

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"/>
<b>Speed</b> (Squares) <input type="text"/>				
SPECIAL MOVEMENT				

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<input type="text"/>	<b>STR</b> Strength	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>CON</b> Constitution	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>DEX</b> Dexterity	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>INT</b> Intelligence	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>WIS</b> Wisdom	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>CHA</b> 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"/>	<b>Passive Insight</b>	<b>10</b>	<input type="text"/>
<input type="text"/>	<b>Passive Perception</b>	<b>10</b>	<input type="text"/>
SPECIAL SENSES			

### 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"/>

### 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"/>

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
<input type="text"/>	<input type="text"/>	<input type="text"/>
	1/2 HP	SURGE VALUE
		1/4 HP

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
<input type="text"/>	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

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"/>

### 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"/>

### 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"/>	_____	_____

### 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

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### FEATS

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### LANGUAGES KNOWN

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