

Character Name:

Player Name:

AC

10+½ lvl+Race+Class
+Armor+Shield+...

vs. Opp Att

AC+Race+Feat+...

Fortitude

10+½ lvl+Str or Con+Race
+Class+...

Reflex

10+½ lvl+Dex or Int + Race
+Class+Shield+...

Will

10+½ lvl+Wis or Cha+Race
+Class+...

Initiative

½ lvl+Dex+...

Speed

Race+Armor+...

Encounters:

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Milestone every 2nd encounter

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Action Points:

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Start with one, gain one per milestone

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Magic Item Dailies:

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Start with one per tier, gain one per milestone

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Ammunition:

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Acrobatics (Dex)				trained: +5			
Arcana (Int)				Insight (Wis)			
Athletics (Str)				Intimidate (Cha)			
Bluff (Cha)				Nature (Wis)			
Diplomacy (Cha)				Perception (Wis)			
Dungeon. (Wis)				Religion (Int)			
Endurance (Con)				Stealth (Dex)			
Heal (Wis)				Streetwise (Cha)			
History (Int)				Thievery (Dex)			
				yellow: apply penalty			

Actions

Standard

Move

Minor

Hit Points

Temporary Hit Points

Count only the source providing the most temporary hit points. Remove all when rested.

Max HP

Class+Feat+...

Bloodied

½ Max HP

Healing Surges

Surge HP

¼ Max HP

Max Surges

Class+Feat+...

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Dying

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Failed Death Saving Throws

Attacks & Checks:

½ lvl+modifier

Damage & Modifiers:

modifier

Ability Score:

StrengthConstitutionDexterityIntelligenceWisdomCharisma

Experience

Level

Goal

Treasure

Notes/Artwork

Race:

Gender:

Height:

Alignment:

Class:

Age:

Weight:

Diety:

Racial Features

[illegible]

Tier

[illegible]

At-Will

Encounter

Daily

Utility

[illegible]iv

Class Features

Paragon Path

Epic Destiny

[illegible][illegible]