

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></div></div>		Athletics	<div></div>	<div></div>	<div></div>	<div></div>
CON Constitution	<div><div></div><div></div></div>		Endurance	<div></div>	<div></div>	<div></div>	<div></div>
DEX Dexterity	<div><div></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></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>
WIS Wisdom	<div><div></div><div></div></div>		Dungeoneering	<div></div>	<div></div>	na	<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>
CHA Charisma	<div><div></div><div></div></div>		Bluff	<div></div>	<div></div>	na	<div></div>
			Diplomacy	<div></div>	<div></div>	na	<div></div>
			Intimidate	<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
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99	99
100	100

Leye

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

Milestones

BASIC ATTACKS

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

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

