

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company or Other Affiliations

INITIATIVE

SCOREDEX1/2 LEVELMISC

Initiative

CONDITIONAL MODIFIERS

DEFENSES

SCOREDEFENSE10 + 1/2 LVLARMOR / ABILCLASSFEATENHMISC

AC

CONDITIONAL BONUSES

MOVEMENT

SCOREBASEARMORITEMMISC

Speed (Squares)

SPECIAL MOVEMENT

ABILITY SCORES

SCOREABILITYABIL MODMOD + 1/2 LVL

STRStrength

CONConstitution

DEXDexterity

INTIntelligence

WISWisdom

CHACharisma

FORT

DEFENSE10 + 1/2 LVLARMOR / ABILCLASSFEATENHMISC

REF

DEFENSE10 + 1/2 LVLARMOR / ABILCLASSFEATENHMISC

WILL

DEFENSE10 + 1/2 LVLARMOR / ABILCLASSFEATENHMISC

SENSES

SCOREPASSIVE SENSEBASESKILL BONUS

Passive Insight10 +

Passive Perception10 +

SPECIAL SENSES

HIT POINTS

MAX HP

BLOODED

HEALING SURGES

SURGE VALUE

SURGES/DAY

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTERUSED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points

MILESTONES

ACTION POINTS

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

ATTACK WORKSPACE

ABILITY:

ATT BONUS1/2 LVL ABILCLASSPROFFEATENHMISC

ABILITY:

ATT BONUS1/2 LVL ABILCLASSPROFFEATENHMISC

DAMAGE WORKSPACE

ABILITY:

DAMAGEABILFEATENHMISC

ABILITY:

DAMAGEABILFEATENHMISC

SKILLS

BONUS

SKILL NAME

ABIL MOD + 1/2 LVL

TRND (+5)

ARMOR PENALTY

MISC

AcrobaticsDEX

ArcanaINT

AthleticsSTR

BluffCHA

DiplomacyCHA

DungeoneeringWIS

EnduranceCON

HealWIS

HistoryINT

InsightWIS

IntimidateCHA

NatureWIS

PerceptionWIS

ReligionINT

StealthDEX

StreetwiseCHA

ThieveryDEX

RACE FEATURES

ABILITY SCORE MODS

CLASS / PATH / DESTINY FEATURES

BASIC ATTACKS

ATTACKDEFENSEWEAPON OR POWERDAMAGE

vs

vs

vs

vs

FEATS

LANGUAGES KNOWN

	COINS AND O	

OTHER WEALTH	

Attack: Constitution Vs. Fortitude

Hit: 2d8 + constitution modifier psychic damage. The target has vulnerability to all damage equal to your charisma modifier and is weakened until the end of your next turn. Miss: Half damage and no vulnerability or weaken.

NAME	NOTES
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SESSION AND CAMPAIGN NOTES

[illegible]