

RACIAL TRAITS

CLASS ABILITIES

FEATS

ACTION POINTS

Additional Effects for AP



Name _____





ABILITY SCORES AND SKILLS





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

Class	
Level	

Level

ESSENTIALS

Passive Perception		Passive Insight	
Initiative		Speed	

			
AC	Fort	Reflex	Will

Conditional Modifiers

HIT POINTS

Max HP <div style="border: 1px solid black; height: 40px; width: 100%;"></div>	Bloodied 1/2 HP <div style="border: 1px solid black; height: 40px; width: 100%;"></div>	Surge Value 1/4 HP <div style="border: 1px solid black; height: 40px; width: 100%;"></div>	Surges/day <div style="border: 1px solid black; height: 40px; width: 100%;"></div>
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CURRENT HP

TEMP HP

Second Wind 1/Encounter Used ☐

Death Saving Throw Failures ☐ ☐ ☐

Saving throw modifiers / Resistances and Vulnerabilities

ACTION POINTS

Milestones

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	

WEAPON

Enhancement	Critical
Powers	

IMPLEMENT

Enhancement	Critical
Powers	

ARMOR

Enhancement	
Powers	

NECK

ARMS

Enhancement	
Powers	

RING

Enhancement	
Powers	

FEET

Enhancement	
Powers	

RING

Enhancement	
Powers	

HANDS

Enhancement	
Powers	

WAIST

Enhancement	
Powers	

HEAD

Enhancement	
Powers	

DAILY ITEM POWERS per DAY

Heroic	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Paragon	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Epic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	<input type="checkbox"/>

Notes

DEFENSES Workspace Conditional Bonuses

Armor Class	10+1/2 LVL	ABIL/ARMOR	CLASS	FEAT	ENH	SHIELD	MISC.
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Fortitude	10+1/2 LVL	STR or CON	CLASS	FEAT	ENH	MISC.	MISC.
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Reflex	10+1/2 LVL	DEX or INT	CLASS	FEAT	ENH	SHIELD	MISC.
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Will	10+1/2 LVL	WIS or CHA	CLASS	FEAT	ENH	MISC.	MISC.
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

INITIATIVE Workspace

= DEX 1/2 LVL 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

ABILITY SCORE Workspace

ABILITY	STARTING	RACE	LVL INC.	TOTAL
STR	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

MOVEMENT Workspace

Speed Squares = Base Armor Item Misc..

Overland Miles/Day Speed x5 Miles/Hour Speed x 0.5 Ft/Min Speed x 50

HIT POINT Workspace

Starting HP by Class Con Score HP/LVL 7

At Will Powers

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		

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

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

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

Daily Powers

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

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

Daily Used	Attack	Defense	Damage		
<input type="text"/>	<input type="text"/>	vs <input type="text"/>	<input type="text"/>	<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"/> <input type="text"/> <input type="text"/>

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

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

Encounter Powers

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

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

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

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

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

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

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

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

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