

## RACIAL TRAITS

[illegible]

## FEATS

[illegible]

## CLASS ABILITIES

[illegible]

## ACTION POINTS

Additional Effects for AP

VERYS  
ARKON



---









Name \_\_\_\_\_

## ABILITY SCORES AND SKILLS

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

Class \_\_\_\_\_

## ESSENTIALS

Passive Perception		Passive Insight	
Initiative		Speed	
 AC Conditional Modifiers	 Fort	 Reflex	 Will

## 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

[illegible]

## BASIC ATTACKS

ABILITY/Weapon	Attack	Damage	Target / Effect / Range	Conditional Modifiers
	<div><div></div><div>VS</div><div></div></div>			
	<div><div></div><div>VS</div><div></div></div>			
	<div><div></div><div>VS</div><div></div></div>			
	<div><div></div><div>VS</div><div></div></div>			

WEAPON

Enhancement

Critical

Powers

WEAPON

Enhancement

Critical

Powers

ARMOR

Enhancement

Powers

ARMS

Enhancement

Powers

FEET

Enhancement

Powers

HANDS

Enhancement

Powers

HEAD

Enhancement

Powers

WEAPON

Enhancement

Critical

Powers

IMPLEMENT

Enhancement

Critical

Powers

NECK

RING

Enhancement

Powers

RING

Enhancement

Powers

WAIST

Enhancement

Powers

DAILY ITEM POWERS per DAY

Heroic

☐

Milestone

☐

☐

☐

☐

Paragon

☐

☐

Milestone

☐

☐

☐

☐

Epic

☐

☐

☐

Milestone

☐

☐

☐

☐

DEFENSES Workspace

Conditional Bonuses

Armor Class

10+1/2 LVL

ABIL/ARMOR

CLASS

FEAT

ENH

SHIELD

MISC.

Fortitude

10+1/2 LVL

STR or CON

CLASS

FEAT

ENH

MISC.

MISC.

Reflex

10+1/2 LVL

DEX or INT

CLASS

FEAT

ENH

SHIELD

MISC.

Will

10+1/2 LVL

WIS or CHA

CLASS

FEAT

ENH

MISC.

MISC.

INITIATIVE Workspace

=

DEX

1/2 Level

MISC.

ATTACK Workspace

ABILITY

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

DAMAGE Workspace

ABILITY

ABIL

CLASS

FEAT

ENH

MISC

ABIL

CLASS

FEAT

ENH

MISC

Notes

ABILITY SCORE Workspace

ABILITY

STARTING

RACE

LVL INC.

TOTAL

STR

CON

DEX

INT

WIS

CHA

MOVEMENT Workspace

Speed Squares

=

Base

Armor

Item

Misc..

Overland

Miles/Day

Speed x5

Miles/Hour

Speed x 0.5

Ft/Min

Speed x 50

Paragon Path

Epic Destiny

Total XP

Next Level

PERSONALITY

Alignment

**ARCHETYPES:** Agent, Challenger, Companion, Crusader, Daredevil, Explorer, Innocent, Leader, Martyr, Mercenary, Orphan, Prophet, Rebel, Renegade, Royalty, Sage, Savage, Seeker, Simple Soul, Strategist, Theorist, Trickster, Wanderer

**SOCIAL INTERACTIONS**

**Perceived as:** Angry, Cheerful, Charming, Connected, Energetic, Exotic, Flamboyant, Funny, Reserved, Relaxed, Religious, Skilled, Talkative, Witty

**Optimism:** Brooding, Enthusiastic, Fatalistic, Grim, Hopeful, Self-assured,

**Trust:** Gullible, Naive, Open-minded, Skeptical, Suspicious, Naive, Trusting

**DECISION POINTS**

**Assertiveness:** Adaptable, Ambitious, Boastful, Brutal, Calm, Commanding, Easygoing, Humble, Impatient, Serious, Timid

**Lawfulness:** Dutiful, Flexible, Honest, Reformed, Pragmatic, Scrupulous, Wild

**Empathy:** Greedy, Hard-hearted, Kind, Loyal, Merciful, Protective, Oblivious, Stern, Thoughtful

**DIRE STRAITS**

**Courage:** Brave, Cautious, Competitive, Conservative, Fierce, Peaceful, Reckless, Steady

**Determinism:** Bold, Disciplined, Driven, Fatalistic, Happy-go-lucky, Impassioned, Patriotic, Stoic, Vengeful

**Nerves:** Calm, Impulsive, Patient, Restless, Skittish, Unshakable

VISION

Special Senses

LANGUAGES KNOWN

DESCRIPTION

Race

Size

Height

Weight

Age

Gender

Body Shape

Musculature

Posture

Eye Color

Eye Shape

Hair Color

Hair Style

Skin Color

Skin Texture

Speech Accent

Speech tone or speed

Markings

Other

HISTORY

**BACKGROUNDS:** Artisan, Ascetic, Drifter, Farm Hand, Gladiator, Guttersnipe, Mariner, Noble Scion, Soldier, Tribal Origin

Deity

Home Town

Family

Education

Life Events

Other Details

EQUIPMENT

☐

**ADVENTURER's KIT:** a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.

WGT

CARRYING CAPACITY

Normal

Heavy

Maximum

☐

Base STR x 10

☐

Base STR x 20

☐

Base STR x 50

COINS AND OTHER WEALTH

RITUALS / RECIPES

☐ Ritual Caster

☐ Alchemist

Comp Cost

COMPONENTS

Residium  
(All)

Sanctified Incense  
(Religion)

Alchemical Reagents  
(Arana)

