

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 + ARMOR/1/2 LVL 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 _____

ATTACK WORKSPACE

ABILITY: _____

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

+

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

+

HIT POINTS

MAX HP _____ BLOODED _____ HEALING SURGES SURGE VALUE _____ SURGES/DAY _____

1/2 HP _____ 1/4 HP _____

CURRENT HIT POINTS _____ CURRENT SURGE USES _____

ACTION POINTS

Action Points _____

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS _____

DAMAGE WORKSPACE

ABILITY: _____

DAMAGE _____ ABIL FEAT ENH MISC MISC _____

DAMAGE _____ ABIL FEAT ENH MISC MISC _____

SECOND WIND 1/ENCOUNTER _____ USED

TEMPORARY HIT POINTS _____

DEATH SAVING THROW FAILURES

SAVING THROW MODS _____

RESISTANCES _____

CURRENT CONDITIONS AND EFFECTS _____

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
_____	Acrobatics	DEX	_____	_____	_____
_____	Arcana	INT	_____	_____	n/a
_____	Athletics	STR	_____	_____	_____
_____	Bluff	CHA	_____	_____	n/a
_____	Diplomacy	CHA	_____	_____	n/a
_____	Dungeoneering	WIS	_____	_____	n/a
_____	Endurance	CON	_____	_____	_____
_____	Heal	WIS	_____	_____	n/a
_____	History	INT	_____	_____	n/a
_____	Insight	WIS	_____	_____	n/a
_____	Intimidate	CHA	_____	_____	n/a
_____	Nature	WIS	_____	_____	n/a
_____	Perception	WIS	_____	_____	n/a
_____	Religion	INT	_____	_____	n/a
_____	Stealth	DEX	_____	_____	_____
_____	Streetwise	CHA	_____	_____	n/a
_____	Thievery	DEX	_____	_____	_____

CLASS / PATH / DESTINY FEATURES

FEATS

LANGUAGES KNOWN
