

Character Name

Level

Race

Hair

Eyes

Height

Weight

Age

Size

Appearance

HP

Bloodied

Current HP

Temporary Hit Points

Healing Surge Value

Surges/Day

Used

Resistances

Status Notes

Equipment Carried

Treasure

Copper

Silver

Gold

Platinum

Astral Diamonds

Initiative

Speed

AC

Fort

Ref

Will

STR

CON

DEX

Value

Mod

INT

WIS

CHA

Value

Mod

Defense and Healing

Class

Alignment

Deity

Experience

Next Level

Player Name

Paragon Path

Epic Destiny

Skills

Skill Name	Stat	Trained	Value
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	Int		
Stealth	Dex		
Streetwise	Cha		
Thievery	Dex		

Languages

DUNGEONS & DRAGONS

Basic Attacks

Weapon / Implement

Melee

Ranged

Attack

Vs

Damage

Melee

Ranged

Attack

Vs

Damage

Weapon / Implement

Melee

Ranged

Attack

Vs

Damage

Melee

Ranged

Attack

Vs

Damage

Powers

Power

At-Will

Encounter

Daily

Melee

Ranged

Attack

Vs

Damage

Melee

Ranged

Attack

Vs

Damage

Effect

Power

At-Will

Encounter

Daily

Melee

Ranged

Attack

Vs

Damage

Melee

Ranged

Attack

Vs

Damage

Effect

Power

At-Will

Encounter

Daily

Melee

Ranged

Attack

Vs

Damage

Melee

Ranged

Attack

Vs

Damage

Effect

Power

At-Will

Encounter

Daily

Melee

Ranged

Attack

Vs

Damage

Melee

Ranged

Attack

Vs

Damage

Effect

Power

At-Will

Encounter

Daily

Melee

Ranged

Attack

Vs

Damage

Melee

Ranged

Attack

Vs

Damage

Effect

Power

At-Will

Encounter

Daily

Melee

Ranged

Attack

Vs

Damage

Melee

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Attack

Vs

Damage

Effect

Power

At-Will

Encounter

Daily

Melee

Ranged

Attack

Vs

Damage

Melee

Ranged

Attack

Vs

Damage

Effect

Power

At-Will

Encounter

Daily

Melee

Ranged

Attack

Vs

Damage

Melee

Ranged

Attack

Vs

Damage

Effect

Power

At-Will

Encounter

Daily

Melee

Ranged

Attack

Vs

Damage

Melee

Ranged

Attack

Vs

Damage

Effect

[illegible]

Magic Weapons and Items	
Item <input type="text"/>	Slot <input type="text"/>
Description <input type="text"/>	
Item <input type="text"/>	Slot <input type="text"/>
Description <input type="text"/>	
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Item <input type="text"/>	Slot <input type="text"/>
Description <input type="text"/>	

Character Name		Player Name	RPGA #
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<div>Campaign Notes</div>			



# Character Portrait

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