

Character Name Level Player Name

Class Paragon Path Epic Destiny Experience Points

Race Size Alignment Deity Adventuring Company

ABILITY SCORES

<input type="text"/>	STR STRENGTH	MODIFIER	BASE	RACIAL	MISC
<input type="text"/>	CON CONSTITUTION	MODIFIER	BASE	RACIAL	MISC
<input type="text"/>	DEX DEXTERITY	MODIFIER	BASE	RACIAL	MISC
<input type="text"/>	INT INTELLIGENCE	MODIFIER	BASE	RACIAL	MISC
<input type="text"/>	WIS WISDOM	MODIFIER	BASE	RACIAL	MISC
<input type="text"/>	CHA CHARISMA	MODIFIER	BASE	RACIAL	MISC

DEFENSES

<input type="text"/>	AC ARMOR CLASS	10 +	ARMOR	SHIELD	DEX OF INT	CLASS	FEAT	ENH	MISC
<input type="text"/>	FORT FORTITUDE	10 +	STR OF CON	RACIAL	CLASS	FEAT	ENH	MISC	
<input type="text"/>	REF REFLEX	10 +	DEX OF INT	RACIAL	CLASS	FEAT	ENH	SHIELD	MISC
<input type="text"/>	WILL WILL	10 +	WIS OF CHA	RACIAL	CLASS	FEAT	ENH	MISC	

SENSES

Passive Insight (WISDOM) Passive Perception (WISDOM)

SPECIAL SENSES: LOW-LIGHT VISION DARKVISION BLINDSIGHT TREMORSENSE

INITIATIVE

INITIAL INITIATIVE:

INITIATIVE: DEX DEX 1/2 LVL CLASS FEAT ENH MISC

MOVEMENT

SPEED (SQUARES):

SPECIAL MOVEMENT: BASE ARMOR ITEM FEAT ENH MISC

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3
+1	+1

TOTAL:

ADDITIONAL EFFECTS:

POWERS KNOWN

AT-WILL ENCOUNTER DAILY UTILITY PARAGON PATH EPIC DESTINY

HEALTH AND CONDITIONS

MAX HP BLOODED HEALING SURGES

1/2 MAX HP SURGE VALUE SURGES/DAY TOTAL CLASS CON MISC

CURRENT HIT POINTS SECOND WIND (Used) TEMPORARY HIT POINTS DEATH SAVING THROWS

CONDITIONS

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

SKILLS

<input type="text"/>	Acrobatics DEXTERITY	1/2 LVL	ABILITY	RACIAL	TRAIN	ARMOR	MISC	
<input type="text"/>	Arcana INTELLIGENCE	1/2 LVL	INT	ABILITY	RACIAL	TRAIN	ARMOR	MISC
<input type="text"/>	Athletics STRENGTH	1/2 LVL	STR	ABILITY	RACIAL	TRAIN	ARMOR	MISC
<input type="text"/>	Bluff CHARISMA	1/2 LVL	CHA	ABILITY	RACIAL	TRAIN	ARMOR	MISC
<input type="text"/>	Diplomacy CHARISMA	1/2 LVL	CHA	ABILITY	RACIAL	TRAIN	ARMOR	MISC
<input type="text"/>	Dungeoneering WISDOM	1/2 LVL	WIS	ABILITY	RACIAL	TRAIN	ARMOR	MISC
<input type="text"/>	Endurance CONSTITUTION	1/2 LVL	CON	ABILITY	RACIAL	TRAIN	ARMOR	MISC
<input type="text"/>	Heal WISDOM	1/2 LVL	WIS	ABILITY	RACIAL	TRAIN	ARMOR	MISC
<input type="text"/>	History INTELLIGENCE	1/2 LVL	INT	ABILITY	RACIAL	TRAIN	ARMOR	MISC
<input type="text"/>	Insight WISDOM	1/2 LVL	INT	ABILITY	RACIAL	TRAIN	ARMOR	MISC
<input type="text"/>	Intimidate CHARISMA	1/2 LVL	CHA	ABILITY	RACIAL	TRAIN	ARMOR	MISC
<input type="text"/>	Nature WISDOM	1/2 LVL	WIS	ABILITY	RACIAL	TRAIN	ARMOR	MISC
<input type="text"/>	Perception WISDOM	1/2 LVL	WIS	ABILITY	RACIAL	TRAIN	ARMOR	MISC
<input type="text"/>	Religion INTELLIGENCE	1/2 LVL	INT	ABILITY	RACIAL	TRAIN	ARMOR	MISC
<input type="text"/>	Stealth DEXTERITY	1/2 LVL	DEX	ABILITY	RACIAL	TRAIN	ARMOR	MISC
<input type="text"/>	Streetwise CHARISMA	1/2 LVL	CHA	ABILITY	RACIAL	TRAIN	ARMOR	MISC
<input type="text"/>	Thievery DEXTERITY	1/2 LVL	DEX	ABILITY	RACIAL	TRAIN	ARMOR	MISC

