

party notes / _____

languages known BY party / _____

name	I	str	dex	con	int	wis	cha	hit points	bloodied	initiative	act. p.						
race	alignment	movement	chk penalty	defenses				attacks & damage		powers used							
classes & levels				fort	ref	will	ac	second wind	encounter power	daily power							
healing surge / surges per day																	
		acrob	arcana	athletics	bluff	diplom.	endur.	dunge.	heal	history	insight	intimidate	nature	precep.	stealth	streetw.	thiev.

name	II	str	dex	con	int	wis	cha	hit points	bloodied	initiative	act. p.						
race	alignment	movement	chk penalty	defenses				attacks & damage		powers used							
classes & levels				fort	ref	will	ac	second wind	encounter power	daily power							
healing surge / surges per day																	
		acrob	arcana	athletics	bluff	diplom.	endur.	dunge.	heal	history	insight	intimidate	nature	precep.	stealth	streetw.	thiev.

name	III	str	dex	con	int	wis	cha	hit points	bloodied	initiative	act. p.						
race	alignment	movement	chk penalty	defenses				attacks & damage		powers used							
classes & levels				fort	ref	will	ac	second wind	encounter power	daily power							
healing surge / surges per day																	
		acrob	arcana	athletics	bluff	diplom.	endur.	dunge.	heal	history	insight	intimidate	nature	precep.	stealth	streetw.	thiev.

name	IV	str	dex	con	int	wis	cha	hit points	bloodied	initiative	act. p.						
race	alignment	movement	chk penalty	defenses				attacks & damage		powers used							
classes & levels				fort	ref	will	ac	second wind	encounter power	daily power							
healing surge / surges per day																	
		acrob	arcana	athletics	bluff	diplom.	endur.	dunge.	heal	history	insight	intimidate	nature	precep.	stealth	streetw.	thiev.

name	V	str	dex	con	int	wis	cha	hit points	bloodied	initiative	act. p.						
race	alignment	movement	chk penalty	defenses				attacks & damage		powers used							
classes & levels				fort	ref	will	ac	second wind	encounter power	daily power							
healing surge / surges per day																	
		acrob	arcana	athletics	bluff	diplom.	endur.	dunge.	heal	history	insight	intimidate	nature	precep.	stealth	streetw.	thiev.

name	VI	str	dex	con	int	wis	cha	hit points	bloodied	initiative	act. p.						
race	alignment	movement	chk penalty	defenses				attacks & damage		powers used							
classes & levels				fort	ref	will	ac	second wind	encounter power	daily power							
healing surge / surges per day																	
		acrob	arcana	athletics	bluff	diplom.	endur.	dunge.	heal	history	insight	intimidate	nature	precep.	stealth	streetw.	thiev.

Originally created for DnD 3.5 by:

Edited for DnD 4.0 by Onej