

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	Item	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"/>	<input type="text"/>	+10	<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"/>	<input type="text"/>	<input type="text"/>	+10	<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"/>	<input type="text"/>	<input type="text"/>	+10	<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"/>	<input type="text"/>	<input type="text"/>	+10	<input type="text"/> WILL Will

Notes _____

Movement and Senses

1/2 Level DEX Feat Misc. Misc. → **Init**
Initiative

Base Armor Feat Item Misc. → **Speed**
Squares

Senses _____ Special Movement _____

Perception Insight Other Senses _____

Notes _____

Attacks

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

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"/>	<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

Features

Feats

Languages

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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Hit				Miss			Keywords				
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Hit				Miss			Keywords				
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Hit				Miss			Keywords				
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Hit				Miss			Keywords				
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Hit				Miss			Keywords				
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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				

