

Player	Race	Class	Level
1	Human	Warrior	1
2	Human	Warrior	1
3	Human	Warrior	1
4	Human	Warrior	1
5	Human	Warrior	1
6	Human	Warrior	1
7	Human	Warrior	1
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90	Human	Warrior	1
91	Human	Warrior	1
92	Human	Warrior	1
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 ABIL MOD CLASS / RACE FEAT / POWER ITEM / SHIELD MISC MISC									
<input type="text"/> CON	<input type="text"/>	<input type="text"/>		CONDITIONAL BONUSES									
<input type="text"/> DEX	<input type="text"/>	<input type="text"/>	REF										
<input type="text"/> INT	<input type="text"/>	<input type="text"/>		CONDITIONAL BONUSES									
<input type="text"/> WIS	<input type="text"/>	<input type="text"/>	WILL										
<input type="text"/> CHA	<input type="text"/>	<input type="text"/>		CONDITIONAL BONUSES									

# SKILLS

BONUS		D20 MOD	TRND (+5)	MISC	ARMR PEN.
<input type="checkbox"/>	Athletics	STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Endurance	CON	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Acrobatics		<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"/>	Thiery		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Arcana		<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		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Dungeoneering		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Heal		<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		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Perception		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Bluff		<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		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Streetwise		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>


 AC ☐ ☐ ☐ ☐ ☐ ☐

**HIT POINTS**

MAX HP

TEMP HP

BLOODIED VALUE

SURGE VALUE

0 HP

Death Saves

HEALING SURGES

SECOND WIND


## Resistances, Buffs & Conditions

\_\_\_\_\_


[illegible]

DERIVED

	DEX	1/2 LVL	FEAT	MISC
<b>Initiative</b>				

CONDITIONAL MODIFIERS

	BASE	ARMOUR	ITEM	MISC
<b>Speed</b>				

	Passive Perception	10 +	<input type="text"/>
	Passive Insight	10 +	<input type="text"/>

**Action Point for this Encounter**  
SEE OVER FOR MILESTONES AND TOTAL APs

## FEATS & FEATURES

## FREQUENTLY USED ATTACKS & POWERS

[illegible]

## EQUIPPED ITEMS

## PERSONAL INFORMATION

The character sheet template is divided into several sections for recording character information:

- Top Section:** Includes fields for **Height** and **Languages Spoken**.
- Head:** A field for the character's name or title.
- Neck:** A field for the character's race or class.
- Hands:** A field for the character's primary weapon or shield.
- Armor or Clothing:** A field for the character's armor or clothing.
- Arms (uses Shield Slot):** A field for the character's secondary weapon or shield.
- Left Ring:** A field for the character's left ring.
- Right Ring:** A field for the character's right ring.
- Waist:** A field for the character's belt or sash.
- Weapon:** A field for the character's primary weapon.
- Shield or Off-hand Weapon:** A field for the character's shield or off-hand weapon.
- Ranged Weapon:** A field for the character's ranged weapon.
- Alternate Weapon:** A field for the character's alternate weapon.
- Arrows, Quivers, Stones:** A field for the character's ammunition.
- Feet:** A field for the character's footwear.

Height

Weight

Age

---

Alignment

Deity

### Languages Spoken

Doodles & Notes =



## TIMEKEEPING

## ACTION POINTS

ITEM POINTS

DAY

MILESTONE  
10

MILESTONES  
20

MILESTONE  
30

MISC

LEVEL 11+

LEVEL 21+

## OTHER EQUIPMENT

[illegible]

Total Weight

## TREASURE

## Coinage

## CARRYING CAPACITY

Base  
Strength x 10

Normal

No Penalty

Base  
Strength x 20

Heavy

Requires both Hands

Strength x 20

Maximum

Base  
Strength x 50

Can Only Drag or Push

Maximum

Can Only Drag or Push

## EXPERIENCE

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Paragon Path

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Epic Destiny

### Next Level:

