
Character Name

Leve

Class

Paragon Path

Epic Destiny

Total XP

| Race | Size | Age | Gender | Height | Weight | Alignment | Deity | Adventuring Company or Other Affiliations |
|------|------|-----|--------|--------|--------|-----------|-------|---|
|------|------|-----|--------|--------|--------|-----------|-------|---|

| INITIATIVE | | | |
|----------------------|----------------------|----------------------|----------------------|
| SCORE | DEX | 1/2 LEVEL | MISC |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

| DEFENSES | | | | | | | | | |
|--|---------|-----------------|-----------------|-------|------|-----|------|------|--|
| SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR / ABIL | CLASS | FEAT | ENH | MISC | MISC | |
| <div> <div></div> <div>AC</div> </div> | | | | | | | | | |
| CONDITIONAL BONUSES | | | | | | | | | |

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

ABILITY SCORES

| SCORE | ABILITY | ABIL MOD | MOD + 1/2 LV |
|----------------------|----------------------------|----------------------|----------------------|
| <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 LVL | 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 | + |
| | Passive Perception | 10 | + |

ATTACK WORKSPACE 

| ABILITY: | | | | | | | |
|-----------|---------|------|-------|------|------|-----|------|
| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
| + | | | | | | | |

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-----------|---------|------|-------|------|------|-----|------|
| + | | | | | | | |

DAMAGE WORKSPACE 

| DAMAGE FORM | | | | | |
|-------------|------|------|-----|------|------|
| ABILITY: | | | | | |
| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
| | | | | | |

| 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> | | |

 HIT POINTS

| MAX HP | | HEALING SURGES | |
|--------|----------|----------------|------------|
| | BLOODIED | SURGE VALUE | SURGES/DAY |
| | | | |
| | 1/2 HP | 1/4 HP | |

| | | | |
|--|---------|---------|--------------------|
| CURRENT HIT POINTS | 1/2 110 | 1/4 110 | CURRENT SURGE USES |
| <div> <div>SECOND WIND 1/ENCOUNTER</div> <div>USED <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

| 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

FEATS

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 | | | | |

LANGUAGES KNOWN

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| 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 | <input type="checkbox"/> |
| WEAPON | <input type="checkbox"/> |
| WEAPON | <input type="checkbox"/> |
| WEAPON | <input type="checkbox"/> |
| ARMOR | <input type="checkbox"/> |
| ARMS | <input type="checkbox"/> |
| FEET | <input type="checkbox"/> |
| HANDS | <input type="checkbox"/> |
| HEAD | <input type="checkbox"/> |
| NECK | <input type="checkbox"/> |
| RING | <input type="checkbox"/> |
| RING | <input type="checkbox"/> |
| WAIST | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
| | <input type="checkbox"/> |
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| | <input type="checkbox"/> |
| Daily Item Powers Per Day | |
| Heroic (1-10) <input type="checkbox"/> Milestone <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | |
| Paragon (11-20) <input type="checkbox"/> <input type="checkbox"/> Milestone <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | |
| Epic (21-30) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Milestone <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | |

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| | | | |
|-----------------|--|-----------|---|
| Heroic (1-10) | <input type="checkbox"/> | Milestone | <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> |
| Paragon (11-20) | <input type="checkbox"/> <input type="checkbox"/> | Milestone | <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> |
| Epic (21-30) | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Milestone | <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> |

[illegible]A square with arrows on each side pointing in a clockwise direction, indicating a cycle. The arrows are located at the corners of the square.

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