

ADD 1/2 LEVEL TO ATTACKS, DEFENSES, SKILL CHECKS, AND ABILITY CHECKS

ABILITIES				BASE	LEVEL UP	
ABILITY SCORE	TOTAL	MODIFIER	+ 1/2 LEVEL			
STR STRENGTH						
CON CONSTITUTION						
DEX DEXTERITY						
INT INTELLIGENCE						
WIS WISDOM						
CHA CHARISMA						

HEALTH & HEALING				BLOODIED	
TOTAL	CLASS	CON	MISC		
HP HITPOINTS					
HEALING SURGES				CURRENT HITPOINTS	
NUMBER DAILY					
AMOUNT HEALED					
<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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SECOND WIND <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				TEMPORARY HITPOINTS	

CLASS & PROGRESSION		LEVEL
★	HEROIC CLASS	★
★★	PARAGON PATH	★★
★★★	EPIC DESTINY	★★★
CURRENT EXPERIENCE		EXPERIENCE REQUIRED TO LEVEL

DEFENSE & OFFENSE										CIRCUMSTANTIAL MODIFIERS			
TOTAL	1/2 LVL	CLASS	RACIAL	ABILITY	ARMOR	SHIELD							
AC ARMOR CLASS													
10 + 1/2 LVL + CLASS + RACIAL + ABIL/ARMOR + SHIELD + FEAT + MISC													
FORT FORTITUDE													
REF REFLEX													
WILL WILLPOWER													
10 + 1/2 LVL + CLASS + RACIAL + ABIL + FEAT + MISC													
RESISTANCES & VULNERABILITIES													

SKILLS				TRAINED SKILLS
TOTAL	1/2 LEVEL ABILITY TRAINED			
ACROBATICS	DEX			
ARCANA	INT			
ATHLETICS	STR			
BLUFF	CHA			
DIPLOMACY	CHA			
DUNGEONEERING	WIS			
ENDURANCE	CON			
HEAL	WIS			
HISTORY	INT			
INSIGHT	WIS			
INTIMIDATE	CHA			
NATURE	WIS			
PERCEPTION	WIS			
RELIGION	INT			
STEALTH	DEX			
STREETWISE	CHA			
THIEVERY	DEX			

TOTAL	TAKE 10 SKILL MODIFIERS
PASSIVE INSIGHT	10
PASSIVE PERCEPTION	10

TRAINED SKILLS GET A +5 BONUS. SKILL LISTS ARE PRINTED UNDER YOUR CLASS ENTRY.

BASIC ATTACKS	ABILITY	BONUS	ATTACK	DEFENSE	DAMAGE	CRITICAL	RANGE	GROUP	PROPERTIES	AMMO
										<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"/>
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D20 + 1/2 LVL + CLASS + RACIAL + ABIL + PROF + ITEM + FEAT + MISC

CLASS & RACIAL & FEATS	
TYPE	ABILITY NAME & REFERENCE

MISCELLANEOUS		
TOTAL	DEX	1/2 LEVEL
INIT INITIATIVE		
SPEED SQUARES		
ACTION POINTS & AP USES	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
MILESTONES	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

LANGUAGES	
COMMON	RACIAL

PROFICIENCIES	
TYPE	PROFICIENCY LIST
ARMOR	
WEAPONS	
OTHER	

DAILY MAGIC ITEM USES	
USE MAY ONLY USE DAILY MAGIC ITEM POWERS PER DAY AS SHOWN BELOW	
HEROIC (1-10)	<input type="checkbox"/>
PARAGON (11-20)	<input type="checkbox"/> <input type="checkbox"/>
EPIC (21-30)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

