

Player Name

Character Name Level Class Paragon Path Epic Destiny Total XP

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

INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
Initiative			
CONDITIONAL MODIFIERS			

DEFENSES

SCORE	DEFENSE	10 +	ARMOR /	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
AC										
CONDITIONAL BONUSES										

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
Speed (Squares) <input style="width: 30px;" type="text"/>				
SPECIAL MOVEMENT				

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<input style="width: 30px;" type="text"/>	STR Strength	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
<input style="width: 30px;" type="text"/>	CON Constitution	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
<input style="width: 30px;" type="text"/>	DEX Dexterity	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
<input style="width: 30px;" type="text"/>	INT Intelligence	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
<input style="width: 30px;" type="text"/>	WIS Wisdom	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
<input style="width: 30px;" type="text"/>	CHA Charisma	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>

FORT

DEFENSE	10 +	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
CONDITIONAL BONUSES								

REF

DEFENSE	10 +	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
CONDITIONAL BONUSES								

WILL

DEFENSE	10 +	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
CONDITIONAL BONUSES								

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<input style="width: 30px;" type="text"/>	Passive Insight	10	+ <input style="width: 30px;" type="text"/>
<input style="width: 30px;" type="text"/>	Passive Perception	10	+ <input style="width: 30px;" type="text"/>
SPECIAL SENSES			

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
CURRENT HIT POINTS		
CURRENT SURGE USES		

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
<input style="width: 30px;" type="text"/>	0	1
	1	2
	2	3
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

ATTACK WORKSPACE

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>

ABILITY:

DAMAGE WORKSPACE

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>

ABILITY:

SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>
TEMPORARY HIT POINTS		
DEATH SAVING THROW FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
SAVING THROW MODS		
RESISTANCES		
CURRENT CONDITIONS AND EFFECTS		

RACE FEATURES

ABILITY SCORE MODS

DAMAGE		ABIL	FEAT	ENH	MISC	MISC
<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>

ABILITY:

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<input style="width: 30px;" type="text"/>	vs <input style="width: 30px;" type="text"/>	_____	_____
<input style="width: 30px;" type="text"/>	vs <input style="width: 30px;" type="text"/>	_____	_____
<input style="width: 30px;" type="text"/>	vs <input style="width: 30px;" type="text"/>	_____	_____
<input style="width: 30px;" type="text"/>	vs <input style="width: 30px;" type="text"/>	_____	_____

SKILLS

BONUS	SKILL NAME	ABIL MOD	TRND	ARMOR	MISC
		+1/2 LVL	(+5)	PENALTY	
<input type="checkbox"/>	Acrobatics	DEX	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	Arcana	INT	<input type="checkbox"/>	<input type="checkbox"/>	n/a _____
<input type="checkbox"/>	Athletics	STR	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	Bluff	CHA	<input type="checkbox"/>	<input type="checkbox"/>	n/a _____
<input type="checkbox"/>	Diplomacy	CHA	<input type="checkbox"/>	<input type="checkbox"/>	n/a _____
<input type="checkbox"/>	Dungeoneering	WIS	<input type="checkbox"/>	<input type="checkbox"/>	n/a _____
<input type="checkbox"/>	Endurance	CON	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	Heal	WIS	<input type="checkbox"/>	<input type="checkbox"/>	n/a _____
<input type="checkbox"/>	History	INT	<input type="checkbox"/>	<input type="checkbox"/>	n/a _____
<input type="checkbox"/>	Insight	WIS	<input type="checkbox"/>	<input type="checkbox"/>	n/a _____
<input type="checkbox"/>	Intimidate	CHA	<input type="checkbox"/>	<input type="checkbox"/>	n/a _____
<input type="checkbox"/>	Nature	WIS	<input type="checkbox"/>	<input type="checkbox"/>	n/a _____
<input type="checkbox"/>	Perception	WIS	<input type="checkbox"/>	<input type="checkbox"/>	n/a _____
<input type="checkbox"/>	Religion	INT	<input type="checkbox"/>	<input type="checkbox"/>	n/a _____
<input type="checkbox"/>	Stealth	DEX	<input type="checkbox"/>	<input type="checkbox"/>	_____
<input type="checkbox"/>	Streetwise	CHA	<input type="checkbox"/>	<input type="checkbox"/>	n/a _____
<input type="checkbox"/>	Thievery	DEX	<input type="checkbox"/>	<input type="checkbox"/>	_____

CLASS / PATH / DESTINY FEATURES

FEATS

LANGUAGES KNOWN

POWER INDEX	
<i>List your powers below. Check the box when the power is used. Clear the box when the power renews.</i>	
AT-WILL POWERS	
ENCOUNTER POWERS	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
DAILY POWERS	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
UTILITY POWERS	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
Daily Item Powers Per Day	
Heroic (1-10) <input type="checkbox"/>	Milestone <input type="checkbox"/>
Paragon (11-20) <input type="checkbox"/>	Milestone <input type="checkbox"/>
Epic (21-30) <input type="checkbox"/>	Milestone <input type="checkbox"/>

MAGIC ITEM INDEX	
<i>List your powers below. Check the box when the power is used. Clear the box when the power renews.</i>	
MAGIC ITEMS	
WEAPON <input type="checkbox"/>	
WEAPON <input type="checkbox"/>	
WEAPON <input type="checkbox"/>	
WEAPON <input type="checkbox"/>	
ARMOR <input type="checkbox"/>	
ARMS <input type="checkbox"/>	
FEET <input type="checkbox"/>	
HANDS <input type="checkbox"/>	
HEAD <input type="checkbox"/>	
NECK <input type="checkbox"/>	
RING <input type="checkbox"/>	
RING <input type="checkbox"/>	
WAIST <input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
Daily Item Powers Per Day	
Heroic (1-10) <input type="checkbox"/>	Milestone <input type="checkbox"/>
Paragon (11-20) <input type="checkbox"/>	Milestone <input type="checkbox"/>
Epic (21-30) <input type="checkbox"/>	Milestone <input type="checkbox"/>

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES	
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES

OTHER EQUIPMENT

RITUALS

SESSION AND CAMPAIGN NOTES

COINS AND OTHER WEALTH