

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company or Other Affiliations																																																																																																																																																																																																																																																																																																																																																																																																																																														
<div><div><div>ABILITY SCORES</div><table><thead><tr><th>SCORE</th><th>ABILITY</th><th>ABIL MOD</th><th>MOD + 1/2 LVL</th></tr></thead><tbody><tr><td></td><td>STR Strength</td><td></td><td></td></tr><tr><td></td><td>CON Constitution</td><td></td><td></td></tr><tr><td></td><td>DEX Dexterity</td><td></td><td></td></tr><tr><td></td><td>INT Intelligence</td><td></td><td></td></tr><tr><td></td><td>WIS Wisdom</td><td></td><td></td></tr><tr><td></td><td>CHA Charisma</td><td></td><td></td></tr></tbody></table></div><div><div>DEFENSES</div><table><thead><tr><th>SCORE</th><th>DEFENSE</th><th>10 + 1/2 LVL</th><th>ABIL</th><th>CLASS</th><th>FEAT</th><th>ENH</th><th>MISC</th><th>MISC</th></tr></thead><tbody><tr><td></td><td>FORT</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td colspan="9">CONDITIONAL BONUSES</td></tr><tr><td></td><td>REF</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td colspan="9">CONDITIONAL 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LVL</th><th>ABIL</th><th>CLASS</th><th>PROF</th><th>FEAT</th><th>ENH</th><th>MISC</th></tr></thead><tbody><tr><td>+</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></tbody></table><div>ABILITY:</div><table><thead><tr><th>ATT BONUS</th><th>1/2 LVL</th><th>ABIL</th><th>CLASS</th><th>PROF</th><th>FEAT</th><th>ENH</th><th>MISC</th></tr></thead><tbody><tr><td>+</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></tbody></table></div> <div><div>DAMAGE WORKSPACE</div><div>ABILITY:</div><table><thead><tr><th>DAMAGE</th><th>ABIL</th><th>FEAT</th><th>ENH</th><th>MISC</th><th>MISC</th></tr></thead><tbody><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr></tbody></table><div>ABILITY:</div><table><thead><tr><th>DAMAGE</th><th>ABIL</th><th>FEAT</th><th>ENH</th><th>MISC</th><th>MISC</th></tr></thead><tbody><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr></tbody></table></div> 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PENALTY</th><th>MISC</th></tr></thead><tbody><tr><td></td><td>Acrobatics</td><td>DEX</td><td></td><td></td><td></td></tr><tr><td></td><td>Arcana</td><td>INT</td><td></td><td>n/a</td><td></td></tr><tr><td></td><td>Athletics</td><td>STR</td><td></td><td></td><td></td></tr><tr><td></td><td>Bluff</td><td>CHA</td><td></td><td>n/a</td><td></td></tr><tr><td></td><td>Diplomacy</td><td>CHA</td><td></td><td>n/a</td><td></td></tr><tr><td></td><td>Dungeoneering</td><td>WIS</td><td></td><td>n/a</td><td></td></tr><tr><td></td><td>Endurance</td><td>CON</td><td></td><td></td><td></td></tr><tr><td></td><td>Heal</td><td>WIS</td><td></td><td>n/a</td><td></td></tr><tr><td></td><td>History</td><td>INT</td><td></td><td>n/a</td><td></td></tr><tr><td></td><td>Insight</td><td>WIS</td><td></td><td>n/a</td><td></td></tr><tr><td></td><td>Intimidate</td><td>CHA</td><td></td><td>n/a</td><td></td></tr><tr><td></td><td>Nature</td><td>WIS</td><td></td><td>n/a</td><td></td></tr><tr><td></td><td>Perception</td><td>WIS</td><td></td><td>n/a</td><td></td></tr><tr><td></td><td>Religion</td><td>INT</td><td></td><td>n/a</td><td></td></tr><tr><td></td><td>Stealth</td><td>DEX</td><td></td><td></td><td></td></tr><tr><td></td><td>Streetwise</td><td>CHA</td><td></td><td>n/a</td><td></td></tr><tr><td></td><td>Thievery</td><td>DEX</td><td></td><td></td><td></td></tr></tbody></table></div>									SCORE	ABILITY	ABIL 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