

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

Notes _____

Condition

Current HP _____ Healing Surges _____

Second Wind Death Saves Action Points

HP Hit Points

Bloodied HS / day HS Value Save Mod

Resistances _____

Ongoing Effects _____

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 _____

Mobility 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 Special Movement or Senses

Perception Intuition

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"/>

Notes _____

Calculations

Attacks							Damage					
1/2 Level	Stat	Prof.	Feat	Enhance	Misc.	Total	Weapon	Stat	Feat	Enhance	Misc.	Total
<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"/>	<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"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Features

Languages

Feats

Attack Powers

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

Magic Item Organization

Weapon	Armor
Head	Neck
Arms	Hands
Finger	Finger
Waist	Feet

Gear

Sketch

Magic Items

Treasure

CP

SP

GP

PP

Astral Diamonds

Other treasure

Experience

XP

Next level

Contacts

Campaign Notes