

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 type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR / ABIL	CLASS	FEAT	ENH	MISC	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Speed (Squares)

SPECIAL MOVEMENT

ABILITY SCORES

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

FORT

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CONDITIONAL BONUSES

REF

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CONDITIONAL BONUSES

WILL

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<input type="text"/>	Passive Insight	10	+ <input type="text"/>
<input type="text"/>	Passive Perception	10	+ <input type="text"/>

SPECIAL SENSES

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
		SURGE VALUE SURGES/DAY
<input type="text"/>	<input type="text"/>	<input type="text"/> <input type="text"/>
CURRENT HIT POINTS		CURRENT SURGE USES
<input type="text"/>		<input type="text"/>
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>
TEMPORARY HIT POINTS		
<input type="text"/>		
DEATH SAVING THROW FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
SAVING THROW MODS		
<input type="text"/>		
RESISTANCES		
<input type="text"/>		
CURRENT CONDITIONS AND EFFECTS		
<input type="text"/>		

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
<input 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 type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ABILITY:

DAMAGE WORKSPACE

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ABILITY:

RACE FEATURES

ABILITY SCORE MODS

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SKILLS

BONUS	SKILL NAME	ABIL MOD +1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<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

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<input type="text"/>	vs <input type="text"/>	_____	_____
<input type="text"/>	vs <input type="text"/>	_____	_____
<input type="text"/>	vs <input type="text"/>	_____	_____
<input type="text"/>	vs <input type="text"/>	_____	_____

LANGUAGES KNOWN

FEATS
