Character	Class	Player
Race	Paragon Path	Deity
Level	Epic Destiny	Alignment

Abilities

	Total	Base	Leveling	Other	Mod
STR					
CON					
DEX					
INT					
WIS					
CHA					

Hit Points

Second Wind ☐

Death Saves ☐☐☐

Max HP	Bloodied	Surge Value	Surges/Day

Temp HP	Current HP	Surges

Defences

	Defense		Half Level	Armour/Ability	Class	Feat	Enh	Other
AC		10+						
FORT		10+						
REF		10+						
WILL		10+						

Resistances

Level		Type
	VS	
	VS	
	VS	
	VS	
	VS	
	VS	

Skills

		Score	Ability Mod	Half Level	Training	Racial	Item	Other	Armour Penalty
☐ Acrobatics	DEX								
☐ Arcana	INT								N/A
☐ Athletics	STR								
☐ Bluff	CHA								N/A
☐ Diplomacy	CHA								N/A
☐ Dungeoneering	WIS								N/A
☐ Endurance	CON								
☐ Heal	WIS								N/A
☐ History	INT								N/A
☐ Insight	WIS								N/A
☐ Intimidate	CHA								N/A
☐ Nature	WIS								N/A
☐ Perception	WIS								N/A
☐ Religion	WIS								N/A
☐ Stealth	DEX								
☐ Streetwise	CHA								N/A
☐ Thievery	DEX								

Basic Attacks

Attack	Attack Bonus	Half Level	Ability Mod	Prof	Feat	Enh	Other	Damage	Range

Notes: | VS Defence | Modifiers:

Attack	Attack Bonus	Half Level	Ability Mod	Prof	Feat	Enh	Other	Damage	Range

Notes: | VS Defence | Modifiers:

Action Points:

Milestones: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐

Speed	Total	Base	Armour	Item	Other	Other

Other Movement:

Init	Total	Dex	1/2 Lvl	Feat	Item	Other

Other Modifiers:

Passive Insight: | Passive Perception:

Special Senses:

Feats

Racial Abilities, Class Features, Paragon Features & Epic Features

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Currently Equiped

Item	Page	Weight
On Hand		
Off Hand		
Armour		
Head		
Neck		
Arms		
Ring		
Ring		
Waist		
Feet		
Holy Symbol		
Carried Weight		

Equipment

Item	Weight	Item	Weight

Character Notes

Age	Gender
Height	Weight
Hair	Eyes
Notes	

Party Treasury

Money, Gems & Wealth

Experience Points

Current	Next Level

Languages

Ritual Components

Residuum	Arcana
Religion	Nature
Heal	Other

Rituals, Magic Items, Notes & Workspace

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