

# CHARACTER CODEX



CHARACTER NAME



## WEAPON CHART

WEAPON	PROF.	DAMAGE	RANGE	PRICE	WEIGHT	GROUP	PROPERTIES
<b>SIMPLE MELEE WEAPONS</b>							
<i>One-Handed</i>							
Club	+2	1d6	—	1 gp	3 lb.	Mace	—
Dagger	+3	1d4	5/10	1 gp	1 lb.	Light blade	Off-hand, light thrown
Javelin	+2	1d6	10/20	5 gp	2 lb.	Spear	Heavy thrown
Mace	+2	1d8	—	5 gp	6 lb.	Mace	Versatile
Sickle	+2	1d6	—	2 gp	2 lb.	Light blade	Off-hand
Spear	+2	1d8	—	5 gp	6 lb.	Spear	Versatile
<i>Two-Handed</i>							
Greatclub	+2	2d4	—	1 gp	10 lb.	Mace	—
Morningstar	+2	1d10	—	10 gp	8 lb.	Mace	—
Quarterstaff	+2	1d8	—	5 gp	4 lb.	Staff	—
Scythe	+2	2d4	—	5 gp	10 lb.	Heavy blade	—
<b>MILITARY MELEE WEAPONS</b>							
<i>One-Handed</i>							
Battleaxe	+2	1d10	—	15 gp	6 lb.	Axe	Versatile
Flail	+2	1d10	—	10 gp	5 lb.	Flail	Versatile
Handaxe	+2	1d6	5/10	5 gp	3 lb.	Axe	Off-hand, heavy thrown
Longsword	+3	1d8	—	15 gp	4 lb.	Heavy blade	Versatile
Scimitar	+2	1d8	—	10 gp	4 lb.	Heavy blade	High crit
Short sword	+3	1d6	—	10 gp	2 lb.	Light blade	Off-hand
Throwing hammer	+2	1d6	5/10	5 gp	2 lb.	Hammer	Off-hand, heavy thrown
Warhammer	+2	1d10	—	15 gp	5 lb.	Hammer	Versatile
War pick	+2	1d8	—	15 gp	6 lb.	Pick	High crit, versatile
<i>Two-Handed</i>							
Falchion	+3	2d4	—	25 gp	7 lb.	Heavy blade	High crit
Glaive	+2	2d4	—	25 gp	10 lb.	Heavy blade, polearm	Reach
Greataxe	+2	1d12	—	30 gp	12 lb.	Axe	High crit
Greatsword	+3	1d10	—	30 gp	8 lb.	Heavy blade	—
Halberd	+2	1d10	—	25 gp	12 lb.	Axe, polearm	Reach
Heavy flail	+2	2d6	—	25 gp	10 lb.	Flail	—
Longspear	+2	1d10	—	10 gp	9 lb.	Polearm, spear	Reach
Maul	+2	2d6	—	30 gp	12 lb.	Hammer	—
<b>SUPERIOR MELEE WEAPONS</b>							
<i>One-Handed</i>							
Bastard sword	+3	1d10	—	30 gp	6 lb.	Heavy blade	Versatile
Katar	+3	1d6	—	3 gp	1 lb.	Light blade	Off-hand, high crit
Rapier	+3	1d8	—	25 gp	2 lb.	Light blade	—
<i>Two-Handed</i>							
Spiked chain	+3	2d4	—	30 gp	10 lb.	Flail	Reach
<b>IMPROVED MELEE WEAPONS</b>							
<i>One-Handed</i>							
Any*	n/a	1d4	—	—	1–5 lb.	None	—
Unarmed attack	n/a	1d4	—	—	—	Unarmed	—
<i>Two-Handed</i>							
Any*	n/a	1d8	—	—	6–12 lb.	None	—
* Improved weapons include anything you happen to pick up, from a mug of ale to a barstool.							
<b>RANGED WEAPONS</b>							
<b>SIMPLE RANGED WEAPONS</b>							
<i>One-Handed</i>							
Hand crossbow	+2	1d6	10/20	25 gp	2 lb.	Crossbow	Load free
Sling	+2	1d6	10/20	1 gp	0 lb.	Sling	Load free
<i>Two-Handed</i>							
Crossbow	+2	1d8	15/30	25 gp	4 lb.	Crossbow	Load minor
<b>MILITARY RANGED WEAPONS</b>							
<i>Two-Handed</i>							
Longbow	+2	1d10	20/40	30 gp	3 lb.	Bow	Load free
Shortbow	+2	1d8	15/30	25 gp	2 lb.	Bow	Load free, small
<b>SUPERIOR RANGED WEAPONS</b>							
<i>One-Handed</i>							
Shuriken (5)	+3	1d4	6/12	1 gp	1/2 lb.	Light blade	Light thrown
<b>IMPROVED RANGED WEAPONS</b>							
<i>One-Handed</i>							
Any*	n/a	1d4	5/10	—	1 lb.	None	—
* Improved weapons include anything you happen to pick up, from a rock to a bottle.							

