

Character Name

Level

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

Initiative

CONDITIONAL MODIFIERS

DEFENSES

SCORE

DEFENSE

10 +

1/2 LVL

ARMOR / ABIL

CLASS

FEAT

ENH

MISC

MISC

AC

CONDITIONAL BONUSES

MOVEMENT

SCORE

BASE

ARMOR

ITEM

MISC

Speed (Squares)

SPECIAL MOVEMENT

ABILITY SCORES

SCORE

ABILITY

ABIL MOD

MOD + 1/2 LVL

STR
Strength

CON
Constitution

DEX
Dexterity

INT
Intelligence

WIS
Wisdom

CHA
Charisma

FORT

DEFENSE

10 +

1/2 LVL

ABIL

CLASS

FEAT

ENH

MISC

MISC

REF

DEFENSE

10 +

1/2 LVL

ABIL

CLASS

FEAT

ENH

MISC

MISC

WILL

DEFENSE

10 +

1/2 LVL

ABIL

CLASS

FEAT

ENH

MISC

MISC

CONDITIONAL BONUSES

SENSES

SCORE

PASSIVE SENSE

BASE

SKILL BONUS

Passive Insight

10

+

Passive Perception

10

+

SPECIAL SENSES

HIT POINTS

MAX HP

BLOODED

HEALING SURGES

SURGE VALUE

SURGES/DAY

1/2 HP

1/4 HP

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points

MILESTONES

0

1

2

ACTION POINTS

1

2

3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

ATTACK WORKSPACE

ABILITY:

ATT BONUS

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

ABILITY:

ATT BONUS

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

DAMAGE WORKSPACE

ABILITY:

DAMAGE

ABIL

FEAT

ENH

MISC

MISC

ABILITY:

DAMAGE

ABIL

FEAT

ENH

MISC

MISC

SKILLS

BONUS

SKILL NAME

ABIL MOD + 1/2 LVL

TRND (+5)

ARMOR PENALTY

MISC

Acrobatics

DEX

Arcana

INT

Athletics

STR

Bluff

CHA

Diplomacy

CHA

Dungeoneering

WIS

Endurance

CON

Heal

WIS

History

INT

Insight

WIS

Intimidate

CHA

Nature

WIS

Perception

WIS

Religion

INT

Stealth

DEX

Streetwise

CHA

Thievery

DEX

RACE FEATURES

ABILITY SCORE MODS

CLASS / PATH / DESTINY FEATURES

BASIC ATTACKS

ATTACK

DEFENSE

WEAPON OR POWER

DAMAGE

vs

vs

vs

vs

FEATS

LANGUAGES KNOWN

[illegible][illegible]

[illegible][illegible][illegible][illegible]

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[illegible][illegible][illegible]

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][illegible]