

CHARACTER NAME

LEVEL

RACE

GENDER

ALIGNMENT

CLASS

PARAGON

DESTINY

	SCORE	MOD
STR		
CON		
DEX		
INT		
WIS		
CHA		

AC	
FORT	
REF	
WILL	

	1/2 LEVEL	ABILITY MOD	ARMOR BONUS	MISC MOD	MISC MOD	SHIELD BONUS
10 +						
10 +						
10 +						
10 +						

RESISTANCES

SAVING THROW BONUSES

DEFENSE & HEALING NOTES



INITIATIVE

1/2 LEVEL

Dex MOD

MISC MOD

SPEED

BASE

ARMOR PENALTY

MISC MOD

MISC MOD

	BASIC ATTACK / POWER	At-Will	ENCOUNTER	DAILY	ATTACK	DEFENSE	DAMAGE
BASIC ATTACK							
BASIC ATTACK							
BASIC ATTACK							
BASIC ATTACK							
BASIC ATTACK							

WEAPONS & IMPLEMENTS

WEAPON / IMPLEMENT	RANGE	ATTACK MOD	1/2 LEVEL	PROF	ENH	MISC MOD	MISC MOD	DAMAGE	FEAT	ENH	MISC MOD	PROPERTIES / NOTES

ACTION POINTS

MILESTONES

ADDITIONAL AP EFFECTS

COMBAT & POWER NOTES



	SKILL MOD	1/2 LEVEL	ABILITY MOD	TRAINED	RACIAL MOD	MISC MOD	ARMOR PENALTY
ACROBATICS (DEX)							
ARCANA (INT)							
ATHLETICS (STR)							
BLUFF (CHA)							
DIPLOMACY (CHA)							
DUNGEONEERING (WIS)							
ENDURANCE (CON)							
HEAL (WIS)							
HISTORY (INT)							
INSIGHT (WIS)							
INTIMIDATE (CHA)							
NATURE (WIS)							
PERCEPTION (WIS)							
RELIGION (INT)							
STEALTH (DEX)							
STREETWISE (CHA)							
THIEVERY (DEX)							



HP

BLOODIED

TEMPORARY HP

HEALING SURGE

SURGES/DAY

SECOND WIND

CURRENT HP

DEATH SAVES

SURGES USED

VISION

PASSIVE INSIGHT

PASSIVE PERCEPTION

FEATS

[illegible]

FEATURES

[illegible]

PLATINUM					
GOLD					
SILVER					
COPPER		ASTRAL DIAMONDS		RESIDIUM	

50 COINS = 1 LBS 10 CP = 1 SP, 10 SP = 1 GP, 100 GP = 1 PP, 100 PP = 1 AD

LANGUAGES

EQUIPMENT

EQUIPMENT WORN

		ARMOR BONUS	SPEED PENALTY	CHECK PENALTY	WEIGHT
ARMOR					
NOTES					
HEAD		NECK			
		NOTES			
ARMS		HANDS			
		NOTES			
LEFT RING		RIGHT RING			
		NOTES			
WAIST		FEET			
		NOTES			

EQUIPMENT CARRIED

		WEIGHT				WEIGHT	
NORMAL LOAD STR x 10							
HEAVY LOAD STR x 20 (SLOWED)							
MAXIMUM DRAG LOAD STR x 50 (SLOWED)							
CURRENT WEIGHT CARRIED							

EXPERIENCE

CURRENT XP	NEXT LEVEL