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**Character Name**

Leve

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
**Class**

### Paragon Path

## Epic Destiny

**Total XP**

Race	Size	Age	Gender
<b>INITIATIVE</b>			
SCORE	DEX	1/2 LEVEL	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Initiative</b>			
<b>CONDITIONAL MODIFIERS</b>			

er	Height	Weight	Alignment	Deity				
<b>DEFENSES</b>								
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR / ABIL	CLASS	FEAT	ENH	MISC	MISC
	<b>AC</b>							
CONDITIONAL BONUSES								

Adventuring Company or Other Affiliations				
MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**Speed** (Squares)

**SPECIAL MOVEMENT**

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

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>FORT</b>							

CONDITIONAL BONUSES

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>REF</b>							

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SENSES				→
SCORE	PASSIVE SENSE	BASE	SKILL BONUS	
<input type="text"/>	Passive Insight	10	+	<input type="text"/>
<input type="text"/>	Passive Perception	10	+	<input type="text"/>
SPECIAL SENSES				

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

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

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
<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**

DAMAGE		ABIL	FEAT	ENH	MISC	MISC

DAMAGE		ABIL	FEAT	ENH	MISC	MISC

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<input type="text"/>	vs <input type="text"/>	_____	_____
<input type="text"/>	vs <input type="text"/>	_____	_____
<input type="text"/>	vs <input type="text"/>	_____	_____
<input type="text"/>	vs <input type="text"/>	_____	_____

CURRENT HIT POINTS	CURRENT SURGE USES	
<div> <div>SECOND WIND</div> <div>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>		
SAVING THROW MODS		
RESISTANCES		
CURRENT CONDITIONS AND EFFECTS		

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		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			

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[illegible][illegible]


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

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MAGIC ITEM INDEX			
<i>List your powers below. Check the box when the power is used. Clear the box when the power renews.</i>			
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"/>
			<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>
<b>Daily Item Powers Per Day</b>			
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.[illegible]

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