

Character Name

Leve


Class

Paragon Path

Epic Destiny

Total XP

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

Power	Height	Weight	Alignment	Deity				
DEFENSES								
SCORE	DEFENSE	1/2 + 1/2	ARMOR / ABIL	CLASS	FEAT	ENH	MISC	MISC
	AC							
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"/>	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
<input type="text"/>	Passive Insight	10	+	<input type="text"/>
<input type="text"/>	Passive Perception	10	+	<input type="text"/>
SPECIAL SENSES				

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

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

ATTACK WORKSPACE

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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

DAMAGE		ABIL		FEAT	ENH	MISC	MISC
<input type="text"/>		<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CURRENT HIT POINTS	1/2 110*	1/4 110*	CURRENT SURGE USES
<div>SECOND WIND 1/ENCOUNTER</div> <div>USED <div></div></div>			
TEMPORARY HIT POINTS			
<div>DEATH SAVING THROW FAILURES</div> <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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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"/>
					<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"/>

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A diagram of a square with arrows indicating a clockwise path starting from the bottom-left corner. The path goes right along the bottom edge, then up along the right edge, then left along the top edge, and finally down along the left edge, returning to the starting point.

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