

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"/>
Initiative			
CONDITIONAL MODIFIERS			

DEFENSES							
SCORE	DEFENSE	10 +	ARMOR /				
		1/2 LVL	ABIL	CLASS	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"/>
AC							
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			

ATTACK WORKSPACE							
ABILITY:							
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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:							

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

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

DAMAGE WORKSPACE					
DAMAGE	ABILITY FEAT ENH MISC MISC				
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
ABILITY:					
DAMAGE	ABILITY FEAT ENH MISC MISC				
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
ABILITY:					

RACE FEATURES	
ABILITY SCORE MODS	

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	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	

