

Player Name

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                 |
|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

CONDITIONAL MODIFIERS

### DEFENSES

| SCORE                | DEFENSE              | 10 + 1/2 LVL         | ARMOR / ABIL         | CLASS                | FEAT                 | ENH                  | MISC                 | MISC                 |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

CONDITIONAL BONUSES

### 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"/> | <b>STR</b><br>Strength     | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <b>CON</b><br>Constitution | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <b>DEX</b><br>Dexterity    | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <b>INT</b><br>Intelligence | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <b>WIS</b><br>Wisdom       | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <b>CHA</b><br>Charisma     | <input type="text"/> | <input type="text"/> |

### FORT

| DEFENSE              | 10 + 1/2 LVL         | ABIL                 | CLASS                | FEAT                 | ENH                  | MISC                 | MISC                 |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

CONDITIONAL BONUSES

### REF

| DEFENSE              | 10 + 1/2 LVL         | ABIL                 | CLASS                | FEAT                 | ENH                  | MISC                 | MISC                 |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

CONDITIONAL BONUSES

### WILL

| DEFENSE              | 10 + 1/2 LVL         | ABIL                 | CLASS                | FEAT                 | ENH                  | MISC                 | MISC                 |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

CONDITIONAL BONUSES

### SENSES

| SCORE                | PASSIVE SENSE        | BASE | SKILL BONUS            |
|----------------------|----------------------|------|------------------------|
| <input type="text"/> | <input type="text"/> | 10   | + <input type="text"/> |
| <input type="text"/> | <input type="text"/> | 10   | + <input type="text"/> |

SPECIAL SENSES

### ATTACK WORKSPACE

| ABILITY:             | ATT BONUS            | 1/2 LVL              | ABIL                 | CLASS                | PROF                 | FEAT                 | ENH                  | MISC                 |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

### HIT POINTS

| MAX HP               | BLOODED              | HEALING SURGES       |
|----------------------|----------------------|----------------------|
| 1/2 HP               | 1/4 HP               | SURGE VALUE          |
| <input type="text"/> | <input type="text"/> | <input type="text"/> |

### ACTION POINTS

| Action Points        | MILESTONES | ACTION POINTS |
|----------------------|------------|---------------|
| <input type="text"/> | 0          | 1             |
|                      | 1          | 2             |
|                      | 2          | 3             |

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### DAMAGE WORKSPACE

| ABILITY:             | DAMAGE               | ABIL                 | FEAT                 | ENH                  | MISC                 | MISC                 |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

### SECOND WIND

1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### RACE FEATURES

ABILITY SCORE MODS

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### BASIC ATTACKS

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

### SKILLS

| BONUS                    | SKILL NAME    | ABIL MOD + 1/2 LVL | TRND (+5)            | ARMOR PENALTY        | MISC |
|--------------------------|---------------|--------------------|----------------------|----------------------|------|
| <input type="checkbox"/> | Acrobatics    | DEX                | <input type="text"/> | <input type="text"/> |      |
| <input type="checkbox"/> | Arcana        | INT                | <input type="text"/> | <input type="text"/> | n/a  |
| <input type="checkbox"/> | Athletics     | STR                | <input type="text"/> | <input type="text"/> |      |
| <input type="checkbox"/> | Bluff         | CHA                | <input type="text"/> | <input type="text"/> | n/a  |
| <input type="checkbox"/> | Diplomacy     | CHA                | <input type="text"/> | <input type="text"/> | n/a  |
| <input type="checkbox"/> | Dungeoneering | WIS                | <input type="text"/> | <input type="text"/> | n/a  |
| <input type="checkbox"/> | Endurance     | CON                | <input type="text"/> | <input type="text"/> |      |
| <input type="checkbox"/> | Heal          | WIS                | <input type="text"/> | <input type="text"/> | n/a  |
| <input type="checkbox"/> | History       | INT                | <input type="text"/> | <input type="text"/> | n/a  |
| <input type="checkbox"/> | Insight       | WIS                | <input type="text"/> | <input type="text"/> | n/a  |
| <input type="checkbox"/> | Intimidate    | CHA                | <input type="text"/> | <input type="text"/> | n/a  |
| <input type="checkbox"/> | Nature        | WIS                | <input type="text"/> | <input type="text"/> | n/a  |
| <input type="checkbox"/> | Perception    | WIS                | <input type="text"/> | <input type="text"/> | n/a  |
| <input type="checkbox"/> | Religion      | INT                | <input type="text"/> | <input type="text"/> | n/a  |
| <input type="checkbox"/> | Stealth       | DEX                | <input type="text"/> | <input type="text"/> |      |
| <input type="checkbox"/> | Streetwise    | CHA                | <input type="text"/> | <input type="text"/> | n/a  |
| <input type="checkbox"/> | Thievery      | DEX                | <input type="text"/> | <input type="text"/> |      |

### CLASS / PATH / DESTINY FEATURES

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### FEATS

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### LANGUAGES KNOWN

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**POWER INDEX**

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

**AT-WILL POWERS**

Five empty rows for listing at-will powers.

**ENCOUNTER POWERS**

Five rows for listing encounter powers, each with a checkbox on the right.

**DAILY POWERS**

Five rows for listing daily powers, each with a checkbox on the right.

**UTILITY POWERS**

Five rows for listing utility powers, each with a checkbox on the right.

**MAGIC ITEM INDEX**

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

**MAGIC ITEMS**

Table for listing magic items with categories and checkboxes. Categories include WEAPON, ARMOR, ARMS, FEET, HANDS, HEAD, NECK, RING, and WAIST.

*Daily Item Powers Per Day*

Form for tracking daily item powers per day, including Heroic (1-10), Paragon (11-20), and Epic (21-30) categories, each with checkboxes and milestone tracking.

**OTHER EQUIPMENT**

Eight empty rows for listing other equipment.

**RITUALS**

Eight empty rows for listing rituals.

**COINS AND OTHER WEALTH**

Large empty box for listing coins and other wealth.

**PERSONALITY TRAITS**

Five horizontal lines for listing personality traits.

**MANNERISMS AND APPEARANCE**

Five horizontal lines for listing mannerisms and appearance.

**CHARACTER BACKGROUND**

Five horizontal lines for listing character background.

**COMPANIONS AND ALLIES**

Table for listing companions and allies with columns for NAME and NOTES.

**SESSION AND CAMPAIGN NOTES**

Multiple horizontal lines for session and campaign notes.