




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
8	Human	Warrior	1
9	Human	Warrior	1
10	Human	Warrior	1
11	Human	Warrior	1
12	Human	Warrior	1
13	Human	Warrior	1
14	Human	Warrior	1
15	Human	Warrior	1
16	Human	Warrior	1
17	Human	Warrior	1
18	Human	Warrior	1
19	Human	Warrior	1
20	Human	Warrior	1
21	Human	Warrior	1
22	Human	Warrior	1
23	Human	Warrior	1
24	Human	Warrior	1
25	Human	Warrior	1
26	Human	Warrior	1
27	Human	Warrior	1
28	Human	Warrior	1
29	Human	Warrior	1
30	Human	Warrior	1
31	Human	Warrior	1
32	Human	Warrior	1
33	Human	Warrior	1
34	Human	Warrior	1
35	Human	Warrior	1
36	Human	Warrior	1
37	Human	Warrior	1
38	Human	Warrior	1
39	Human	Warrior	1
40	Human	Warrior	1
41	Human	Warrior	1
42	Human	Warrior	1
43	Human	Warrior	1
44	Human	Warrior	1
45	Human	Warrior	1
46	Human	Warrior	1
47	Human	Warrior	1
48	Human	Warrior	1
49	Human	Warrior	1
50	Human	Warrior	1
51	Human	Warrior	1
52	Human	Warrior	1
53	Human	Warrior	1
54	Human	Warrior	1
55	Human	Warrior	1
56	Human	Warrior	1
57	Human	Warrior	1
58	Human	Warrior	1
59	Human	Warrior	1
60	Human	Warrior	1
61	Human	Warrior	1
62	Human	Warrior	1
63	Human	Warrior	1
64	Human	Warrior	1
65	Human	Warrior	1
66	Human	Warrior	1
67	Human	Warrior	1
68	Human	Warrior	1
69	Human	Warrior	1
70	Human	Warrior	1
71	Human	Warrior	1
72	Human	Warrior	1
73	Human	Warrior	1
74	Human	Warrior	1
75	Human	Warrior	1
76	Human	Warrior	1
77	Human	Warrior	1
78	Human	Warrior	1
79	Human	Warrior	1
80	Human	Warrior	1
81	Human	Warrior	1
82	Human	Warrior	1
83	Human	Warrior	1
84	Human	Warrior	1
85	Human	Warrior	1
86	Human	Warrior	1
87	Human	Warrior	1
88	Human	Warrior	1
89	Human	Warrior	1
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	<div>10 + 1/2 LEVEL</div> <div>ABIL MOD CLASS / RACE FEAT / POWER ITEM / SHIELD MISC MISC</div>									
<input type="text"/> CON	<input type="text"/>	<input type="text"/>			<div>CONDITIONAL BONUSES</div> <div><input type="text"/></div>									
<input type="text"/> DEX	<input type="text"/>	<input type="text"/>		REF	<div>CONDITIONAL BONUSES</div> <div><input type="text"/></div>									
<input type="text"/> INT	<input type="text"/>	<input type="text"/>			<div>CONDITIONAL BONUSES</div> <div><input type="text"/></div>									
<input type="text"/> WIS	<input type="text"/>	<input type="text"/>		WILL	<div>CONDITIONAL BONUSES</div> <div><input type="text"/></div>									
<input type="text"/> CHA	<input type="text"/>	<input type="text"/>			<div>CONDITIONAL BONUSES</div> <div><input type="text"/></div>									

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

BLOODED VALUE

SURGE VALUE

0 HP

Death Saves






Healing Surges

SECOND WIND

Resistances, Buffs & Conditions

--	--

[illegible]

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

PERSONAL INFORMATION

Head

Neck

Arms (uses Shield Slot)

Hands

Left Ring

Right Ring

Waist

Weapon

Shield or Off-hand Weapon

Ranged Weapon

Alternate Weapon

Arrows, Quivers, Stones

Feet

Height

Languages

T

ACTION

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

Heavy
Requires both Hands

Maximum
Can Only Drag or Push

EXPERIENCE

Paragon Path

Epic Destiny

Next Level:

