

RACIAL TRAITS

[illegible]

FEATS


[illegible]

CLASS ABILITIES

[illegible]

ACTION POINTS

Additional Effects for AP

The logo of the University of Vermont, featuring a stylized 'U' and 'V' intertwined, with the text 'UNIVERSITY OF VERMONT' and 'VERYS ARKON' below it.

Name _____





ABILITY SCORES AND SKILLS

	Ability Mod	Score Mod + 1/2 LVL	Skills	Bonus	Trained (+5)	Armor Penalty	Misc
STR Strength	<div></div>	<div></div>	Athletics	<div></div>	<div></div>	<div></div>	<div></div>
CON Constitution	<div></div>	<div></div>	Endurance	<div></div>	<div></div>	<div></div>	<div></div>
DEX Dexterity	<div></div>	<div></div>	Acrobatics	<div></div>	<div></div>	<div></div>	<div></div>
			Stealth	<div></div>	<div></div>	<div></div>	<div></div>
			Thiery	<div></div>	<div></div>	<div></div>	<div></div>
INT Intelligence	<div></div>	<div></div>	Arcana	<div></div>	<div></div>	na	<div></div>
			History	<div></div>	<div></div>	na	<div></div>
			Religion	<div></div>	<div></div>	na	<div></div>
WIS Wisdom	<div></div>	<div></div>	Dungeoneering	<div></div>	<div></div>	na	<div></div>
			Heal	<div></div>	<div></div>	na	<div></div>
			Insight	<div></div>	<div></div>	na	<div></div>
			Nature	<div></div>	<div></div>	na	<div></div>
			Perception	<div></div>	<div></div>	na	<div></div>
CHA Charisma	<div></div>	<div></div>	Bluff	<div></div>	<div></div>	na	<div></div>
			Diplomacy	<div></div>	<div></div>	na	<div></div>
			Intimidate	<div></div>	<div></div>	na	<div></div>
			Streetwise	<div></div>	<div></div>	na	<div></div>

Class	Level
1	1
2	2
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98	98
99	99
100	100

Level

ESSENTIALS

Passive Perception		Passive Insight	
Initiative		Speed	
			
AC	Fort	Reflex	Will
Conditional Modifiers			

HIT POINTS

Max HP	Bloodied 1/2 HP	Surge Value 1/4 HP	Surges/day

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

CURRENT HP

TEMP HP

Second Wind
1/Encounter

Death Saving Throw Failures

Saving throw modifiers / Resistances and Vulnerabilities

ACTION POINTS

Milestones

BASIC ATTACKS

ABILITY/Weapon	Attack	Damage	Target / Effect / Range	Conditional Modifiers
	<div><div></div><div>vs</div><div></div></div>			
	<div><div></div><div>vs</div><div></div></div>			
	<div><div></div><div>vs</div><div></div></div>			
	<div><div></div><div>vs</div><div></div></div>			

WEAPON

Enhancement	Critical
Powers	

WEAPON

Enhancement	Critical
Powers	

WEAPON

Enhancement	Critical
Powers	

IMPLEMENT

Enhancement	Critical
Powers	

ARMOR

Enhancement	
Powers	

NECK

ARMS

Enhancement	
Powers	

RING

Enhancement	
Powers	

FEET

Enhancement	
Powers	

RING

Enhancement	
Powers	

HANDS

Enhancement	
Powers	

WAIST

Enhancement	
Powers	

HEAD

Enhancement	
Powers	

DAILY ITEM POWERS per DAY

Heroic	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Paragon	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Epic	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Notes

DEFENSES Workspace Conditional Bonuses

Armor Class		10+1/2 LVL	ABIL/ARMOR	CLASS	FEAT	ENH	SHIELD	MISC.	
Fortitude		10+1/2 LVL	STR or CON	CLASS	FEAT	ENH	MISC.	MISC.	
Reflex		10+1/2 LVL	DEX or INT	CLASS	FEAT	ENH	SHIELD	MISC.	
Will		10+1/2 LVL	WIS or CHA	CLASS	FEAT	ENH	MISC.	MISC.	

INITIATIVE Workspace

☐ = ☐ DEX ☐ 1/2 Level ☐ MISC.

