



Character Name _____	Player Name _____
Race _____	Current Level _____
Alignment _____	Class _____
Sex _____ Height _____	Weight _____ Age _____
Paragon Path _____	Epic Destiny _____
Patron Deity _____	Region _____
Regional Benefit _____	

Vision _____	Size _____	Base Speed _____
Languages _____	Handiness _____	

HIT POINTS

	Total	Base	Race	Level	Misc	Modifier	MAX HP	Blooded	Surge Value	Surges/Day
STR	=									
CON	=							½ HP	¼ HP	
DEX	=									
INT	=									
WIS	=									
CHA	=									

Current HP

Temporary HP

Surges Used

Ability Scores are color coordinated with the appropriate defensive saves

Total	Base	½	Armor	Shield	Ability	Feat	ENH	MISC
		Level	Bonus	Bonus	Mod			
AC = 10 +								

Armor Proficiencies _____

Armor Proficiencies

	Current EXP
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SENSES

Score	Passive Sense	Base		Skill Bonus
	Passive Insight	10	+	
	Passive Perception	10	+	

SKILLS

Skill Name		Ability		½ Level	TRN	MISC
		Bonus	Mod			
Acrobatics*	DEX			½ of Current Level		/
Arcana	INT					/
Athletics*	STR					/
Bluff	CHA					/
Diplomacy	CHA					/
Dungeoneering	WIS					/
Endurance*	CON					/
Heal	WIS					/
History	INT					/
Insight	WIS					/
Intimidate	CHA					/
Nature	WIS					/
Perception	WIS					/
Religion	INT					/
Stealth*	DEX					/
Streetwise	CHA					/
Thievery*	DEX					/
						/
						/

OFFENSIVE

	Total	DEX Mod	$\frac{1}{2}$ Level	Feat	Racial	MISC					Milestones		Action Points
INIT												0	1
												1	2
												2	3

	Weapon Name	Total Attack	$\frac{1}{2}$ Level	Ability Mod	Class	Prof	Feat	ENH	MISC	Base Damage	Damage Bonuses	Damage Type
① MELEE												
② RANGE												

Ammo	<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"/>					<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"/>					Ammo Notes

Ammo Notes

Weapon Proficiencies

Score	Base	Armor	Item	MISC
SPEED				

Race & Class Features

* These skills are effected by any armor penalties imposed



POWERS

	Level
Keywords _____	
Action Type _____ Range _____	
Target _____	
Attack _____ VS _____	
Hit _____	
Effects _____	
Miss/Special _____	

	Level
Keywords _____	
Action Type _____ Range _____	
Target _____	
Attack _____ VS _____	
Hit _____	
Effects _____	
Miss/Special _____	

	Level
Keywords _____	
Action Type _____ Range _____	
Target _____	
Attack _____ VS _____	
Hit _____	
Effects _____	
Miss/Special _____	

	Level
Keywords _____	
Action Type _____ Range _____	
Target _____	
Attack _____ VS _____	
Hit _____	
Effects _____	
Miss/Special _____	

	Level
Keywords _____	
Action Type _____ Range _____	
Target _____	
Attack _____ VS _____	
Hit _____	
Effects _____	
Miss/Special _____	

	Level
Keywords _____	
Action Type _____ Range _____	
Target _____	
Attack _____ VS _____	
Hit _____	
Effects _____	
Miss/Special _____	

	Level
Keywords _____	
Action Type _____ Range _____	
Target _____	
Attack _____ VS _____	
Hit _____	
Effects _____	
Miss/Special _____	

	Level
Keywords _____	
Action Type _____ Range _____	
Target _____	
Attack _____ VS _____	
Hit _____	
Effects _____	
Miss/Special _____	

	Level
Keywords _____	
Action Type _____ Range _____	
Target _____	
Attack _____ VS _____	
Hit _____	
Effects _____	
Miss/Special _____	

	Level
Keywords _____	
Action Type _____ Range _____	
Target _____	
Attack _____ VS _____	
Hit _____	
Effects _____	
Miss/Special _____	

	Level
Keywords _____	
Action Type _____ Range _____	
Target _____	
Attack _____ VS _____	
Hit _____	
Effects _____	
Miss/Special _____	

	Level
Keywords _____	
Action Type _____ Range _____	
Target _____	
Attack _____ VS _____	
Hit _____	
Effects _____	
Miss/Special _____	

FEATS

FEATS

PATH NOTES

EQUIPMENT



Item	Location	Wt	Item	Location	Wt
	Weapon				
	Armor				
	Head				
	Neck				
	Arms				
	Hands				
	Waist				
	Ring				
	Ring				
	Feet				
			Total Weight Carried	LBS	
			Load Rating	Normal	Heavy

MOVEMENT & WEIGHTS

Movement	Rate	Overland	Rate
Walk (Base)	Sq	Per Day	Miles
Run (+2)	Sq	Per Hour	Miles
Crawl (½)	Sq	Per Minute	Feet
Load	Formula	Weight	
Normal	Strength × 10	LBS	
Heavy	Strength × 20	LBS	
Drag	Strength × 50	LBS	