COMBAT WORKSPACE

ATTACK / POWER	ATTACK MATRIX	RANGE	ATTACK	DAMAGE
<input type="text"/>	<input type="text"/> VS <input type="text"/>	<input type="text"/> / <input type="text"/> SQUARES	<input type="text"/> TOTAL = <input type="text"/> 1/2 LVL <input type="text"/> ABILITY <input type="text"/> CLASS <input type="text"/> PROF <input type="text"/> FEAT <input type="text"/> MISC <input type="text"/> MISC	<input type="text"/> DAMAGE DIE + <input type="text"/> TOTAL = <input type="text"/> ABILITY <input type="text"/> FEAT <input type="text"/> ENH <input type="text"/> MISC <input type="text"/> MISC
<input type="checkbox"/> BASIC <input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY	PROPERTIES / NOTES: <input type="text"/>			<input type="text"/>
<input type="checkbox"/> BASIC <input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY	PROPERTIES / NOTES: <input type="text"/>			<input type="text"/>
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NOTES:

ADVANCEMENT

LEVEL	CLASS / PARAGON PATH / EPIC DESTINY	ABILITY SCORE INCREASES	FEATURES	FEATS	POWERS		
HEROIC TIER	1	CLASS	See Race for Adjustments	Class Features, Racial Traits, Gain 1 Feat, Gain 2 At-Will Attack Powers, Gain 1 Encounter Attack Power, Gain 1 Daily Attack Power	1ST LEVEL BONUS RACIAL (IF ANY)	AT-WILL AT-WILL ENCOUNTER DAILY BONUS CLASS (IF ANY)	
	2		Gain 1 Utility Power, Gain 1 Feat		2ND LEVEL	UTILITY	
	3		Gain 1 Encounter Attack Power			ENCOUNTER	
	4		<input type="checkbox"/> STR <input type="checkbox"/> DEX <input type="checkbox"/> WIS <input type="checkbox"/> CON <input type="checkbox"/> INT <input type="checkbox"/> CHA	Gain 1 Feat, +1 to Two Ability Scores		4TH LEVEL	
	5			Gain 1 Daily Attack Power			DAILY
	6			Gain 1 Utility Power, Gain 1 Feat		6TH LEVEL	UTILITY
	7			Gain 1 Encounter Attack Power			ENCOUNTER
	8		<input type="checkbox"/> STR <input type="checkbox"/> DEX <input type="checkbox"/> WIS <input type="checkbox"/> CON <input type="checkbox"/> INT <input type="checkbox"/> CHA	Gain 1 Feat, +1 to Two Ability Scores		8TH LEVEL	
	9			Gain 1 Daily Attack Power			DAILY
	10			Gain 1 Utility Power, Gain 1 Feat		10TH LEVEL	UTILITY
PARAGON TIER	11	PARAGON PATH	<input checked="" type="checkbox"/> STR <input checked="" type="checkbox"/> DEX <input checked="" type="checkbox"/> WIS <input checked="" type="checkbox"/> CON <input checked="" type="checkbox"/> INT <input checked="" type="checkbox"/> CHA	Paragon Path Features, Gain 1 Paragon Path Encounter Attack Power, Gain 1 Feat, +1 to All Ability Scores		11TH LEVEL	PARAGON PATH ENCOUNTER
	12			Gain 1 Paragon Path Utility Power, Gain 1 Feat		12TH LEVEL	PARAGON PATH UTILITY
	13			Replace 1 Encounter Attack Power			NEW ENCOUNTER ATTACK [REPLACED ENCOUNTER ATTACK]
	14		<input type="checkbox"/> STR <input type="checkbox"/> DEX <input type="checkbox"/> WIS <input type="checkbox"/> CON <input type="checkbox"/> INT <input type="checkbox"/> CHA	Gain 1 Feat, +1 to Two Ability Scores		14TH LEVEL	
	15			Replace 1 Daily Attack Power			NEW DAILY ATTACK [REPLACED DAILY ATTACK]
	16			Paragon Path Feature, Gain 1 Utility Power, Gain 1 Feat		16TH LEVEL	UTILITY
	17			Replace 1 Encounter Attack Power			NEW ENCOUNTER ATTACK [REPLACED ENCOUNTER ATTACK]
	18		<input type="checkbox"/> STR <input type="checkbox"/> DEX <input type="checkbox"/> WIS <input type="checkbox"/> CON <input type="checkbox"/> INT <input type="checkbox"/> CHA	Gain 1 Feat, +1 to Two Ability Scores		18TH LEVEL	
	19			Replace 1 Daily Attack Power			NEW DAILY ATTACK [REPLACED DAILY ATTACK]
	20			Gain 1 Paragon Path Daily Attack Power, Gain 1 Feat		20TH LEVEL	PARAGON PATH DAILY ATTACK
EPIC TIER	21	EPIC DESTINY	<input checked="" type="checkbox"/> STR <input checked="" type="checkbox"/> DEX <input checked="" type="checkbox"/> WIS <input checked="" type="checkbox"/> CON <input checked="" type="checkbox"/> INT <input checked="" type="checkbox"/> CHA	Epic Destiny Feature, Gain 1 Feat, +1 to All Ability Scores		21ST LEVEL	
	22			Gain Utility Power, Gain 1 Feat		22TH LEVEL	UTILITY
	23			Replace 1 Encounter Attack Power			NEW ENCOUNTER ATTACK [REPLACED ENCOUNTER ATTACK]
	24		<input type="checkbox"/> STR <input type="checkbox"/> DEX <input type="checkbox"/> WIS <input type="checkbox"/> CON <input type="checkbox"/> INT <input type="checkbox"/> CHA	Epic Destiny Feature, Gain 1 Feat, +1 to Two Ability Scores		24TH LEVEL	
	25			Replace 1 Daily Attack Power			NEW DAILY ATTACK [REPLACED DAILY ATTACK]
	26			Gain 1 Epic Destiny Utility Power, Gain 1 Feat		26TH LEVEL	EPIC DESTINY UTILITY
	27			Replace 1 Encounter Attack Power			NEW ENCOUNTER ATTACK [REPLACED ENCOUNTER ATTACK]
	28		<input type="checkbox"/> STR <input type="checkbox"/> DEX <input type="checkbox"/> WIS <input type="checkbox"/> CON <input type="checkbox"/> INT <input type="checkbox"/> CHA	Gain 1 Feat, +1 to Two Ability Scores		28TH LEVEL	
	29			Replace 1 Daily Attack Power			NEW DAILY ATTACK [REPLACED DAILY ATTACK]
	30			Epic Destiny Feature, Gain 1 Feat		30TH LEVEL	

