

CHARACTER NAME

CHARACTER ALIAS

PLAYER

CAMPAIGN

LEVEL

HEROIC CLASS

PARAGON PATH

EPIC DESTINY

RACE

SIZE

HEIGHT

WEIGHT

AGE

GENDER

RELIGION/DEITY

ALIGNMENT

ABILITY NAME	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR STRENGTH				
CON CONSTITUTION				
DEX DEXTERITY				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

MODIFIER = RD[(SCORE-10)/2]

DEFENSES	TOTAL	10 + LVL/2 MOD	ABILITY MOD	RACIAL MOD	CLASS MOD	ARMOR MOD	SHIELD MOD	ENHANCEMENT MOD	MOD	TEMP MOD
AC ARMOR CLASS										
FORT (CON/STR)										
REF (DEX/INT)										
WILL (WIS/CHA)										

CONDITIONAL MODIFIERS
<input type="checkbox"/> if:
<input type="checkbox"/> if:
<input type="checkbox"/> if:
<input type="checkbox"/> if:

TOTAL	LVL/2 MOD	DEX MOD	FEAT	MISC/TEMP MOD
INIT MOD				
VISION				

TOTAL	BASE	ARMOR	MAGIC	MISC
LAND SPEED				
FLY SPEED				
CLIMB/SWIM SPEED 1/2 LAND SPEED				

ACTION POINTS	EFFECTS
EARNED: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
USED: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
ENCOUNTERS: <input type="checkbox"/> <input type="checkbox"/>	

HP	TOTAL	BLOODED	SURGE	TEMP HP	HEALING SURGES/DAY	DEATH TICKS
HIT POINTS					<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"/> <input type="checkbox"/>
WOUNDS (CURRENT HP)						<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DAMAGE REDUCTION						

BASIC ATTACK	ATTACK VS. DEFENSE	DAMAGE	PROPERTIES
RANGE	GROUP	NOTES	

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AT-WILL ATTACK POWER	ATTACK VS. DEFENSE	DAMAGE
ACTION/TRIGGER	ATTACK TYPE/RANGE	TARGET(S)
DURATION	ACCESSORIES	
DAMAGE TYPE	EFFECTS	

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CLASS SKILLS	SKILL NAME	KEY ABILITY	SKILL TOTAL	LVL/2 MOD	ABILITY MOD	TRAINED MOD	RACIAL MOD	MISC MOD	ARMOR CHECK PENALTY
<input type="checkbox"/>	ACROBATICS	DEX*							
<input type="checkbox"/>	ARCANA	INT							
<input type="checkbox"/>	ATHLETICS	STR*							
<input type="checkbox"/>	BLUFF	CHA							
<input type="checkbox"/>	DIPLOMACY	CHA							
<input type="checkbox"/>	DUNGEONEERING	WIS							
<input type="checkbox"/>	ENDURANCE	CON*							
<input type="checkbox"/>	HEAL	WIS							
<input type="checkbox"/>	HISTORY	INT							
<input type="checkbox"/>	INSIGHT	WIS							
<input type="checkbox"/>	INTIMIDATE	CHA							
<input type="checkbox"/>	NATURE	WIS							
<input type="checkbox"/>	PERCEPTION	WIS							
<input type="checkbox"/>	RELIGION	INT							
<input type="checkbox"/>	STEALTH	DEX*							
<input type="checkbox"/>	STREETWISE	CHA							
<input type="checkbox"/>	THIEVERY	DEX*							

<input type="checkbox"/>	ACROBATICS	DEX*							
<input type="checkbox"/>	ARCANA	INT							
<input type="checkbox"/>	ATHLETICS	STR*							
<input type="checkbox"/>	BLUFF	CHA							
<input type="checkbox"/>	DIPLOMACY	CHA							
<input type="checkbox"/>	DUNGEONEERING	WIS							
<input type="checkbox"/>	ENDURANCE	CON*							
<input type="checkbox"/>	HEAL	WIS							
<input type="checkbox"/>	HISTORY	INT							
<input type="checkbox"/>	INSIGHT	WIS							
<input type="checkbox"/>	INTIMIDATE	CHA							
<input type="checkbox"/>	NATURE	WIS							
<input type="checkbox"/>	PERCEPTION	WIS							
<input type="checkbox"/>	RELIGION	INT							
<input type="checkbox"/>	STEALTH	DEX*							
<input type="checkbox"/>	STREETWISE	CHA							
<input type="checkbox"/>	THIEVERY	DEX*							

PASSIVE INSIGHT = 10 + INSIGHT TOTAL

PASSIVE PERCEPTION = 10 + PERCEPTION TOTAL

- MARK BOX WITH AN X IF THE SKILL IS TRAINED FOR YOUR CLASS. * - ARMOR CHECK PENALTY APPLIES.

AT-WILL ATTACK POWER	ATTACK VS. DEFENSE	DAMAGE

ACTION/TRIGGER	ATTACK TYPE/RANGE	TARGET(S)	DURATION	ACCESSORIES
DAMAGE TYPE	EFFECTS			

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