

Player Name _____

Character Name _____

Level _____

Class _____

Paragon Path _____

Epic Destiny _____

Total XP _____

Race _____

Size _____

Age _____

Gender _____

Height _____

Weight _____

Alignment _____

Deity _____

Adventuring Company _____

Required XP _____

INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Initiative			
CONDITIONAL MODIFIERS			

DEFENSES

SCORE	DEFENSE	10 +	ARMOR /	1/2 LVL	ABIL	CLASS	FEAT	ENH	Shield	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"/>
AC										
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"/>	<input type="text"/>
CONDITIONAL BONUSES								

REF

DEFENSE	10 +	1/2 LVL	ABIL	CLASS	FEAT	ENH	Shield	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:

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"/>

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
<input type="text"/>	<input type="text"/>	<input type="text"/>
	1/2 HP	1/4 HP

CURRENT HIT POINTS _____

CURRENT SURGE USES _____

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS _____

DEATH SAVING THROW FAILURES

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 _____

CLASS / PATH / DESTINY FEATURES

LANGUAGES KNOWN

FEATS

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"/>

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"/>	VS <input type="text"/>	_____	_____

CURRENT POSSESSIONS

Gold: _____

COMPANIONS AND ALLIES

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="checkbox"/>	Arcana	INT	<input type="text"/>	n/a	_____
<input type="checkbox"/>	Athletics	STR	<input type="text"/>	<input type="text"/>	_____
<input type="checkbox"/>	Bluff	CHA	<input type="text"/>	n/a	_____
<input type="checkbox"/>	Diplomacy	CHA	<input type="text"/>	n/a	_____
<input type="checkbox"/>	Dungeoneering	WIS	<input type="text"/>	n/a	_____
<input type="checkbox"/>	Endurance	CON	<input type="text"/>	<input type="text"/>	_____
<input type="checkbox"/>	Heal	WIS	<input type="text"/>	n/a	_____
<input type="checkbox"/>	History	INT	<input type="text"/>	n/a	_____
<input type="checkbox"/>	Insight	WIS	<input type="text"/>	n/a	_____
<input type="checkbox"/>	Intimidate	CHA	<input type="text"/>	n/a	_____
<input type="checkbox"/>	Nature	WIS	<input type="text"/>	n/a	_____
<input type="checkbox"/>	Perception	WIS	<input type="text"/>	n/a	_____
<input type="checkbox"/>	Religion	INT	<input type="text"/>	n/a	_____
<input type="checkbox"/>	Stealth	DEX	<input type="text"/>	<input type="text"/>	_____
<input type="checkbox"/>	Streetwise	CHA	<input type="text"/>	n/a	_____
<input type="checkbox"/>	Thievery	DEX	<input type="text"/>	<input type="text"/>	_____