ATTACK Workspace

ABILITY

<input type="checkbox"/>	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
ABILITY							

DAMAGE Workspace

ABILITY

<input type="checkbox"/>	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
ABILITY							

<input type="checkbox"/>	ABIL	CLASS	FEAT	ENH	MISC
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

ABILITY SCORE Workspace

ABILITY	STARTING	RACE	LVL INC.	TOTAL
STR				<input type="checkbox"/>
CON				<input type="checkbox"/>
DEX				<input type="checkbox"/>
INT				<input type="checkbox"/>
WIS				<input type="checkbox"/>
CHA				<input type="checkbox"/>

MOVEMENT Workspace

Speed ☐ = ☐ Base ☐ Armor ☐ Item ☐ Misc..

Overland Miles/Day ☐ Speed x5 Miles/Hour ☐ Speed x 0.5 Ft/Min ☐ Speed x 50

Paragon Path

Epic Destiny

Total XP

Next Level

PERSONALITY

Alignment

ARCHETYPES: Agent, Challenger, Companion, Crusader, Daredevil, Explorer, Innocent, Leader, Martyr, Mercenary, Orphan, Prophet, Rebel, Renegade, Royalty, Sage, Savage, Seeker, Simple Soul, Strategist, Theorist, Trickster, Wanderer

SOCIAL INTERACTIONS
Perceived as: Angry, Cheerful, Charming, Connected, Energetic, Exotic, Flamboyant, Funny, Reserved, Relaxed, Religious, Skilled, Talkative, Witty
Optimism: Brooding, Enthusiastic, Fatalistic, Grim, Hopeful, Self-assured,
Trust: Gullible, Naive, Open-minded, Skeptical, Suspicious, Naive, Trusting

DECISION POINTS
Assertiveness: Adaptable, Ambitious, Boastful, Brutal, Calm, Commanding, Easygoing, Humble, Impatient, Serious, Timid
Lawfulness: Dutiful, Flexible, Honest, Reformed, Pragmatic, Scrupulous, Wild
Empathy: Greedy, Hard-hearted, Kind, Loyal, Merciful, Protective, Oblivious, Stern, Thoughtful

DIRE STRAITS
Courage: Brave, Cautious, Competitive, Conservative, Fierce, Peaceful, Reckless, Steady
Determinism: Bold, Disciplined, Driven, Fatalistic, Happy-go-lucky, Impassioned, Patriotic, Stoic, Vengeful
Nerves: Calm, Impulsive, Patient, Restless, Skittish, Unshakable

VISION

Special Senses

LANGUAGES KNOWN

DESCRIPTION

Race

HeightWeightAgeGender

Body ShapeMusculature

Posture

Eye ColorEye Shape

Hair ColorHair Style

Skin ColorSkin Texture

Speech AccentSpeech tone or speed

Markings

Other

HISTORY

BACKGROUNDS: Artisan, Ascetic, Drifter, Farm Hand, Gladiator, Guttersnipe, Mariner, Noble Scion, Soldier, Tribal Origin

Deity

Home Town

Family

Education

Life Events

Other Details

EQUIPMENT

☐ **ADVENTURER's KIT:** a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.

WGT

CARRYING CAPACITY

NormalHeavyMaximum

Base STR x 10

Base STR x 20

Base STR x 50

COINS AND OTHER WEALTH

RITUALS / RECIPES

☐ Ritual Caster☐ AlchemistComp Cost

COMPONENTS

Residium
(All)

Sanctified
Incense
(Religion)

Alchemical
Reagents
(Arana)

Mystic
Salves
(Heal)

Rare Herbs
(Nature)

At Will Powers

Attack	Defense	Damage	<input type="radio"/> Stand. <input type="radio"/> I.I. <input type="radio"/> Move <input type="radio"/> I.R. <input type="radio"/> Minor
	vs		

Attack	Defense	Damage	<input type="radio"/> Stand. <input type="radio"/> I.I. <input type="radio"/> Move <input type="radio"/> I.R. <input type="radio"/> Minor

Attack	Defense	Damage	<input type="radio"/> Stand. <input type="radio"/> I.I. <input type="radio"/> Move <input type="radio"/> I.R. <input type="radio"/> Minor
	vs		

Attack	Defense	Damage	Stand.	I.I.
	vs		<input type="radio"/> Move	<input type="radio"/> I.R.
			<input type="radio"/> Minor	

Attack	Defense	Damage	<input type="radio"/> Stand. <input type="radio"/> I.I. <input type="radio"/> Move <input type="radio"/> I.R. <input type="radio"/> Minor

Daily Powers

Daily Used: vs.

