		&DRAGE		Player Name	eter Sheet
racter Name		Level Class	Paragon Path	Epic Destiny	Total XP
e	Size Age	Gender Height Weight Alignment		Adventuring Company or Other	
SCORE	DEX 1/2 LEVEL MI	SC SCORE 10 + ARMOR /		SCORE MOVEME	NT ASE ARMOR ITEM MIS
Initiative	DEX 1/2 LEVEL MI	DEFENSE 10 + ARMOR / 1/2 LVL ABIL C	CLASS FEAT ENH MISC MISC	Speed (Squares)	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
CONDITIONAL MODIFIERS		- AC LLL		SPECIAL MOVEMENT	
ADILI	TV CCOREC	CONDITIONAL BONUSES			
SCORE ABILITY	TY SCORES ABIL MOD MOD + 1/2 I	VL 10 +	CLASS FEAT ENH MISC MISC	SENSES SCORE PASSIVE SENSE	BASE SKILL BONU
STR		FORT 1/2 LVL ABIL C	CLASS FEAT ENH MISC MISC	Passive Insight	10 +
CON		CONDITIONAL BONUSES			
Constitution				Passive Perception	10 +
DEX			CLASS FEAT ENH MISC MISC	SPECIAL SENSES	
Dexterity INT		CONDITIONAL BONUSES		ATTACK WOR	KSPACE
Intelligence				ABILITY:	
WIS			CLASS FEAT ENH MISC MISC	ATT BONUS 1/2 LVL ABIL CLASS	PROF FEAT ENH MIS
Wisdom		WILL		ABILITY:	
CHA Charisma		CONDITIONAL BONUSES			PROF FEAT ENH MIS
<u>HI</u> 1	T POINTS	ACTION F	POINTS	+	
MAX HP	HEALING SURGES	Action Points	MILESTONES ACTION POINTS	DAMACEWOR	VSDACE
BLOODIE	D SURGE VALUE SURGES/I	ACTION POINTS ADDITIONAL EFFECTS FOR SPENDING AC	1 2 2 3 CTION POINTS	DAMAGE WOR	MSPACE
1/2 HP	1/4 HP			DAMAGE ABIL	FEAT ENH MISC MIS
RRENT HIT POINTS	CURRENT SURGE U	RACE FEA	ATURES		
		ABILITY SCORE MODS		ABILITY:	
	. (2012011)			DAMAGE ABIL	FEAT ENH MISC MIS
SECOND WIND	1/ENCOUNTER USED			DAMAGE ABIL	FEAT ENH MISC MIS
	1/ENCOUNTER USED			BASIC ATTA	ACKS
MPORARY HIT POINTS DEATH SAVI	1/ENCOUNTER USED NG THROW FAILURES		Į.	BASIC ATT/	ACKS
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DEATH SAVI VING THROW MODS SISTANCES RRENT CONDITIONS AND EFF NUS SKILL NAME Acrobatics	NG THROW FAILURES ECTS SKILLS ABIL MOD TRND ARMOR + 1/2 IVI (+5) PENALTY I DEX DEX	CENSS / IMIT / B	ESTINY FEATURES	BASIC ATTA ATTACK DEFENSE WEAPON OR P VS VS VS VS VS	ACKS
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DEATH SAVI VING THROW MODS SISTANCES RRENT CONDITIONS AND EFF NUS SKILL NAME Acrobatics Arcana Athletics	ECTS SKILLS ABIL MOD TRND ARMOR + 1/2 LVL (+5) PENALTY DEX	CENSS / IMIT / B	ESTINY FEATURES	BASIC ATTA ATTACK DEFENSE WEAPON OR P VS VS VS VS VS	ACKS
DEATH SAVI JING THROW MODS SISTANCES RRENT CONDITIONS AND EFF NUS SKILL NAME Acrobatics Arcana Athletics Bluff	ECTS SKILLS ABIL MOD TRND ARMOR + 1/2 LVL (+5) PENALTY DEX	CENSS / IMIT / B	ESTINY FEATURES	BASIC ATTA ATTACK DEFENSE WEAPON OR P VS VS VS VS VS	ACKS
DEATH SAVI VING THROW MODS SISTANCES FIRRENT CONDITIONS AND EFF NUS SKILL NAME Acrobatics Arcana Athletics Bluff Diplomacy	SKILLS ABILMOD TRND ARMOR +1/2 LVL (+5) PENALTY DEX	CENSS / IMIT / B	ESTINY FEATURES	BASIC ATTA ATTACK DEFENSE WEAPON OR P VS VS VS VS VS	ACKS
DEATH SAVI VING THROW MODS SISTANCES RRENT CONDITIONS AND EFF NUS SKILL NAME Acrobatics Arcana Athletics Bluff Diplomacy Dungeoneering	SKILLS ABIL MOD TRND ARMOR + 1/2 LVL (+5) PENALTY DEX	CENSS / IMIT / B	ESTINY FEATURES	BASIC ATTA ATTACK DEFENSE WEAPON OR P VS VS VS VS VS	ACKS
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DEATH SAVI VING THROW MODS SISTANCES RRENT CONDITIONS AND EFF NUS SKILL NAME Acrobatics Arcana Athletics Bluff Diplomacy Dungeoneering Endurance Heal	SKILLS ABIL MOD TRND ARMOR + 1/2 LVL (+5) PENALTY DEX	CENSS / IMIT / B	ESTINY FEATURES	BASIC ATTA ATTACK DEFENSE WEAPON OR P VS VS VS VS VS	ACKS
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DEATH SAVI VING THROW MODS SISTANCES RRENT CONDITIONS AND EFF NUS SKILL NAME Acrobatics Arcana Athletics Bluff Diplomacy Dungeoneering Endurance Heal	SKILLS ABIL MOD TRND ARMOR + 1/2 LVL (+5) PENALTY DEX	CENSS / IMIT / B	ESTINY FEATURES	BASIC ATTA ATTACK DEFENSE WEAPON OR P VS VS VS VS VS	ACKS
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DEATH SAVI WING THROW MODS SISTANCES DREENT CONDITIONS AND EFF DINUS SKILL NAME Acrobatics Arcana Athletics Bluff Diplomacy Dungeoneering Endurance Heal History Insight Intimidate Nature Perception Religion	SKILLS ABIL MOD TRND ARMOR +1/2 IVL (+5) PENALTY DEX			BASIC ATTA ATTACK DEFENSE WEAPON OR P VS VS VS VS VS	ACKS

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.	1
	Clear the box when the power renews. MAGIC ITEMS	Ĭ
** AT-WILL POWERS	WEAPON	
	WEAPON	\mathcal{P}
	WEAPON	
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	ARMOR	<u> </u>
	ARMS	
	FEET	
* ENCOUNTER POWERS	HANDS	
	HEAD	*
	NECK	PERSONALITY TRAITS
	RING	
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	WAIST	
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		CHARACTER BACKGROUND
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	Paragon (11-20) Milestone//	NAME NOTES
	Epic (21-30)	NAME NOTES
		NAME NOTES
* OTHER EQUIPMENT	RITUALS	NAME NOTES
		NAME NOTES
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		CESSION AND CAMPAIGN NOTES
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