

Name	Level
Race	Class/Paragon Path

ABILITY SCORES				DEFENSES				POWERS			
STRENGTH				AC				AT-WILL			
Score	Skills		Modifier	10+Dex or Int				Reference			
Bonus	ATHLETICS		Misc	10+Str or Con							
CONSTITUTION				FORT							
Score	Skills		Modifier	10+Dex or Int				ENCOUNTER			
Bonus	ENDURANCE		Misc	10+Str or Con				Reference			
DEXTERITY				REF				Used			
Score	Skills		Modifier	10+Dex or Int							
Bonus	ACROBATICS		Misc	10+Wis or Cha							
Bonus	STEALTH		Misc	WILL							
Bonus	THIEVERY		Misc	SENSES							
INTELLIGENCE				PERCEPTION							
Score	Skills		Modifier	10+Skill Bonus							
Bonus	ARCANA		Misc	INSIGHT							
Bonus	HISTORY		Misc	10+Skill Bonus							
Bonus	RELIGION		Misc	SAVES & RESISTANCES							
WISDOM				DEATH							
Score	Skills		Modifier	HEALTH							
Bonus	DUNGEONEERING		Misc	HIT POINTS							
Bonus	HEAL		Misc	SURGES							
Bonus	INSIGHT		Misc	MAX							
Bonus	NATURE		Misc	BLOODIED							
Bonus	PERCEPTION		Misc	VALUE							
CHARISMA				SECOND WIND							
Score	Skills		Modifier	ACTION POINTS							
Bonus	BLUFF		Misc	Base							
Bonus	DIPLOMACY		Misc	DAILY ITEM POWERS							
Bonus	INTIMIDATE		Misc	Heroic							
Bonus	STREETWISE		Misc	Paragon							
LANGUAGES				Epic							
				MILESTONES							
				SPEED							
				INITIATIVE							
				MOVEMENT							
				INITIATIVE							
				SPEED							
				Base							
				Armor							
				* Skills, Defenses, Initiative, Weapons and Attacks gain +1/2lv							



WEAPONS

WEAPON									
TO-HIT	Ability	Class	Prof	Enh	Misc	Misc	Misc	DAMAGE	
Group/Properties/Notes									Dmg Mod
					Ability	Feat	Enh	Misc	
WEAPON									
TO-HIT	Ability	Class	Prof	Enh	Misc	Misc	Misc	DAMAGE	
Group/Properties/Notes									Dmg Mod
					Ability	Feat	Enh	Misc	
WEAPON									
TO-HIT	Ability	Class	Prof	Enh	Misc	Misc	Misc	DAMAGE	
Group/Properties/Notes									Dmg Mod
					Ability	Feat	Enh	Misc	
WEAPON									
TO-HIT	Ability	Class	Prof	Enh	Misc	Misc	Misc	DAMAGE	
Group/Properties/Notes									Dmg Mod
					Ability	Feat	Enh	Misc	
WEAPON									
TO-HIT	Ability	Class	Prof	Enh	Misc	Misc	Misc	DAMAGE	
Group/Properties/Notes									Dmg Mod
					Ability	Feat	Enh	Misc	

EQUIPMENT

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. On the left side, there is a vertical margin line, creating a narrow left margin. The paper appears to be a standard notebook or ledger page.

ARMOR

ARMOR			
AC MOD	CHECK	SPEED	Group/Properties/Notes
SHIELD			
BONUS	CHECK	Group/Properties/Notes	

MAGIC ITEMS

[illegible]

MONEY & GEMS

Copper	.01 Gold
Silver	.1 Gold
Gold	1 Gold
Platinum	100 Gold
Astral Diamond	10,000 Gold
Gems	

EXPERIENCE

Level	XP	Next Level
	Untotalled XP	



SPELLS A WIZARD MAY MEMORIZE PER DAY

RITUAL COMPONENTS

Level	Daily	Utility	Level	Daily	Utility	Level	Daily	Utility	Level	Daily	Utility	Level	Daily	Utility	COMPONENT	SKILL	AMOUNT
1			7			13			19			25			Alchemical Reagents	Arcana	G
2			8			14			20			26			Mystic Salves	Heal	G
3			9			15			21			27			Rare Herbs	Nature	G
4			10			16			22			28			Sanctified Incenses	Religion	G
5			11			17			23			29			Residuum	Any	G
6			12			18			24			30					

SPELL/RITUAL/ALCHEMICAL BOOK

[illegible]