



Character Name

Player Name

Class

Paragon Path

Epic Destiny

Race

Alignment

Patron Deity

Level

Experience Points

ABILITIES	
	SCORE MOD
STR	
CON	
DEX	
INT	
WIS	
CHA	

DEFENSES					
	SCORE	1/2 lvl	MOD	ARMOR	MISC
AC Dex/Int	= 10 +				
FORT Str/Con	= 10 +				
REF Dex/Int	= 10 +				
WILL Wis/Cha	= 10 +				

HIT POINTS		
MAX HP	CURRENT	
BLOODED		
= 1/2 HP	VALUE	MAX USED
Healing Surges		

ACTION POINTS	
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

INITIATIVE				SPEED			
BONUS	1/2 lvl	DEX	MISC	MOVE	BASE	ARMOR	ITEM MISC
	=						

SENSES		
	SCORE	BONUS
Passive Insight	= 10 +	
Passive Perception	= 10 +	

SAVING THROWS	
DEATH SAVING THROW FAILURES	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
MOD	VS
MOD	VS

SKILLS									
NAME	ABILITY	BONUS	=	1/2 lvl	MOD	TRAINED	RACE	ARMOR	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		=						

EQUIPPED ITEMS				
Armor	Bonus	Check	Speed	Weight
Arms/Shield	Bonus	Check	Speed	Weight
Main Weapon	Attack	Dmg	Range	Weight
Off-hand Weapon	Attack	Dmg	Range	Weight

CONDITIONS	
Blinded	<input type="checkbox"/>
Dazed	<input type="checkbox"/>
Deafened	<input type="checkbox"/>
Dominated	<input type="checkbox"/>
Dying	<input type="checkbox"/>
Helpless	<input type="checkbox"/>
Immobilized	<input type="checkbox"/>
Marked	<input type="checkbox"/>
Petrified	<input type="checkbox"/>
Prone	<input type="checkbox"/>
Restrained	<input type="checkbox"/>
Slowed	<input type="checkbox"/>
Stunned	<input type="checkbox"/>
Surprised	<input type="checkbox"/>
Unconscious	<input type="checkbox"/>
Weakened	<input type="checkbox"/>

WEAPON ATTACK MODIFIERS									
WEAPON	MOD	=	1/2 lvl	ABILITY	CLASS	PROF	FEAT	ENH	MISC
		=							
		=							
		=							

Head:	_____
Neck:	_____
Hands:	_____
Left Ring:	_____
Right Ring:	_____
Waist:	_____
Feet:	_____

WEAPON DAMAGE MODIFIERS						
WEAPON:	MOD	=	ABILITY	FEAT	ENH	MISC
		=				
WEAPON:		=				
		=				

