











## DEFENSES

 AC	 FORT	 REF	 WILL
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Conditional Bonuses:

## ABILITIES AND SKILLS

 <b>STRENGTH</b> <small>Strength measures your physical power.</small>	MODIFIER	CHECK
Athletics	<input type="checkbox"/> Trained	MISC. CHECK
 <b>CONSTITUTION</b> <small>Constitution represents health, stamina, and vital force.</small>	MODIFIER	CHECK
Endurance	<input type="checkbox"/> Trained	MISC. CHECK
 <b>DEXTERITY</b> <small>Dexterity measures coordination, agility, and balance.</small>	MODIFIER	CHECK
Acrobatics	<input type="checkbox"/> Trained	MISC. CHECK
Stealth	<input type="checkbox"/> Trained	MISC. CHECK
Thiery	<input type="checkbox"/> Trained	MISC. CHECK
 <b>INTELLIGENCE</b> <small>Intelligence describes how well you learn and reason.</small>	MODIFIER	CHECK
Arcana	<input type="checkbox"/> Trained	MISC. CHECK
History	<input type="checkbox"/> Trained	MISC. CHECK
Religion	<input type="checkbox"/> Trained	MISC. CHECK
 <b>WISDOM</b> <small>Wisdom measures common sense, self-discipline, and empathy.</small>	MODIFIER	CHECK
Dungeoneering	<input type="checkbox"/> Trained	MISC. CHECK
Heal	<input type="checkbox"/> Trained	MISC. CHECK
Insight	<input type="checkbox"/> Trained	MISC. CHECK
Nature	<input type="checkbox"/> Trained	MISC. CHECK
Perception	<input type="checkbox"/> Trained	MISC. CHECK
 <b>CHARISMA</b> <small>Charisma measures force of personality and leadership.</small>	MODIFIER	CHECK
Bluff	<input type="checkbox"/> Trained	MISC. CHECK
Diplomacy	<input type="checkbox"/> Trained	MISC. CHECK
Intimidate	<input type="checkbox"/> Trained	MISC. CHECK
Streetwise	<input type="checkbox"/> Trained	MISC. CHECK

## ITEMS AND GEAR

## COMBAT STATISTICS

 INITIATIVE <small>Roll initiative to determine the turn order in combat.</small>	 SPEED <small>Your speed is the number of squares you can move with a move action.</small>
 PASSIVE INSIGHT	
 PASSIVE PERCEPTION	
 ATTACK BONUS WEAPON / POWER	DAMAGE
 ATTACK BONUS WEAPON / POWER	DAMAGE
 HIT POINTS	BLOODIED
 Temp HP	Healing Surge Value
 Current HP	Surges Per Day
	Surges Used

## DEATH SAVING THROW FAILURES

## SAVING THROW MODS

## RESISTANCES

## CURRENT CONDITIONS AND EFFECTS

## EQUIPMENT

HEAD	
NECK	
ARM	
GLOVE	
RING	
RING	
MAIN HAND	
OFF HAND	
WAIST	
BODY	
TATTOO	
FEET	
KI	

## WEALTH

Class: \_\_\_\_\_  
Race: \_\_\_\_\_ Gender: \_\_\_\_\_  
Alignment: \_\_\_\_\_  
Languages: \_\_\_\_\_

## CHARACTER NOTES

## POWERS AND FEATS

## EXPERIENCE POINTS (XP)

XP for next level: \_\_\_\_\_