity modifier

Trained Skills: +19 + the modifier for that skill's ability

Untrained Skills: +14 + the modifier for that skill's ability

Feats: 17

At-Will Powers: 2

Per-Encounter Powers: 4 (2 from paragon tier, 2 from epic tier)

Daily Powers: 4 (3 from paragon tier, 1 from epic tier)

Utility Powers: 7 (2 from paragon tier, 2 from epic tier)

LEVEL 29

Ability Scores: Assign starting scores; add 2 to each ability, then distribute 12 bonus points.

Paragon Path: Your character is on a paragon path. Choose one and write down the features gained at levels 11 and 16.

Destiny: Your character has an epic destiny. Choose one and write down the features gained at levels 21 and 24.

Passive Perception and Insight: 24 + your character's Wisdom modifier

Initiative: +14 + your character's Dexterity modifier

Armor Class: +14 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 24 + your character's Strength or Constitution modifier

Reflex Defense: 24 + your character's Dexterity or Intelligence modifier

Will Defense: 24 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +14 + your character's Strength modifier

Basic Ranged Attack: +14 + your character's Dexterity modifier

Trained Skills: +19 + the modifier for that skill's ability

Untrained Skills: +14 + the modifier for that skill's ability

Feats: 17

At-Will Powers: 2

Per-Encounter Powers: 4 (2 from paragon tier, 2 from epic tier)

Daily Powers: 4 (2 from paragon tier, 2 from epic tier)

Utility Powers: 7 (2 from paragon tier, 2 from epic tier)

LEVEL 30

Ability Scores: Assign starting scores; add 2 to each ability, then distribute 12 bonus points.

Paragon Path: Your character is on a paragon path. Choose one and write down the features gained at levels 11 and 16.

Destiny: Your character has an epic destiny. Choose one and write down the features gained at levels 21, 24, and 30.

Passive Perception and Insight: 25 + your character's Wisdom modifier

Initiative: +15 + your character's Dexterity modifier

Armor Class: +15 + bonuses from armor and shield, + your character's Dexterity or Intelligence modifier if they're wearing light or no armor

Fortitude Defense: 25 + your character's Strength or Constitution modifier

Reflex Defense: 25 + your character's Dexterity or Intelligence modifier

Will Defense: 25 + your character's Wisdom or Charisma modifier

Basic Melee Attack: +15 + your character's Strength modifier

Basic Ranged Attack: +15 + your character's Dexterity modifier

Trained Skills: +20 + the modifier for that skill's ability

Untrained Skills: +15 + the modifier for that skill's ability

Feats: 18

At-Will Powers: 2

Per-Encounter Powers: 4 (2 from paragon tier, 2 from epic tier)

Daily Powers: 4 (2 from paragon tier, 2 from epic tier)

Utility Powers: 7 (2 from paragon tier, 2 from epic tier)