

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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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"/>	Thivery		<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 ☐ ☐ ☐ ☐ ☐ ☐

ARMOUR  
 CONDITIONAL BONUSES

**HIT POINTS**

MAX HP

TEMP HP

BLOODIED VALUE

1/2

1/2

SURGE VALUE

0 HP

Current HP

HEALING SURGES

SECOND WIND

Death Saves

## Resistances, Buffs & Conditions

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[illegible]

DERIVED

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

CONDITIONAL MODIFIERS

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

		SKILL
○	Passive Perception	10 +

Passive Insight 10 +

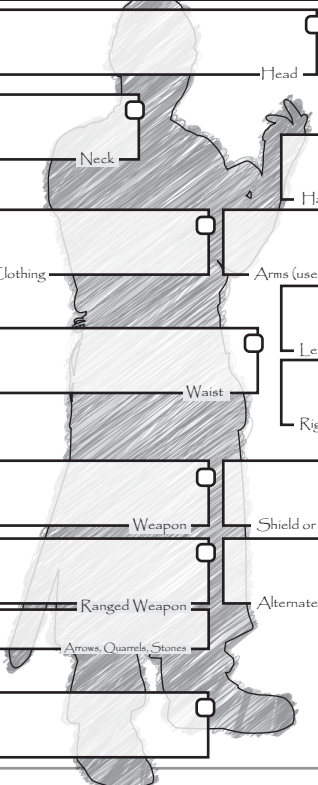
## Action Point for this Encounter

## FEATS & FEATURES

## FREQUENTLY USED ATTACKS & POWERS

[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

☐

LEVEL 11+

☐

LEVEL 21+

☐

MISC

☐

## OTHER EQUIPMENT

Clothing

Pack, Satchel or Bag

## OTHER POWERS

NAME	ACTN	FREQ

Total Weight

## TREASURE

Coinage

## CARRYING CAPACITY

Base \_\_\_\_\_

Strength x 10

Normal

No Penalty

Base \_\_\_\_\_

Strength x 20

Heavy

Requires both Hands

Base \_\_\_\_\_

Strength x 50

Maximum

Can Only Drag or Push

Paragon Path

Epic Destiny

Next Level

## EXPERIENCE

