

Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP

Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company or Other Affiliations
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INITIATIVE			
SCORE	DEX	1/2 LEVEL	MISC
<input type="text"/> Initiative	<input type="text"/>	<input type="text"/>	<input type="text"/>
CONDITIONAL MODIFIERS			

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL.	ARMOR/ ABIL.	CLASS	FEAT	ENH	MISC
0	AC						
CONDITIONAL BONUSES							

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC.
<input type="text"/>	Speed (Squares)	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPECIAL MOVEMENT				

ABILITY SCORES			
SCORE	ABILITY	ABIL. MOD	MOD + 1/2 IVL
<input type="text"/>	STR Strength	<input type="text"/>	<input type="text"/>
<input type="text"/>	CON Constitution	<input type="text"/>	<input type="text"/>
<input type="text"/>	DEX Dexterity	<input type="text"/>	<input type="text"/>
<input type="text"/>	INT Intelligence	<input type="text"/>	<input type="text"/>
<input type="text"/>	WIS Wisdom	<input type="text"/>	<input type="text"/>
<input type="text"/>	CHA Charisma	<input type="text"/>	<input type="text"/>

DEFENSE	10 + 1/2 DVL	ABIL.	CLASS	FEAT	ENH	MISC	MISC
FORT							

CONDITIONAL BONUSES

DEFENSE		10 +						
		1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
REF								
	CONDITIONAL BONUSES							

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
WILL							

CONDITIONAL BONUSES

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
	Passive Insight	10	+

SPECIAL SENSES **Passive Perception** 10 +

ATTACK WORKSPACE

ABILITY:							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MIS
+							

ABILITY:							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MIS
+							

DAMAGE WORKSPACE

DAMAGE	ABIL	FEAT	ENH	MISC	MISC

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC

BASIC ATTACKS

ATTACK		DEFENSE	WEAPON OR POWER	DAMAGE
<div></div>	VS	<div></div>		
<div></div>	VS	<div></div>		
<div></div>	VS	<div></div>		
<div></div>	VS	<div></div>		

FEATS

HIT POINTS			
MAX HP	BLOODIED	SURGE VALUE	HEALING SURGES
	1/2 HP	1/4 HP	

CURRENT HIT POINTS	CURRENT SURGE USES
<div> <div>SECOND WIND</div> <div>1/ENCOUNTER</div> <div>USED</div> <div> <div></div> <div></div> </div> </div>	
TEMPORARY HIT POINTS	
<div> <div>DEATH SAVING THROW FAILURES</div> <div> <div></div> <div></div> <div></div> </div> </div>	
SAVING THROW MODS	
RESISTANCES	
CURRENT CONDITIONS AND EFFECTS	

ACTION POINTS		
	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

RACE FEATURES

ABILITY SCORE MODS

CLASS / PATH / DESTINY FEATURES

LANGUAGES KNOWN

SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
	Acrobatics	DEX				
	Arcana	INT			n/a	
	Athletics	STR				
	Bluff	CHA			n/a	
	Diplomacy	CHA			n/a	
	Dungeoneering	WIS			n/a	
	Endurance	CON				
	Heal	WIS			n/a	
	History	INT			n/a	
	Insight	WIS			n/a	
	Intimidate	CHA			n/a	
	Nature	WIS			n/a	
	Perception	WIS			n/a	
	Religion	INT			n/a	
	Stealth	DEX				
	Streetwise	CHA			n/a	
	Thievery	DEX				

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

ENCOUNTER POWERS

DAILY POWERS

UTILITY POWERS

OTHER EQUIPMENT

COINS AND OTHER WEALTH

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON

WEAPON

WEAPON

WEAPON

ARMOR

ARMS

FEET

HANDS

HEAD

NECK

RING

RING

WAIST

Daily Item Powers Per Day

Heroic (1-10) ☐ Milestone ☐/ ☐/ ☐/ ☐

Paragon (11-20) ☐ ☐ Milestone ☐/ ☐/ ☐/ ☐

Epic (21-30) ☐ ☐ ☐ Milestone ☐/ ☐/ ☐/ ☐

RITUALS

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

NAME

NOTES

NAME

NOTES

NAME

NOTES

NAME

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NAME

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NAME

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NAME

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NAME

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SESSION AND CAMPAIGN NOTES