

RACIAL TRAITS

CLASS ABILITIES

FEATS

ACTION POINTS

Additional Effects for AP



Name _____





ABILITY SCORES AND SKILLS

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

Class	Level
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
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86	86
87	87
88	88
89	89
90	90
91	91
92	92
93	93
94	94
95	95
96	96
97	97
98	98
99	99
100	100

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

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

Notes

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			
<input type="text"/>	=	DEX	1/2 Level

ATTACK Workspace								
ABILITY	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	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"/>	

ABILITY	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	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"/>	

DAMAGE Workspace					
ABILITY	ABIL	CLASS	FEAT	ENH	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ABILITY	ABIL	CLASS	FEAT	ENH	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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	<input type="text"/>	=	Base	Armor	Item	Misc..
Overland	Miles/Day	<input type="text"/>	Miles/Hour	<input type="text"/>	Ft/Min	<input type="text"/>
		Speed x5		Speed x 0.5		Speed x 50

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	Stand.	I.I.
			<input type="radio"/>	<input type="radio"/>
			<input type="radio"/>	<input type="radio"/>
			<input type="radio"/>	

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"/>	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"/>	<input type="text"/>	vs <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
				<input type="text"/>	<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="checkbox"/>		vs		<input type="checkbox"/> Move	<input type="checkbox"/> I.R.
				<input type="checkbox"/> Minor	

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

Encounter		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
1	2	vs			
3	4				

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	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"/>	