

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 BONUS

### 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"/>	<input type="text"/>

CONDITIONAL BONUS

### 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 BONUS

### 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 BONUS

### 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

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"/>

### 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"/>

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

### 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"/>

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

### RACE FEATURES

ABILITY SCORE MODS

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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"/>

### SKILLS

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

### CLASS / PATH / DESTINY FEATURES

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### FEATS

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### LANGUAGES KNOWN

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**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"/>

**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"/>
FEET	<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"/>

*Daily Item Powers Per Day*

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"/>
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	<input type="checkbox"/>

**OTHER EQUIPMENT**


**RITUALS**


**COINS AND OTHER WEALTH**



**PERSONALITY TRAITS**


**MANNERISMS AND APPEARANCE**


**CHARACTER BACKGROUND**


**COMPANIONS AND ALLIES**

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

**SESSION AND CAMPAIGN NOTES**
