

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
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Speed (Squares)				
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		
	<div>MILESTONES</div>	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
<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
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 ➔

CURRENT HIT POINTS	CURRENT SURGE USES	
<div> <div>SECOND WIND 1/ENCOUNTER</div> <div>USED <div></div></div> </div>		
TEMPORARY HIT POINTS		
<div> <div>DEATH SAVING THROW FAILURES</div> <div><div></div><div></div><div></div></div> </div>		
SAVING THROW MODS		
RESISTANCES		
CURRENT CONDITIONS AND EFFECTS		

RACE FEATURES
ABILITY SCORE MODS
CLASS / PATH / DESTINY FEATURES

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<input type="text"/>	VS <input type="text"/>		
<input type="text"/>	VS <input type="text"/>		
<input type="text"/>	VS <input type="text"/>		
<input type="text"/>	VS <input type="text"/>		

SKILLS						
BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
	Acrobatics	DEX				
	Arcana	INT			n/a	
	Athletics	STR				
	Bluff	CHA			n/a	
	Diplomacy	CHA			n/a	
	Dungeoneering	WIS			n/a	
	Endurance	CON				
	Heal	WIS			n/a	
	History	INT			n/a	
	Insight	WIS			n/a	
	Intimidate	CHA			n/a	
	Nature	WIS			n/a	
	Perception	WIS			n/a	
	Religion	INT			n/a	
	Stealth	DEX				
	Streetwise	CHA			n/a	
	Thievery	DEX				

[illegible][illegible]

[illegible][illegible]

COINS AND OTHER WEALTH	
1. U.S. coins and currency	
2. U.S. government securities	
3. State and local government securities	
4. Foreign government securities	
5. Corporate bonds	
6. Municipal bonds	
7. Treasury bills	
8. Other U.S. government securities	
9. Corporate stocks	
10. Foreign stocks	
11. Other securities	
12. Other wealth	
13. Total	

[illegible][illegible]

OTHER WEALTH

A diagram of a square with arrows indicating a clockwise path starting from the bottom-left corner. The path goes right along the bottom edge, then up along the right edge, then left along the top edge, and finally down along the left edge, returning to the starting point.

[illegible]

[illegible][illegible]