Character Name: | Level: | Race: | Class: | Paragon Path:

Size: | Weight: | Height: | Alignment: | Deity: | Epic Destiny:

ABILITY SCORES +1/2 Level:

Score	Ability	Ability Mod
	STR Strength	
	CON Constitution	
	DEX Dexterity	
	INT Intelligence	
	WIS Wisdom	
	CHA Charisma	

Conditional Modifiers

DEFENSES +1/2 Level:

Defense	Ability	Class/ Race	Feat	Ench.	Misc.	Misc.	Temporary
FORT							
REF							
WILL							

Conditional Modifiers

Defense	Ability	Armour	Feat	Ench.	Misc.	Misc.
AC						

Conditional Modifiers

INITIATIVE +1/2 Level:

Score	Ability	Misc.	Misc.
+	Initiative		

Conditonal Modifiers

MOVEMENT

Score	Base	Armour	Item	Misc.
Speed				

Special Movement

SENSES

Passive Score	Skill	Misc.
Passive Insight	10 +	+
Passive Perception	10 +	+

Special Senses

HEALTH STATISTICS

Max Health

Current Health

Bloodied Value (1/2 HP)

Surge Value (1/4 HP)

Temporary

Surges/Day:

ACTION POINTS

Additional Effects for Spending an Action Point:

MILESTONES REACHED

Additional Effects for Reaching a Milestone:

SECOND WIND USED

Additional Effects for Spending Your Second Wind:

RESISTANCES

SAVING THROW MODS

CURRENT CONDITIONS AND EFFECTS

EQUIPMENT

Weapon:

Weapon:

Implement:

Head:

Neck:

Armour:

Arms:

Hands:

Ring:

Ring:

Waist:

Feet:

FEATS

SKILLS +1/2 Level:

Total	Skill Name		Misc.	Misc
+	Acrobatics	DEX		
+	Arcana	INT		
+	Atheletics	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		
-	Armour Penalty	Equip.		Misc.

Conditional Modifiers

MISSION NOTES

DAILY ITEM USES PER DAY

DEATH SAVING THROW FAILURES