

Skills 		
Acrobatics		
Arcana		
Athletics		
Bluff		
Diplomacy		
Dungeoneering		
Endurance		
Heal		
History		

Skills 		
Insight		
Intimidate		
Nature		
Perception		
Religion		
Stealth		
Streetwise		
Thievery		

Attributes 			
Strength	Intelligence		
<input type="text"/>	<input type="text"/>		
Dexterity	Wisdom		
<input type="text"/>	<input type="text"/>		
Constitution	Charisma		
<input type="text"/>	<input type="text"/>		

Defenses 			
Armor Class	Fortitude		
<input type="text"/>	<input type="text"/>		
Reflex	Will		
<input type="text"/>	<input type="text"/>		

Hit Points 	
Max Hit Points	<input type="text"/>
<p>When Unconscious, make death saving-throws each turn. Fail 3 times per Encounter, or reach negative ½ Max Hit Points, and you die.</p>	
Bloodied (Half Hit Points)	<input type="text"/>
Failed Saving Throws	<input type="text"/>
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>

Healing 	
Healing Surges Per Day	<input type="text"/>
¼ Max Health	<input type="text"/>
Temporary Hit Points	
<p>Count only the single source providing the most temporary hit points. Remove when Rested.</p>	

Awareness 			
Vision Type:	<input type="text"/>		
Perception			
Passive	Active		
<input type="text"/>	<input type="text"/>		+
Insight			
Passive	Active		
<input type="text"/>	<input type="text"/>		+

Action 	
Initiative	Move Speed
<input type="text"/>	<input type="text"/>
Action Points	
<p>May spend one action point per encounter. After an extended rest, reset total Action Points to 1.</p>	
Encounter Action Point	<input type="text"/>