Mystic Salves  
(Heal)

Rare Herbs  
(Nature)

## At Will Powers

Attack	Defense	Damage	Stand.	I.I.
	vs		Move	I.R.
			Minor	

Attack	Defense	Damage	Stand.	I.I.	Range	Target
	vs		<input type="radio"/> Stand.	<input type="radio"/> I.I.		
			<input type="radio"/> Move	<input type="radio"/> I.R.		
			<input type="radio"/> Minor			

Attack	Defense	Damage	Stand.	I.I.
	vs		Move	I.R.
			Minor	

Attack	Defense	Damage	<input type="radio"/> Stand. <input type="radio"/> I.I. <input type="radio"/> Move <input type="radio"/> I.R. <input type="radio"/> Minor
	vs		

Attack	Defense	Damage	<input type="radio"/> Stand. <input type="radio"/> I.I. <input type="radio"/> Move <input type="radio"/> I.R. <input type="radio"/> Minor
	vs		

## Daily Powers

Daily Used	Attack	Defense	Damage	<input type="radio"/> Stand. <input type="radio"/> I.I. <input type="radio"/> Move <input type="radio"/> I.R. <input type="radio"/> Minor
<input type="text"/>		vs		

Daily Used	Attack	Defense	Damage	<input type="radio"/> Stand. <input type="radio"/> I.I. <input type="radio"/> Move <input type="radio"/> I.R. <input type="radio"/> Minor
<input type="text"/>	vs	<input type="text"/>	<input type="text"/>	_____
				_____

Daily Used	Attack	Defense	Damage	Stand.	I.I.
<input type="text"/>	<input type="text"/>	vs <input type="text"/>	<input type="text"/>	<input type="radio"/>	<input type="radio"/>
				<input type="radio"/>	<input type="radio"/>
				<input type="radio"/>	<input type="radio"/>

Daily Used	Attack	Defense	Damage	Stand.	I.I.
<input type="text"/>	<input type="text"/>	vs <input type="text"/>	<input type="text"/>	<input type="radio"/>	<input type="radio"/>
				<input type="radio"/>	<input type="radio"/>
				<input type="radio"/>	<input type="radio"/>

Daily Used	Attack	Defense	Damage	<input type="radio"/> Stand. <input type="radio"/> I.I. <input type="radio"/> Move <input type="radio"/> I.R. <input type="radio"/> Minor
	vs			

Daily Used	Attack	Defense	Damage	Stand.	I.I.	Move	I.R.	Minor
		vs						

## Encounter Powers

Encounter	Attack	Defense	Damage	
1		vs		<input type="radio"/> Stand. <input type="radio"/> I.I.
2				<input type="radio"/> Move <input type="radio"/> I.R.
3				<input type="radio"/> Minor
4				

Encounter	Attack	Defense	Damage	
1				<input type="radio"/> Stand. <input type="radio"/> I.I.
2				<input type="radio"/> Move <input type="radio"/> I.R.
3				<input type="radio"/> Minor
4				

Encounter	Attack	Defense	Damage	Stand.	I.I.
1				<input type="radio"/>	<input type="radio"/>
2				<input type="radio"/>	<input type="radio"/>
3				<input type="radio"/>	<input type="radio"/>
4				<input type="radio"/>	<input type="radio"/>

Encounter	Attack	Defense	Damage	
1 2		vs		<input type="radio"/> Stand. <input type="radio"/> I.I. <input type="radio"/> Move <input type="radio"/> I.R. <input type="radio"/> Minor
3 4				

Encounter	Attack	Defense	Damage	Stand.	I.I.
1				<input type="radio"/>	<input type="radio"/>
2				<input type="radio"/>	<input type="radio"/>
3				<input type="radio"/>	<input type="radio"/>
4				<input type="radio"/>	<input type="radio"/>

Encounter	Attack	Defense	Damage	
1				<input type="radio"/> Stand. <input type="radio"/> I.I.
2				<input type="radio"/> Move <input type="radio"/> I.R.
3				<input type="radio"/> Minor
4				

Encounter	Attack	Defense	Damage	
1				<input type="radio"/> Stand. <input type="radio"/> I.I.
2				<input type="radio"/> Move <input type="radio"/> I.R.
3				<input type="radio"/> Minor
4				

Encounter	Attack	Defense	Damage	
1				<input type="radio"/> Stand. <input type="radio"/> I.I. <input type="radio"/> Move <input type="radio"/> I.R. <input type="radio"/> Minor
2				
3				
4				

Encounter	Attack	Defense	Damage	
1 2		vs		<input type="radio"/> Stand. <input type="radio"/> I.I. <input type="radio"/> Move <input type="radio"/> I.R. <input type="radio"/> Minor
3 4				

Encounter	Attack	Defense	Damage	Stand.	I.I.
1				<input type="radio"/>	<input type="radio"/>
2				<input type="radio"/>	<input type="radio"/>
3				<input type="radio"/>	<input type="radio"/>
4				<input type="radio"/>	<input type="radio"/>

Encounter	Attack	Defense	Damage	Stand.	I.I.	
1				<input type="radio"/>	<input type="radio"/>	
2				<input type="radio"/>	<input type="radio"/>	
3				<input type="radio"/>	<input type="radio"/>	
4				<input type="radio"/>	<input type="radio"/>	

Encounter	Attack	Defense	Damage	Stand.	I.I.
1				<input type="radio"/>	<input type="radio"/>
2				<input type="radio"/>	<input type="radio"/>
3				<input type="radio"/>	<input type="radio"/>
4				<input type="radio"/>	<input type="radio"/>