CHARACTER NAME

LEVEL

CLASS

XP

PARAGON PATH

EPIC DESTINY

### INITIATIVE

Score	Dex	½ Level	Misc.
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

### DEFENSES

10+½ Level	Armor/Ability	Class	Feat	Enh	Misc
<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"/>
	½ HP: <input type="text"/>	¼ HP: <input type="text"/>

### ABILITY SCORES

Score	Ability	Ability Modifier	Modifier + ½ Level
<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"/>

### AC

10+½ Level	Armor/Ability	Class	Feat	Enh	Misc
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

### FORT

10+½ Level	Armor/Ability	Class	Feat	Enh	Misc
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

### REF

10+½ Level	Armor/Ability	Class	Feat	Enh	Misc
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

### WILL

Current HP:  Current Surges Used:

SECOND WIND Used:

TEMPORARY HIT POINTS:

DEATH SAVING THROW FAILURES:

SAVING THROW MODIFIERS:

CURRENT CONDITIONS AND EFFECTS:

### POWER INDEX

RANGED/CLOSE/BURST

AT-WILL POWERS

<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	

ENCOUNTER POWERS

<input type="checkbox"/>	
<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"/>	
<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"/>	

### ACTION POINTS

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

Additional Effects for Spending Action Points:

### MOVEMENT

Score	Base	Armor	Item	Misc
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPECIAL MOVEMENT:

### 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"/>

### ATTACK WORKSPACE

Ability:

ATTACK BONUS	½LVL	ABILITY	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"/>

### DAMAGE WORKSPACE

Ability:

