

Character Info

Character Name _____

Race _____ Class / Level _____

Paragon Path _____ Epic Destiny _____

Alignment _____ Religion / Deity _____

Size _____ Age _____ Height _____ Weight _____

Looks _____

Personality _____

Mannerisms _____

Ability Scores

STR
Strength

CON
Constitution

DEX
Dexterity

INT
Intelligence

WIS
Wisdom

CHA
Charisma

Condition

Current HP / Temp. HP _____ Action Point

Second Wind

Milestones

Item Powers

Healing Surges _____ Death Saves

HP
Hit Points

Bloodied HS / day HS Value Save Mod

Resistances _____

Action Point Bonuses _____

Notes _____

Defenses

1/2 Level	Stat	Armor	Shield	Class	Feat	Enhance	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"/>	AC Armor Class
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	FORT Fortitude
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	REF Reflex
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	WILL Will

Notes _____

Movement and Senses

1/2 Level	DEX	Feat	Misc.	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Init Initiative
Base	Armor	Item	Misc.	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Speed Squares

Senses _____

Perception Insight Special Movement _____

Other Senses _____

Notes _____

Skillz

1/2 Level	Stat	Train	Misc.	Armor		Total
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Acrobatics	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Arcana	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Athletics	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Bluff	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Diplomacy	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Dungeoneering	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Endurance	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Heal	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	History	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Insight	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Intimidate	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Nature	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Perception	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Religion	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Stealth	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Streetwise	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Thievery	<input type="text"/>

Languages

Attacks

	1/2 Level	Stat	Weapon	Feat	Enhance	Misc.	Total
Basic Attack	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Stat _____ Vs. _____							
Defense _____ Range _____							
Damage	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Basic Attack	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Stat _____ Vs. _____							
Defense _____ Range _____							
Damage	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Basic Attack	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Stat _____ Vs. _____							
Defense _____ Range _____							
Damage	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Features

Feats

Attack Powers

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Name	Type	Level	Usage	Action	Range	Target	Stat		Defense	Total Attack	Total Damage
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Hit				Miss			Keywords				
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Name	Type	Level	Usage	Action	Range	Target	Stat		Defense	Total Attack	Total Damage
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Hit				Miss			Keywords				
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Name	Type	Level	Usage	Action	Range	Target	Stat		Defense	Total Attack	Total Damage
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Hit				Miss			Keywords				
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Name	Type	Level	Usage	Action	Range	Target	Stat		Defense	Total Attack	Total Damage
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Hit				Miss			Keywords				
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Name	Type	Level	Usage	Action	Range	Target	Stat		Defense	Total Attack	Total Damage
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Hit				Miss			Keywords				
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Name	Type	Level	Usage	Action	Range	Target	Stat		Defense	Total Attack	Total Damage
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Hit				Miss			Keywords				
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Name	Type	Level	Usage	Action	Range	Target	Stat		Defense	Total Attack	Total Damage
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Hit				Miss			Keywords				
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Name	Type	Level	Usage	Action	Range	Target	Stat		Defense	Total Attack	Total Damage
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Hit				Miss			Keywords				
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Name	Type	Level	Usage	Action	Range	Target	Stat		Defense	Total Attack	Total Damage
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Hit				Miss			Keywords				
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Name	Type	Level	Usage	Action	Range	Target	Stat		Defense	Total Attack	Total Damage
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Hit				Miss			Keywords				
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Name	Type	Level	Usage	Action	Range	Target	Stat		Defense	Total Attack	Total Damage
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Hit				Miss			Keywords				