Attack: Defense: Damage:

Stand. ☐ I.I. ☐ Move ☐ I.R. ☐ Minor ☐

Daily Used: vs.

Attack: Defense: Damage:

Stand: ☐ I.I.: ☐
 Move: ☐ I.R.: ☐
 Minor: ☐

Daily Used	Attack		Defense	Damage		
<input type="text"/>		vs.			<input type="radio"/> Stand. <input type="radio"/> Move <input type="radio"/> Minor	<input type="radio"/> I.I. <input type="radio"/> I.R.

Daily Used: vs. ☐ Stand. ☐ I.I. _____
 ☐ Move ☐ I.R. _____
 ☐ Minor _____

Daily Used	Attack	Defense	Damage	Stand.	I.I.
<input type="text"/>		vs		<input type="radio"/>	<input type="radio"/>
				<input type="radio"/>	<input type="radio"/>
				<input type="radio"/>	<input type="radio"/>

Daily Used	Attack	Defense	Damage	<input type="radio"/> Stand. <input type="radio"/> I.I. <input type="radio"/> Move <input type="radio"/> I.R. <input type="radio"/> Minor
<div></div>	<div></div>	vs <div></div>	<div></div>	<div></div> <div></div> <div></div>

Encounter Powers

Encounter		Attack	Defense	Damage	Stand.	I.I.
1	2	vs			<input type="radio"/>	<input type="radio"/>
3	4				<input type="radio"/>	<input type="radio"/>
					<input type="radio"/>	<input type="radio"/>

Encounter	Attack	Defense	Damage	
1 2	vs			<input type="radio"/> Stand. <input type="radio"/> I.I.
3 4				<input type="radio"/> Move <input type="radio"/> I.R.
				<input type="radio"/> Minor

Encounter	Attack	Defense	Damage	Stand.	I.I.
1 2	vs			<input type="radio"/>	<input type="radio"/>
3 4				<input type="radio"/>	<input type="radio"/>
				<input type="radio"/>	

Encounter	Attack	Defense	Damage	
1 2	vs			<input type="radio"/> Stand. <input type="radio"/> I.I.
3 4				<input type="radio"/> Move <input type="radio"/> I.R.
				<input type="radio"/> Minor

Encounter	Attack	Defense	Damage	
1 2	vs			<input type="radio"/> Stand. <input type="radio"/> I.I.
3 4				<input type="radio"/> Move <input type="radio"/> I.R.
				<input type="radio"/> Minor

Encounter		Attack	Defense	Damage	Stand.	I.I.
1	2	vs			<input type="radio"/>	<input type="radio"/>
3	4				<input type="radio"/>	<input type="radio"/>
					<input type="radio"/>	

Encounter	Attack	Defense	Damage	
<div>1</div> <div>2</div> <div>3</div> <div>4</div>	vs			<input type="radio"/> Stand. <input type="radio"/> I.I. <input type="radio"/> Move <input type="radio"/> I.R. <input type="radio"/> Minor

Encounter	Attack	Defense	Damage	
1 2	vs			<input type="radio"/> Stand. <input type="radio"/> I.I.
3 4				<input type="radio"/> Move <input type="radio"/> I.R.
				<input type="radio"/> Minor

Encounter	Attack	Defense	Damage	
1 2	vs			<input type="radio"/> Stand. <input type="radio"/> I.I.
3 4				<input type="radio"/> Move <input type="radio"/> I.R.
				<input type="radio"/> Minor

Encounter	Attack	Defense	Damage	
1 2	vs			<input type="radio"/> Stand. <input type="radio"/> I.I.
3 4				<input type="radio"/> Move <input type="radio"/> I.R.
				<input type="radio"/> Minor

Encounter	Attack	Defense	Damage	
1 2	vs			<input type="radio"/> Stand. <input type="radio"/> I.I.
3 4				<input type="radio"/> Move <input type="radio"/> I.R.
				<input type="radio"/> Minor

Encounter	Attack	Defense	Damage	
1 2	vs			<input type="radio"/> Stand. <input type="radio"/> I.I.
3 4				<input type="radio"/> Move <input type="radio"/> I.R.
				<input type="radio"/> Minor