

RACIAL FEATURES

CLASS ABILITIES

FEATS

POWERS

AT-WILL

ENCOUNTER

DAILY

ACTION POINTS

Additional Effects for AP



Name

ABILITY SCORES AND SKILLS

Ability	Score	Mod + 1/2 LVL	Skills	Bonus	Trained (+5)	Armor Penalty	Misc.
STR Strength			Athletics				
CON Constitution			Endurance				
DEX Dexterity			Acrobatics				
			Stealth				
			Thievery				
INT Intelligence			Arcana			na	
			History			na	
			Religion			na	
WIS Wisdom			Dungeoneering			na	
			Heal			na	
			Insight			na	
			Nature			na	
			Perception			na	
CHA Charisma			Bluff			na	
			Diplomacy			na	
			Intimidate			na	
			Streetwise			na	

BASIC ATTACKS

ABILITY/Weapon	Attack	Damage	Target / Effect / Range	Conditional Modifiers

Class

Level

ESSENTIALS

Passive Perception

Passive Insight

Initiative

Speed

AC

Fort

Reflex

Will

Conditional Modifiers

HIT POINTS

Max HP

Bloodied 1/2 HP

Surge Value 1/4 HP

Surges/day

CURRENT HP

TEMP HP

Second Wind

1/Encounter

Used

Death Saving Throw Failures

Saving throw modifiers / Resistances and Vulnerabilities

ACTION POINTS

Milestones

