	AGEG	dn2(QDRAGO)NS	CHARAC	
acter Name			Level Class	Paragon Path	Epic Destiny	Total XP
	Size	Age Gen	nder Height Weight Alignm		Adventuring Company or Other	
IN Core	DEX 1/2 LEVEL	MISC	SCORE 10 + ARMOR /		SCORE MOVEME	NT BASE ARMOR ITEM MISO
Initiative	DEX 1/2 LEVEL	MISC	DEFENSE 10 + ARMOR / 1/2 LVL ABIL CL/	ASS FEAT ENH MISC MISC	Speed (Squares)	T T T
NDITIONAL MODIFIERS			AC LL		SPECIAL MOVEMENT	
ARILI	TY SCORES		CONDITIONAL BONUSES		GENGE	-
CORE ABILITY	ABIL MOD	MOD + 1/2 LVL	10 + DEFENSE 1/2 LVL ABIL CL	ASS FEAT ENH MISC MISC	SENSES SCORE PASSIVE SENSE	BASE SKILL BONU
STR Strength			FORT		Passive Insight	10 +
CON			CONDITIONAL BONUSES		Passive Perception	10 +
Constitution			10 + DEFENSE 1/2 LVL ABIL CL	ASS FEAT ENH MISC MISC	SPECIAL SENSES	
DEX Dexterity			REF	ASS TEAT ENT MISC MISC		
INT			CONDITIONAL BONUSES		ATTACK WOR	KSPACE
Intelligence			10 +	ACC FEAT FAIL AND THE	ATT BONUS 1/2 LVL ABIL CLASS	PROF FEAT ENH MISO
WIS			DEFENSE 1/2 LVL ABIL CLA	ASS FEAT ENH MISC MISC	+	
CHA			CONDITIONAL BONUSES		ABILITY:	
Charisma	F DOINTS		ACTIONA	OINTS	ATT BONUS 1/2 LVL ABIL CLASS	PROF FEAT ENH MISS
AX HP	Γ POINTS HEALIN	NG SURGES		MILESTONES ACTION POINTS	+	
BLOODIEI			Action Points	0 1 1 2 2 3	DAMAGE WOR	RKSPACE
1/2 HP	1/4 HP		ADDITIONAL EFFECTS FOR SPENDING ACTI	ION POINTS	DAMAGE ABIL	FEAT ENH MISC MISC
ENT HIT POINTS		URRENT SURGE USES	RACE FEAT	TURES	7.U.S.	
			ABILITY SCORE MODS	ONES	ABILITY:	
			_		DAMAGE ABIL	FEAT ENH MISC MISC
SECOND WIND PORARY HIT POINTS	1/ENCOUNTER	USED				
					BASIC ATT	
	NG THROW FAILUR	RES			ATTACK DEFENSE WEAPON OR F	POWER DAMAGE
NG THROW MODS					vs	
STANCES					vs	
TENT COME	To Care				vs	
RENT CONDITIONS AND EFF	ECIS				vs	
	GLULL G		CLASS / PATH / DE	STINY FEATURES		
	SKILLS					
	SKILLS ABIL MOD TI + 1/2 LVL (RND ARMOR (+5) PENALTY MISC			FEATS	
	ABIL MOD T				FEATS	
S SKILL NAME	ABIL MOD T + 1/2 LVL (FEATS	
Acrobatics	ABIL MOD TI + 1/2 LVL ((+5) PENALTY MISC	2		FEATS	
Acrobatics Arcana	ABIL MOD THE 1/2 LVL ((+5) PENALTY MISC	<u> </u>		FEATS	
Acrobatics Arcana Athletics	ABIL MOD T + 1/2 IVL (DEX	n/a	<u> </u>		FEATS	
Acrobatics Arcana Athletics Bluff	ABIL MOD T + 1/2 IVI (DEX	n/a	<u></u>		FEATS	
Acrobatics Arcana Athletics Bluff Diplomacy	ABIL MOD T + 1/2 IVI (DEX	n/a			FEATS	
Acrobatics Arcana Athletics Bluff Diplomacy Dungeoneering	ABIL MOD T +1/2 LVL (DEX	n/a			FEATS	
Acrobatics Arcana Athletics Bluff Diplomacy Dungeoneering Endurance	ABIL MOD T + 1/2 IVIL T (DEX	n/a			FEATS	
Acrobatics Arcana Athletics Bluff Diplomacy Dungeoneering Endurance Heal	ABIL MOD T + 1/2 IVI. T (DEX	n/a			FEATS	
Acrobatics Arcana Athletics Bluff Diplomacy Dungeoneering Endurance Heal History	ABIL MOD T + 1/2 IVIL T (DEX	n/a			FEATS	
Acrobatics Arcana Athletics Bluff Diplomacy Dungeoneering Endurance Heal History Insight	ABIL MOD T + 1/2 IVIL T (DEX	n/a			FEATS	
Acrobatics Arcana Athletics Bluff Diplomacy Dungeoneering Endurance Heal History Insight Intimidate	ABIL MOD T + 1/2 IVIL T (DEX	n/a			FEATS	
Acrobatics Arcana Athletics Bluff Diplomacy Dungeoneering Endurance Heal History Insight Intimidate Nature	ABIL MOD T + 1/2 IVIL T (DEX	n/a	LANGUAGES	KNOWN	FEATS	
Acrobatics Arcana Athletics Bluff Diplomacy Dungeoneering Endurance Heal History Insight Intimidate Nature Perception	ABIL MOD T + 1/2 IVIL T (DEX	n/a	LANGUAGES	KNOWN	FEATS	
Acrobatics Acrana Athletics Bluff Diplomacy Dungeoneering Endurance Heal History Insight Intimidate Nature Perception Religion	ABIL MOD T + 1/2 IVIL T (DEX	n/a	LANGUAGES	KNOWN	FEATS	

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	POWER INDEX	MAGIC ITEM INDEX	****	
	List your powers below. Check the box when the power is used. Clear the box when the power renews.	List your powers below. Check the box when the power is used. Clear the box when the power renews.		
	Clear the box when the power renews.	Clear the box when the power renews.	*	
↔	AT-WILL POWERS	MAGIC ITEMS		
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		Epic (21-30)	NAME NOTES	
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