

**Character Name**

Leve

## Class

## Paragon Path

## Epic Destiny

Total XP

Race	Size	Age	Gender
<b>INITIATIVE</b>			
SCORE	DEX	1/2 LEVEL	MISC
<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>
<b>Initiative</b>			
CONDITIONAL MODIFIERS			

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
<div></div>	<b>Speed</b> (Squares)	<div></div>	<div></div>	<div></div>
SPECIAL MOVEMENT				

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<input type="text"/>	<b>STR</b> Strength	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>CON</b> Constitution	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>DEX</b> Dexterity	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>INT</b> Intelligence	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>WIS</b> Wisdom	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>CHA</b> Charisma	<input type="text"/>	<input type="text"/>

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
<b>FORT</b>						
CONDITIONAL BONUSES						

  

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
<b>REF</b>						
CONDITIONAL BONUSES						

  

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC
<b>WILL</b>						
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				

<b>HIT POINTS</b>			
<b>MAX HP</b>	<b>BLOODIED</b>	<b>HEALING SURGES</b>	
		<b>SURGE VALUE</b>	<b>SURGES/DAY</b>
	$\frac{1}{2}$ HP	$\frac{1}{4}$ HP	

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
+							
ABILITY:							

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

**DAMAGE WORKSPACE**

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC

DAMAGE	ABIL	FEAT	ENH	MISC	MISC

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<div></div>	VS <div></div>		
<div></div>	VS <div></div>		
<div></div>	VS <div></div>		
<div></div>	VS <div></div>		

CURRENT HIT POINTS	1/2 HP		1/4 HP		CURRENT SURGE USES
<div>SECOND WIND 1/ENCOUNTER USED <input type="checkbox"/></div>					
TEMPORARY HIT POINTS					
<div>DEATH SAVING THROW FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></div>					
SAVING THROW MODS					
RESISTANCES					
CURRENT CONDITIONS AND EFFECTS					

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## CLASS / PATH / DESTINY FEATURES

## FEATS

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

**LANGUAGES KNOWN**

[illegible][illegible]

COINS AND OTHER WEALTH	
1. U.S. coins and currency (Federal Reserve notes, etc.)	
2. U.S. government securities (U.S. savings bonds, Treasury bills, Treasury notes, Treasury bonds, etc.)	
3. State and local government securities (notes, bonds, etc.)	
4. Corporate bonds	
5. Corporate stocks	
6. Mutual funds	
7. Other securities (debentures, junk bonds, convertible bonds, etc.)	
8. Life insurance contracts	
9. Pension plans, profit-sharing plans, etc.	
10. Other contracts (futures, options, etc.)	
11. Other property (art, furs, etc.)	
12. Other	
13. Total	

MAGIC ITEM INDEX		
List your powers below. Check the box when the power is used. Clear the box when the power renews.		
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"/>
		<input type="checkbox"/>
<b>Daily Item Powers Per Day</b>		
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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## OTHER WEALTH

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