




Player	Race	Class	Level
1	Human	Warrior	1
2	Human	Warrior	1
3	Human	Warrior	1
4	Human	Warrior	1
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93	Human	Warrior	1
94	Human	Warrior	1
95	Human	Warrior	1
96	Human	Warrior	1
97	Human	Warrior	1
98	Human	Warrior	1
99	Human	Warrior	1
100	Human	Warrior	1

ABILITY SCORES				DEFENSES				
SCORE	ABILITY MOD	D20 MODIFIER (ABIL MOD + 1/2 LVL)						
<input type="text"/> STR	<input type="text"/>	<input type="text"/>		FORT	10 + 1/2 LEVEL			
<input type="text"/> CON	<input type="text"/>	<input type="text"/>			ABIL MOD CLASS / RACE			
<input type="text"/> DEX	<input type="text"/>	<input type="text"/>		REF	FEAT / POWER			
<input type="text"/> INT	<input type="text"/>	<input type="text"/>			ITEM / SHIELD			
<input type="text"/> WIS	<input type="text"/>	<input type="text"/>		WILL	MISC			
<input type="text"/> CHA	<input type="text"/>	<input type="text"/>			MISC			

BONUS		D20 MOD	TRND (+5)	MISC	ARMR PEN.
<input type="checkbox"/>	Athletics	CON STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Endurance	CON STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Acrobatics	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Stealth	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Thievery	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Arcana	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	History	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Religion	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Dungeoneering	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Heal	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Insight	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Nature	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Perception	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Bluff	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Diplomacy	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Intimidate	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Streetwise	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>


 AC ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

ARMOUR
 CONDITIONAL BONUSES

HIT POINTS

MAX HP

TEMP HP

2 BLOODED VALUE

14 SURGE VALUE

0 HP

Death Saves






HEALING SURGES

SECOND WIND

Resistances, Buffs & Conditions

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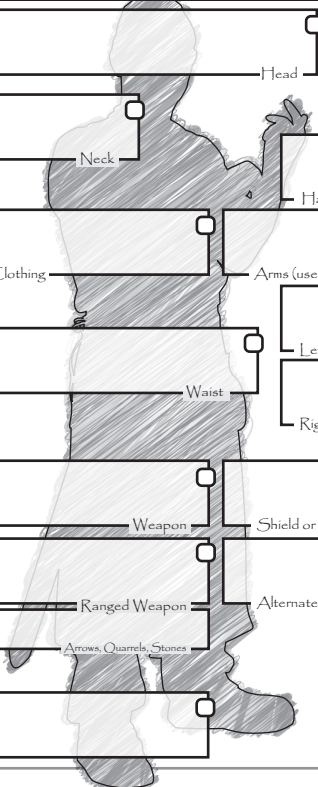
This image shows a blank sheet of white paper with horizontal ruling lines. At the top of the page, there is a rectangular header box with a black border. The rest of the page is left blank for writing.

DEX		1/2 LVL		FEAT		MISC	
	Initiative	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CONDITIONAL MODIFIERS							
BASE		ARMOUR		ITEM		MISC	
	Speed	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPECIAL MOVEMENT							
						SKILL	
	Passive Perception	10 +		<input type="text"/>			
	Passive Insight	10 +		<input type="text"/>			
SPECIAL SENSES							
 Action Point for this Encounter							
SEE OVER FOR MILESTONES AND TOTAL APs							

FEATS & FEATURES

[illegible]

EQUIPPED ITEMS



Head

Neck

Hands

Arms (uses Shield Slot)

Left Ring

Right Ring

Waist

Weapon

Shield or Off-hand Weapon

Ranged Weapon

Alternate Weapon

Arrows, Quarrels, Stones

Feet

Armor or Clothing

PERSONAL INFORMATION

Height _____ Weight _____ Age _____ Alignment _____ Deity _____

Languages Spoken _____

Doodles & Notes



TIMEKEEPING

ACTION POINTS

ITEM POINTS

DAY	MILESTONE 1	MILESTONE 2	MILESTONE 3	MISC
<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"/>

LEVEL 11+ LEVEL 21+

OTHER EQUIPMENT

Clothing

Pack, Satchel or Bag

OTHER POWERS

NAME	ACTN	FREQ

Total Weight

TREASURE

Coinage

CARRYING CAPACITY

Base _____ No Penalty

Strength x 10

Heavy

Base _____ Requires both Hands

Strength x 20

Maximum

Base _____ Can Only Drag or Push

Strength x 50

Paragon Path

Epic Destiny

Next Level

EXPERIENCE