POWER NAME _____ POWER TYPE _____

USAGE: _____ ✦ KEYWORDS: _____

ACTION TYPE: _____ ATTACK TYPE: _____

PREREQUISITE(S): _____

REQUIREMENT(S): _____

TARGET(S): _____
PRIMARY

TARGET(S): _____
SECONDARY

ATTACK/EFFECT: _____

HIT: _____

MISS: _____

SUSTAIN: _____

NOTES: _____

SOURCEBOOK: _____ PAGE(S): _____

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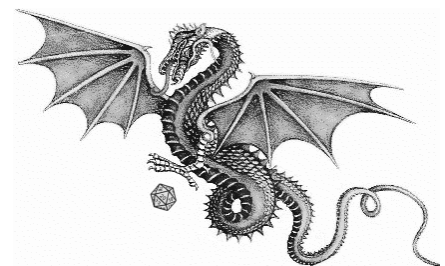
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LVL	+	GP	LVL	+	GP
WEAPON, ARMOR, IMPLEMENT, OR SLOT:					
ENHANCEMENT:					
CRITICAL:					
PROPERTY:					
POWER(S):					
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SPECIAL:					
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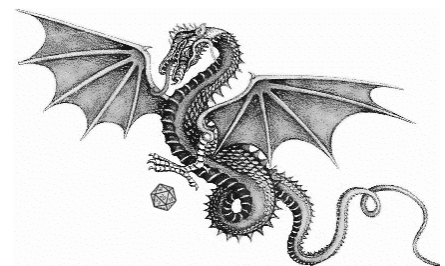


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RITUAL NAME _____ **LEVEL** _____

CATEGORY: _____ COMPONENT COST: _____

TIME: _____ MARKET PRICE: _____

DURATION: _____ KEY SKILL: _____

DESCRIPTION:

SOURCEBOOK: _____ PAGE(S): _____

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CATEGORY: _____ COMPONENT COST: _____

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CATEGORY: _____ COMPONENT COST: _____

TIME: _____ MARKET PRICE: _____

DURATION: _____ KEY SKILL: _____

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SOURCEBOOK: _____ PAGE(S): _____

RITUAL NAME _____ **LEVEL** _____

CATEGORY: _____ COMPONENT COST: _____

TIME: _____ MARKET PRICE: _____

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SOURCEBOOK: _____ PAGE(S): _____

RITUAL NAME LEVEL

CATEGORY: COMPONENT COST:

TIME: MARKET PRICE:

DURATION: KEY SKILL:

DESCRIPTION:

SOURCEBOOK: _____ PAGE(S): _____

RITUAL NAME LEVEL

CATEGORY: COMPONENT COST:

TIME: MARKET PRICE:

DURATION: KEY SKILL:

DESCRIPTION:

SOURCEBOOK: _____ PAGE(S): _____

RITUAL NAME LEVEL

CATEGORY: COMPONENT COST:

TIME: MARKET PRICE:

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DESCRIPTION:

SOURCEBOOK: _____ PAGE(S): _____

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TIME: MARKET PRICE:

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SOURCEBOOK: _____ PAGE(S): _____

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CATEGORY: COMPONENT COST:

TIME: MARKET PRICE:

DURATION: KEY SKILL:

DESCRIPTION:

SOURCEBOOK: _____ PAGE(S): _____

RITUAL NAME LEVEL

CATEGORY: COMPONENT COST:

TIME: MARKET PRICE:

DURATION: KEY SKILL:

DESCRIPTION:

SOURCEBOOK: _____ PAGE(S): _____

RITUAL NAME LEVEL

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DURATION: KEY SKILL:

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