

Player's Name

Character's Name

Race

Alignment

Class

Level



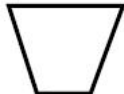
Speed



Initiative



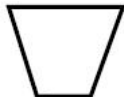
Action Points



Current
Hit points

Max Hit Points _____

Bloodied _____



Healing
Surges Used

Character Sketch

Conditions

Equipment and Magic Items

Powers and Feats

Strength ____/____

Constitution ____/____

Dexterity ____/____

Intelligence ____/____

Wisdom ____/____

Charisma ____/____

Fortitude

Reflex

Will

Armor Class

Healing Surges

HP per Healing
Surge

Passive
Insight



Passive
Perception



Languages

Skills

Athletics (Str) ____ ____

Endurance (Con) ____ ____

Acrobatics (Dex) ____ ____

Stealth (Dex) ____ ____

Thievery (Dex) ____ ____

Arcana (Int) ____ ____

History (Int) ____ ____

Nature (Int) ____ ____

Religion (Int) ____ ____

Dungeoneering (Wis) ____ ____

Heal (Wis) ____ ____

Insight (Wis) ____ ____

Perception (Wis) ____ ____

Bluff (Cha) ____ ____

Diplomacy (Cha) ____ ____

Intimidate (Cha) ____ ____

Streetwise (Cha) ____ ____

Weapons and Armor

Money

Experience