

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 +	ARMOR /	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"/>	<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"/>
Speed (Squares) <input type="text"/>				
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"/>	<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"/>	<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"/>	<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:

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:

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"/>

ABILITY:

HIT POINTS

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

RACE FEATURES

ABILITY SCORE MODS

DAMAGE WORKSPACE

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"/>

ABILITY:

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"/>	n/a	_____
<input type="checkbox"/>	Athletics	STR	<input type="checkbox"/>	<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"/>	_____
<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"/>	_____
<input type="checkbox"/>	Streetwise	CHA	<input type="checkbox"/>	n/a	_____
<input type="checkbox"/>	Thievery	DEX	<input type="checkbox"/>	<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

Blank rows for listing at-will powers, each with a checkbox on the right.

MAGIC ITEMS

Table for listing magic items. Columns: Item Name, Quantity (checkbox), Location. Locations include WEAPON, ARMOR, ARMS, FEET, HANDS, HEAD, NECK, RING, WAIST.

Large empty box for notes or character sketches.

ENCOUNTER POWERS

Blank rows for listing encounter powers, each with a checkbox on the right.

PERSONALITY TRAITS

Blank lines for listing personality traits.

DAILY POWERS

Blank rows for listing daily powers, each with a checkbox on the right.

MANNERISMS AND APPEARANCE

Blank lines for listing mannerisms and appearance.

UTILITY POWERS

Blank rows for listing utility powers, each with a checkbox on the right.

CHARACTER BACKGROUND

Blank lines for listing character background.

Blank rows for listing utility powers, each with a checkbox on the right.

Daily Item Powers Per Day

Summary table for item powers per day. Categories: Heroic (1-10), Paragon (11-20), Epic (21-30). Each category includes a checkbox and a milestone counter (e.g., □/□/□/□).

COMPANIONS AND ALLIES

Table for listing companions and allies. Columns: NAME, NOTES. Multiple rows provided.

OTHER EQUIPMENT

Blank lines for listing other equipment.

RITUALS

Blank lines for listing rituals.

SESSION AND CAMPAIGN NOTES

Blank lines for session and campaign notes.

COINS AND OTHER WEALTH

Blank box for listing coins and other wealth.