

CHARACTER NAME RACE ALIGNMENT DEITY PLAYER NAME
EXPERIENCE LEVEL CLASS PARAGON PATH EPIC DESTINY ADVENTURING COMPANY/AFFILIATIONS

ABILITIES

SCORE MODIFIER
STR
CON

DEX
INT

WIS
CHA

INITIATIVE
SCORE = DEX + 1/2 LVL + MISC

SKILLS

SKILL NAME BONUS = ABIL MOD + 1/2 LVL + TRAINED + MISC + MISC
ACROBATICS † DEX
ARCANA INT
ATHLETICS † STR
BLUFF CHA
DIPLOMACY CHA
DUNGEONEERING WIS
ENDURANCE † CON
HEAL WIS
HISTORY INT
INSIGHT WIS
INTIMIDATE CHA
NATURE WIS
PERCEPTION WIS
RELIGION WIS
STEALTH † DEX
STREETWISE CHA
THIEVERY † DEX

† ARMOR PENALTY APPLIES
PASSIVE INSIGHT PASSIVE PERCEPTION
BASE 10 + SKILL BONUS

DEFENSES

SCORE = 10 + 1/2 LVL + ABILITY + CLASS + FEAT + ENHANCE + MISC + MISC
FORT
CONDITIONAL BONUSES / RESISTANCES

SCORE = 10 + 1/2 LVL + ABILITY + CLASS + FEAT + ENHANCE + MISC + MISC
REF
CONDITIONAL BONUSES / RESISTANCES

SCORE = 10 + 1/2 LVL + ABILITY + CLASS + FEAT + ENHANCE + MISC + MISC
WILL
CONDITIONAL BONUSES / RESISTANCES

SCORE = 10 + 1/2 LVL + ABILITY + ARMOR + SHIELD + FEAT + ENHANCE + MISC
AC
CONDITIONAL BONUSES

OFFENSE

BASIC SCORE = 1/2 LVL + ABILITY + MISC
MELEE
RANGED

WEAPON OR POWER	ATTACK	DEFENSE	DAMAGE	CRITICAL	MAX DMG	RANGE	GROUP
	VS						
	VS						
	VS						
	VS						
	VS						
	VS						
	VS						

AMMUNITION
AMMUNITION

CLASS/PATH/DESTINY FEATURES

MOVEMENT

SCORE = BASE + ARMOR + ITEM + MISC
SPECIAL MOVEMENT

HITPOINTS

MAXIMUM HITPOINTS BLOODED 1/2 MAX HP HEALING SURGE 1/2 MAX HP SURGES PER DAY SURGES USED
CURRENT HITPOINTS

SECOND WIND 1 / ENCOUNTER
TEMPORARY HITPOINTS

DEATH SAVING THROW
CURRENT CONDITIONS & EFFECTS (DEFENSE & SAVING THROW)

ACTION POINTS

ADDITIONAL EFFECTS FOR SPENDING POINTS
MILESTONES VALUE
0 1
1 2
2 3

POWER INDEX

AT - WILL POWERS

ST MV MN FR SOURCE
ST MV MN FR SOURCE
ST MV MN FR SOURCE
ST MV MN FR SOURCE
ST MV MN FR SOURCE
ST MV MN FR SOURCE

ENCOUNTER POWERS

ST MV MN FR SOURCE
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DAILY POWERS

ST MV MN FR SOURCE
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RACIAL TRAITS

[illegible]

PERSONALITY TRAITS / APPERANCE

CHARACTER BACKGROUND

CHARACTER BACKGROUND

VALUABLES & GEMS

VALUABLES & GEMS

[illegible]

MAGIC ITEMS

EQUIPMENT

EQUIPMENT

RATIONS LOAD / CARRYING CAPACITY

RATIONS

☐ TRAIL RATIONS: 5GP - 10DAYS - 10LB

☐ JOURNEYBREAD: 50GP - 10DAYS - 1LB

☐ ☐ ☐ ☐ ☐

☐ ☐ ☐ ☐ ☐ ☐ ☐

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LOAD / CARRYING CAPACITY

NORMAL	STR x 10	- NO PENALTIES APPLY
HEAVY	STR x 20	- CAN LIFT OVERHEAD & MUST USE BOTH HANDS
MAXIMUM	STR x 50	- SLOWED, PUSH/DRAW EXCLUDES DIFFICULT TERRAIN

DAILY ITEM POWERS PER DAY

RITUALS

RITUALS

COMPANIONS & A

COMPANIONS & ALLIES

[illegible]

CAMPAIGN NOTES

[illegible]

DUNGEONS & DRAGONS

4E CHARACTER SHEET
VERSION 1.0

A LUNAR VIXEN CREATION