

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 + 1/2 LVL	ARMOR / 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

### 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"/>	<b>STR</b> Strength	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>CON</b> Constitution	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>DEX</b> Dexterity	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>INT</b> Intelligence	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>WIS</b> Wisdom	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>CHA</b> 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"/>	<b>Passive Insight</b>	10	+ <input type="text"/>
<input type="text"/>	<b>Passive Perception</b>	10	+ <input type="text"/>

SPECIAL SENSES

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
		SURGE VALUE SURGES/DAY
<input type="text"/>	<input type="text"/>	<input type="text"/> <input type="text"/>

1/2 HP  1/4 HP

### ACTION POINTS

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

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### 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:

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"/>

CURRENT HIT POINTS	CURRENT SURGE USES
<input type="text"/>	<input type="text"/>

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

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### 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:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

### SKILLS

BONUS	SKILL NAME	ABIL MOD +1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<input type="checkbox"/>	Acrobatics	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Arcana	INT	<input type="text"/>	<input type="text"/>	n/a
<input type="checkbox"/>	Athletics	STR	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Bluff	CHA	<input type="text"/>	<input type="text"/>	n/a
<input type="checkbox"/>	Diplomacy	CHA	<input type="text"/>	<input type="text"/>	n/a
<input type="checkbox"/>	Dungeoneering	WIS	<input type="text"/>	<input type="text"/>	n/a
<input type="checkbox"/>	Endurance	CON	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Heal	WIS	<input type="text"/>	<input type="text"/>	n/a
<input type="checkbox"/>	History	INT	<input type="text"/>	<input type="text"/>	n/a
<input type="checkbox"/>	Insight	WIS	<input type="text"/>	<input type="text"/>	n/a
<input type="checkbox"/>	Intimidate	CHA	<input type="text"/>	<input type="text"/>	n/a
<input type="checkbox"/>	Nature	WIS	<input type="text"/>	<input type="text"/>	n/a
<input type="checkbox"/>	Perception	WIS	<input type="text"/>	<input type="text"/>	n/a
<input type="checkbox"/>	Religion	INT	<input type="text"/>	<input type="text"/>	n/a
<input type="checkbox"/>	Stealth	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Streetwise	CHA	<input type="text"/>	<input type="text"/>	n/a
<input type="checkbox"/>	Thievery	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>

### CLASS / PATH / DESTINY FEATURES

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### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<input type="text"/>	vs <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	vs <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	vs <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	vs <input type="text"/>	<input type="text"/>	<input type="text"/>

### FEATS

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### LANGUAGES KNOWN

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