

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"/>	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:

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
SURGE VALUE	SURGES/DAY	
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>

1/2 HP 1/4 HP

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

CURRENT HIT POINTS	CURRENT SURGE USES
SECOND WIND 1/ENCOUNTER 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	

RACE FEATURES

ABILITY SCORE MODS

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"/>

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"/>

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="text"/>
<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="text"/>
<input type="checkbox"/>	Diplomacy	CHA	<input type="text"/>	<input type="text"/>	n/a <input type="text"/>
<input type="checkbox"/>	Dungeoneering	WIS	<input type="text"/>	<input type="text"/>	n/a <input type="text"/>
<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="text"/>
<input type="checkbox"/>	History	INT	<input type="text"/>	<input type="text"/>	n/a <input type="text"/>
<input type="checkbox"/>	Insight	WIS	<input type="text"/>	<input type="text"/>	n/a <input type="text"/>
<input type="checkbox"/>	Intimidate	CHA	<input type="text"/>	<input type="text"/>	n/a <input type="text"/>
<input type="checkbox"/>	Nature	WIS	<input type="text"/>	<input type="text"/>	n/a <input type="text"/>
<input type="checkbox"/>	Perception	WIS	<input type="text"/>	<input type="text"/>	n/a <input type="text"/>
<input type="checkbox"/>	Religion	INT	<input type="text"/>	<input type="text"/>	n/a <input type="text"/>
<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="text"/>
<input type="checkbox"/>	Thievery	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>

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.	
AT-WILL POWERS	
ENCOUNTER POWERS	
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
DAILY POWERS	
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
UTILITY POWERS	
	<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"/>

MAGIC ITEM INDEX	
List your powers below. Check the box when the power is used. Clear the box when the power renews.	
MAGIC ITEMS	
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEE	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<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"/>
<i>Daily Item Powers Per Day</i>	
Heroic (1-10) <input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Paragon (11-20) <input type="checkbox"/> <input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Epic (21-30) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES

SESSION AND CAMPAIGN NOTES

OTHER EQUIPMENT

RITUALS

COINS AND OTHER WEALTH