

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>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>
INITIATIVE			
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	
<div style="border: 1px solid black; width: 100%; height: 100%; display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div> </div>	Speed (Squares)		<div style="border: 1px solid black; width: 100%; height: 100%; display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div> </div>	<div style="border: 1px solid black; width: 100%; height: 100%; display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div> </div>	<div style="border: 1px solid black; width: 100%; height: 100%; display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div> </div>
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	BLOODIED	HEALING SURGES	
		SURGE VALUE	SURGES/DAY
	1/2 HP	1/4 HP	

ACTION POINTS		
	MILESTONES	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
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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
<input type="checkbox"/>	Acrobatics	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/>	Arcana	INT	<input type="checkbox"/>	<input type="checkbox"/>	n/a <input type="text"/>
<input type="checkbox"/>	Athletics	STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/>	Bluff	CHA	<input type="checkbox"/>	<input type="checkbox"/>	n/a <input type="text"/>
<input type="checkbox"/>	Diplomacy	CHA	<input type="checkbox"/>	<input type="checkbox"/>	n/a <input type="text"/>
<input type="checkbox"/>	Dungeoneering	WIS	<input type="checkbox"/>	<input type="checkbox"/>	n/a <input type="text"/>
<input type="checkbox"/>	Endurance	CON	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/>	Heal	WIS	<input type="checkbox"/>	<input type="checkbox"/>	n/a <input type="text"/>
<input type="checkbox"/>	History	INT	<input type="checkbox"/>	<input type="checkbox"/>	n/a <input type="text"/>
<input type="checkbox"/>	Insight	WIS	<input type="checkbox"/>	<input type="checkbox"/>	n/a <input type="text"/>
<input type="checkbox"/>	Intimidate	CHA	<input type="checkbox"/>	<input type="checkbox"/>	n/a <input type="text"/>
<input type="checkbox"/>	Nature	WIS	<input type="checkbox"/>	<input type="checkbox"/>	n/a <input type="text"/>
<input type="checkbox"/>	Perception	WIS	<input type="checkbox"/>	<input type="checkbox"/>	n/a <input type="text"/>
<input type="checkbox"/>	Religion	INT	<input type="checkbox"/>	<input type="checkbox"/>	n/a <input type="text"/>
<input type="checkbox"/>	Stealth	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/>	Streetwise	CHA	<input type="checkbox"/>	<input type="checkbox"/>	n/a <input type="text"/>
<input type="checkbox"/>	Thievery	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>

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