DAMAGE	ABILITY	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"/>

















# ADVANCEMENT

## STARTING ABILITY SCORES

STR	DEX	CON	INT	WIS	CHA	STARTING HP

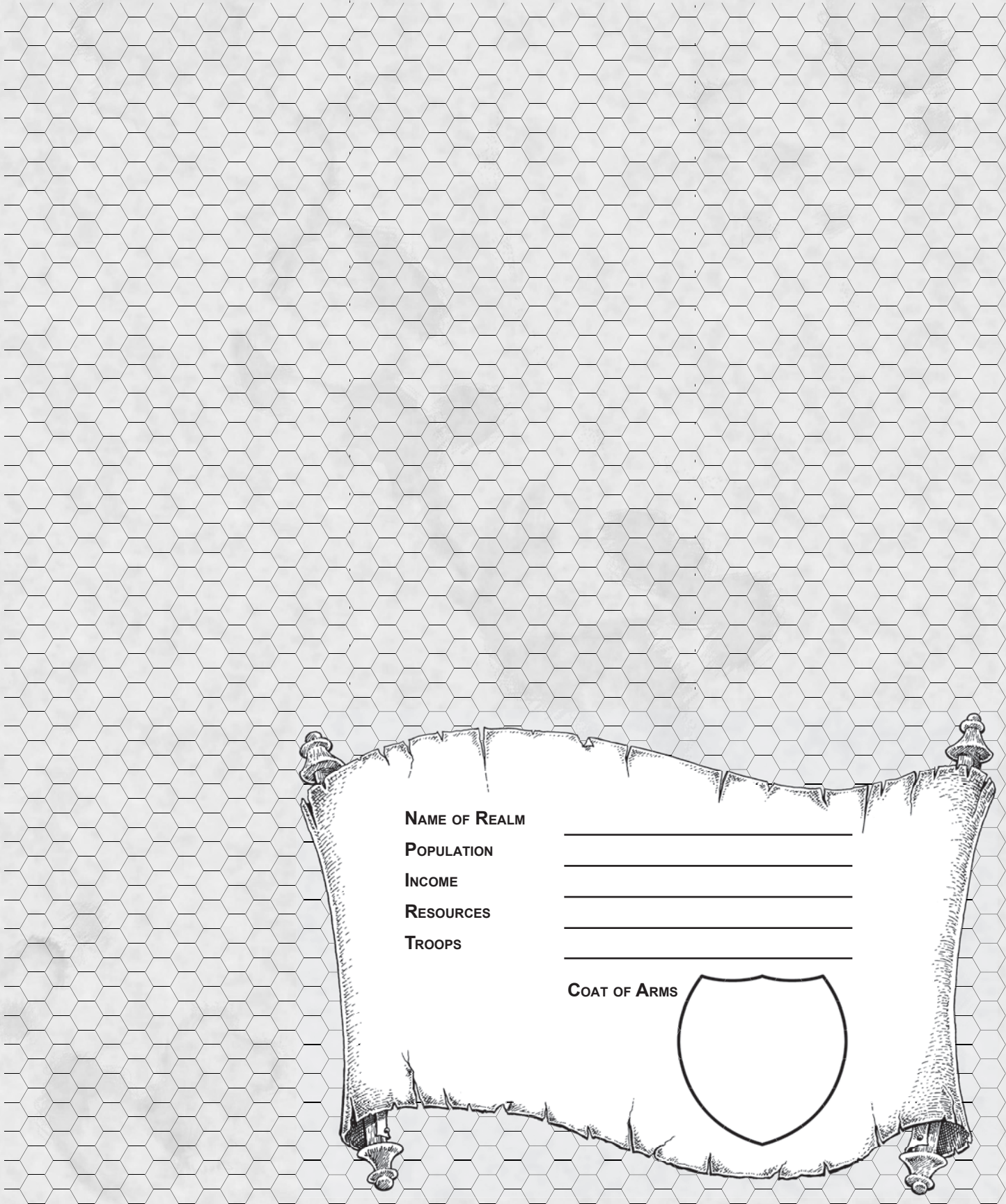


LEVEL	HP TOTAL	ABILITY SCORE INCREASE	POWER	FEAT	FEATURE
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
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16					
17					
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25					
26					
27					
28					
29					
30					





# DOMINION

A decorative scroll with a torn, aged appearance, containing a form for recording realm statistics and a coat of arms. The scroll is held by four decorative rings at the corners.


**NAME OF REALM** \_\_\_\_\_

**POPULATION** \_\_\_\_\_

**INCOME** \_\_\_\_\_

**RESOURCES** \_\_\_\_\_

**TROOPS** \_\_\_\_\_

**COAT OF ARMS** 







ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES

ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES

ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES

ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES



# ADVENTURE JOURNAL

ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES

ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

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ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

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ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

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ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

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ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

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ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES



ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES

ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

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ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES

ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES








CLASS

SPEED

PASSIVE PERCEPTION

PASSIVE INSIGHT

RACE

WILL

REF

FORT



AC

INIT

NAME

REMINDEERS:

Character Table Tent: Photocopy this sheet and fill it out with your latest character information before every session. Cut out and then fold along the dotted line, facing towards your GM for easy reference during game play. Cheating on this sheet immediately earns the enmity and undying ire of Orcus. You have been warned.

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ARMOR	Minimum Bonus	Enhancement Bonus	Check	Speed	Price (gp)	Weight
<b>CLOTH ARMOR (LIGHT)</b>						
Cloth armor (basic clothing)	—	+0	—	—	1	4 lb.
Feyweave armor	+1	+4	—	—	special	5 lb.
Starweave armor	+2	+6	—	—	special	3 lb.
<b>LEATHER ARMOR (LIGHT)</b>						
Leather armor	+2	—	—	—	25	15 lb.
Feyleather armor	+3	+4	—	—	special	15 lb.
Starleather armor	+4	+6	—	—	special	15 lb.
<b>HIDE ARMOR (LIGHT)</b>						
Hide armor	+3	—	-1	—	30	25 lb.
Darkhide armor	+4	+4	-1	—	special	25 lb.
Elderhide armor	+5	+6	-1	—	special	25 lb.
<b>CHAINMAIL (HEAVY)</b>						
Chainmail	+6	—	-1	-1	40	40 lb.
Forgemail	+9	+4	-1	-1	special	40 lb.
Spiritmail	+12	+6	-1	-1	special	40 lb.
<b>SCALE ARMOR (HEAVY)</b>						
Scale armor	+7	—	—	-1	45	45 lb.
Wyrmscale armor	+10	+4	—	-1	special	45 lb.
Elderscale armor	+13	+6	—	-1	special	45 lb.
<b>PLATE ARMOR (HEAVY)</b>						
Plate armor	+8	—	-2	-1	50	50 lb.
Warplate armor	+11	+4	-2	-1	special	50 lb.
Godplate armor	+14	+6	-2	-1	special	50 lb.
<b>SHIELD</b>						
Light shield	+1	—	—	—	5	6 lb.
Heavyshield	+2	—	-2	—	10	15 lb.

Concept: Joseph Goodman  
 Design: Harley Stroh  
 Cover Art: William O'Connor

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 Graphic Design, Interior: Peter Bradley



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