
Character Name

Leve

Class

Paragon Path

Epic Destiny

Total XP

Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company or Other Affiliations
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INITIATIVE			
SCORE	DEX	1/2 LEVEL	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR / ABIL	CLASS	FEAT	ENH	MISC	MISC	
<div> <div></div> <div>AC</div> </div>									
CONDITIONAL BONUSES									

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Speed (Squares) <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>				
SPECIAL MOVEMENT				

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LV
<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
	Passive Insight	10	+
	Passive Perception	10	+

ATTACK WORKSPACE 

ABILITY:							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+							

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+							

DAMAGE WORKSPACE 

DAMAGE FORMANCE					
ABILITY:					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC

DAMAGE	ABIL	FEAT	ENH	MISC	MISC

BASIC ATTACKS

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"/>		

 HIT POINTS

MAX HP		HEALING SURGES	
	BLOODIED	SURGE VALUE	SURGES/DAY
	1/2 HP	1/4 HP	

CURRENT HIT POINTS	1/2 110	1/4 110	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			

ACTION POINTS

Action Points		MILESTONES	ACTION POINTS
		0	1
		1	2
		2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

ABILITY SCORE MODS

CLASS / PATH / DESTINY FEATURES

FEATS

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				

LANGUAGES KNOWN

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[illegible]

	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

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MAGIC ITEM INDEX		
<i>List your powers below. Check the box when the power is used. Clear the box when the power renews.</i>		
MAGIC ITEMS		
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR		<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK		<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
Daily Item Powers Per Day		
Heroic (1-10)	<input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/> <input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>

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Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/> <input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>

[illegible]A square with arrows on each side pointing in a clockwise direction, indicating a cycle. The arrows are located at the corners of the square.[illegible]

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