

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

Initiative

CONDITIONAL MODIFIERS

DEFENSES

SCORE DEFENSE 10 + 1/2 LVL ARMOR / ABIL CLASS FEAT ENH MISC MISC

AC

CONDITIONAL BONUSES

MOVEMENT

SCORE BASE ARMOR ITEM MISC

Speed (Squares)

SPECIAL MOVEMENT

ABILITY SCORES

SCORE ABILITY ABIL MOD MOD + 1/2 LVL

STR Strength

CON Constitution

DEX Dexterity

INT Intelligence

WIS Wisdom

CHA Charisma

FORT

DEFENSE 10 + 1/2 LVL ABIL CLASS FEAT ENH MISC MISC

CONDITIONAL BONUSES

REF

DEFENSE 10 + 1/2 LVL ABIL CLASS FEAT ENH MISC MISC

CONDITIONAL BONUSES

WILL

DEFENSE 10 + 1/2 LVL ABIL CLASS FEAT ENH MISC MISC

CONDITIONAL BONUSES

SENSES

SCORE PASSIVE SENSE BASE SKILL BONUS

Passive Insight 10 +

Passive Perception 10 +

SPECIAL SENSES

HIT POINTS

MAX HP BLOODIED HEALING SURGES SURGE VALUE SURGES/DAY

1/2 HP 1/4 HP

CURRENT HIT POINTS CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points MILESTONES ACTION POINTS

0 1 2 3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

ATTACK WORKSPACE

ABILITY:

ATT BONUS 1/2 LVL ABIL CLASS PROF FEAT ENH MISC

+

ABILITY:

DAMAGE WORKSPACE

ABILITY:

DAMAGE ABIL FEAT ENH MISC MISC

+

RACE FEATURES

ABILITY SCORE MODS

BASIC ATTACKS

ATTACK DEFENSE WEAPON OR POWER DAMAGE

vs _____

vs _____

vs _____

vs _____

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"/>		n/a
<input type="checkbox"/>	Athletics	STR	<input type="checkbox"/>		
<input type="checkbox"/>	Bluff	CHA	<input type="checkbox"/>		n/a
<input type="checkbox"/>	Diplomacy	CHA	<input type="checkbox"/>		n/a
<input type="checkbox"/>	Dungeoneering	WIS	<input type="checkbox"/>		n/a
<input type="checkbox"/>	Endurance	CON	<input type="checkbox"/>		
<input type="checkbox"/>	Heal	WIS	<input type="checkbox"/>		n/a
<input type="checkbox"/>	History	INT	<input type="checkbox"/>		n/a
<input type="checkbox"/>	Insight	WIS	<input type="checkbox"/>		n/a
<input type="checkbox"/>	Intimidate	CHA	<input type="checkbox"/>		n/a
<input type="checkbox"/>	Nature	WIS	<input type="checkbox"/>		n/a
<input type="checkbox"/>	Perception	WIS	<input type="checkbox"/>		n/a
<input type="checkbox"/>	Religion	INT	<input type="checkbox"/>		n/a
<input type="checkbox"/>	Stealth	DEX	<input type="checkbox"/>		
<input type="checkbox"/>	Streetwise	CHA	<input type="checkbox"/>		n/a
<input type="checkbox"/>	Thievery	DEX	<input type="checkbox"/>		

CLASS / PATH / DESTINY FEATURES

FEATS

LANGUAGES KNOWN

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

MAGIC ITEMS

	☐
	☐
	☐
	☐
	☐
	☐

WEAPON	☐
WEAPON	☐
WEAPON	☐
WEAPON	☐
ARMOR	☐
ARMS	☐
FEET	☐
HANDS	☐
HEAD	☐
NECK	☐
RING	☐
RING	☐
WAIST	☐

ENCOUNTER POWERS

	☐
	☐
	☐
	☐
	☐
	☐

PERSONALITY TRAITS

DAILY POWERS

	☐
	☐
	☐
	☐
	☐
	☐

MANNERISMS AND APPEARANCE

UTILITY POWERS

	☐
	☐
	☐
	☐
	☐
	☐

CHARACTER BACKGROUND

Daily Item Powers Per Day

Heroic (1-10)	☐	Milestone	☐	☐	☐
Paragon (11-20)	☐☐	Milestone	☐	☐	☐
Epic (21-30)	☐☐☐	Milestone	☐	☐	☐

COMPANIONS AND ALLIES

NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES

OTHER EQUIPMENT

RITUALS

SESSION AND CAMPAIGN NOTES

COINS AND OTHER WEALTH

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