

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company or Other Affiliations

INITIATIVE

SCOREDEX1/2 LEVELMISC

Initiative

CONDITIONAL MODIFIERS

DEFENSES

SCOREDEFENSE10 + 1/2 LVLARMOR / ABILCLASSFEATENHMISC

AC

CONDITIONAL BONUSES

MOVEMENT

SCOREBASEARMORITEMMISC

Speed (Squares)

SPECIAL MOVEMENT

ABILITY SCORES

SCOREABILITYABIL MODMOD + 1/2 LVL

STRStrength

CONConstitution

DEXDexterity

INTIntelligence

WISWisdom

CHACHarisma

DEFENSE10 + 1/2 LVL ABIL CLASS FEAT ENH MISC

FORT

CONDITIONAL BONUSES

DEFENSE10 + 1/2 LVL ABIL CLASS FEAT ENH MISC

REF

CONDITIONAL BONUSES

DEFENSE10 + 1/2 LVL ABIL CLASS FEAT ENH MISC

WILL

CONDITIONAL BONUSES

SENSES

SCOREPASSIVE SENSEBASESKILL BONUS

Passive Insight10 +

Passive Perception10 +

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY:

ATT BONUS1/2 LVL ABIL CLASS PROF FEAT ENH MISC

+

ABILITY:

ATT BONUS1/2 LVL ABIL CLASS PROF FEAT ENH MISC

+

HIT POINTS

MAX HP

BLOODED

HEALING SURGES

SURGE VALUE

SURGES/DAY

1/2 HP

1/4 HP

ACTION POINTS

Action Points

MILESTONES

0123

ACTION POINTS

123

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTERUSED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

RACE FEATURES

ABILITY SCORE MODS

DAMAGE WORKSPACE

ABILITY:

DAMAGEABILFEATENHMISC

ABILITY:

DAMAGEABILFEATENHMISC

BASIC ATTACKS

ATTACKDEFENSEWEAPON OR POWERDAMAGE

vs

vs

vs

vs

SKILLS

BONUS

SKILL NAME

ABIL MOD + 1/2 LVL

TRND (+5)

ARMOR PENALTY

MISC

AcrobaticsDEX

ArcanaINT

AthleticsSTR

BluffCHA

DiplomacyCHA

DungeoneeringWIS

EnduranceCON

HealWIS

HistoryINT

InsightWIS

IntimidateCHA

NatureWIS

PerceptionWIS

ReligionINT

StealthDEX

StreetwiseCHA

ThieveryDEX

CLASS / PATH / DESTINY FEATURES

LANGUAGES KNOWN

FEATS

[illegible][illegible]


[illegible][illegible][illegible][illegible]

--

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

[illegible][illegible]

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/> <input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>

[illegible]A square with arrows on each side pointing in a clockwise direction, indicating a cycle. The arrows are located at the corners of the square.

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

[illegible][illegible]