

Character Name

Leve


Class

Paragon Path

Epic Destiny

Total XP

Race	Size	Age	Gender
INITIATIVE			
SCORE	DEX	1/2 LEVEL	MISC
<div><div></div></div> Initiative	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>
CONDITIONAL MODIFIERS			

er	Height	Weight	Alignment	Deity				
DEFENSES								
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR / ABIL	CLASS	FEAT	ENH	MISC	MISC
	AC							
CONDITIONAL BONUSES								


Adventuring Company or Other Affiliations					
MOVEMENT					
SCORE	BASE	ARMOR	ITEM	MISC	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Speed (Squares) <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>					
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"/>

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
FORT							
CONDITIONAL BONUSES							

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
REF							
CONDITIONAL BONUSES							

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
WILL							
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				

HIT POINTS			
MAX HP	BLOODED	HEALING SURGES	
		SURGE VALUE	SURGES/DAY
	1/2 HP	1/4 HP	

ACTION POINTS		
	<div>MILESTONES</div>	ACTION POINTS
	0	1
	1	2
	2	3
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

ATTACK WORKSPACE

ABILITY:

ATT BONUS

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

+

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+							

DAMAGE WORKSPACE

ABILITY:					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC

ABILITY:					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC

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"/>

CURRENT HIT POINTS	1/2 HP		1/4 HP		CURRENT SURGE USES
SECOND WIND 1/ENCOUNTER USED <input type="checkbox"/>					
TEMPORARY HIT POINTS					
DEATH SAVING THROW FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
SAVING THROW MODS					
RESISTANCES					
CURRENT CONDITIONS AND EFFECTS					

[illegible]

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

[illegible]