EXTRA WEAPONS

Weapon Name	Attack	Damage	Range	Wt	Location	Properties
			Sq	LBS		
			Sq	LBS		
			Sq	LBS		
			Sq	LBS		
			Sq	LBS		

Weapon Notes _____ _____ _____	Armor Notes _____ _____ _____
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PERSONAL HISTORY

Adventuring Company

Guild Memberships

Other Memberships

Titles Granted

Land Holdings

Allegiances

Contacts

Enemies

Geography

Society

Occupation

Personal Background

TREASURE

One Gold Piece = 100cp, 10sp, 1gp, 1/100pp, 1/10000ad Weight = 1/50LB

Platinum	Gold	Silver	Copper	Gems
Residuum				

Other Valuables

Treasure Policy

Chest / Strongbox

FOOD

Food Supplies	Days of Food	Days of Water
	<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"/>
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	<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"/>
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WIZARD SPELL PREPARATION

Current Level	Prepared Daily	Prepared Utility
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IMPLEMENT

Name _____

Type _____

Enhancement _____

Critical _____

Power _____

Notes _____

POWER NOTES

Spell Books _____

Ritual Books _____

Dact Type _____

Dact Notes _____

Curse extra damage _____

Deity _____ Alignment _____

Divine Covenant _____

Censure Type _____

Companion Spirit Type _____

Sorcerer Source Type _____

Primal Aspect _____



MAGIC ITEMS

Name _____

Level _____ Type _____

Enhancement _____

Critical _____

Property _____

Power _____

Name _____

Level _____ Type _____

Enhancement _____

Critical _____

Property _____

Power _____

Name _____

Level _____ Type _____

Enhancement _____

Critical _____

Property _____

Power _____

Name _____

Level _____ Type _____

Enhancement _____

Critical _____

Property _____

Power _____

Name _____

Level _____ Type _____

Enhancement _____

Critical _____

Property _____

Power _____

Name _____

Level _____ Type _____

Enhancement _____

Critical _____

Property _____

Power _____

Name _____

Level _____ Item _____

Slot _____

Enhancement _____

Property _____

Power _____

Name _____

Level _____ Item _____

Slot _____

Enhancement _____

Property _____

Power _____

Name _____

Level _____ Item _____

Slot _____

Enhancement _____

Property _____

Power _____

Name _____

Level _____ Item _____

Slot _____

Enhancement _____

Property _____

Power _____

Name _____

Level _____ Item _____

Slot _____

Enhancement _____

Property _____

Power _____

Name _____

Level _____ Item _____

Slot _____

Enhancement _____

Property _____

Power _____

Ritual level	Ritual Name	Category	Component Cost	Key Skill	Time	Page #
	Notes:				Duration	PHB PHB 2

Ritual level	Ritual Name	Category	Component Cost	Key Skill	Time	Page #
	Notes:				Duration	PHB PHB 2

Ritual level	Ritual Name	Category	Component Cost	Key Skill	Time	Page #
	Notes:				Duration	PHB PHB 2

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	Notes:				Duration	PHB PHB 2

Ritual level	Ritual Name	Category	Component Cost	Key Skill	Time	Page #
	Notes:				Duration	PHB PHB 2

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	Notes:				Duration	PHB PHB 2

Ritual level	Ritual Name	Category	Component Cost	Key Skill	Time	Page #
	Notes:				Duration	PHB PHB 2

Ritual level	Ritual Name	Category	Component Cost	Key Skill	Time	Page #
	Notes:				Duration	PHB PHB 2

Ritual level	Ritual Name	Category	Component Cost	Key Skill	Time	Page #
	Notes:				Duration	PHB PHB 2

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	Notes:				Duration	PHB PHB 2

Ritual level	Ritual Name	Category	Component Cost	Key Skill	Time	Page #
	Notes:				Duration	PHB PHB 2

COMPONENTS

Alchemical Formulas / Notes

Alchemical Reagents (Arcana): _____ Gold

Mystic Salves (Heal): _____ Gold

Rare Herbs (Nature): _____ Gold

Sanctified Incense (Religion): _____ Gold

Residuum (Any): _____ Gold

MOUNTS / ANIMAL COMPANIONS



Mount's Name _____ Mount's Species _____ Size _____

Base		Modifier
STR		
CON		
DEX		
INT		
WIS		
CHA		

Senses	
Perception	
Initiative	

Score	
FORT	
REF	
WILL	

Vision _____

Speed _____

Sly _____

Total AC =

Base	Barding
------	---------

Alignment _____

Color _____

Description _____

Max HP	Bloodied	Current HP
--------	----------	------------

Notes _____

⊕ Attacks _____

⊗ Attacks _____

WAGONS / PACKS

Saddlebags _____



Wagon / Cart _____

Saddle / Wagon Notes _____

RANGER ANIMAL COMPANION

Animal's Name _____ Size _____ Vision _____

Animal's Species _____ Speed _____ / _____

Coloring _____

General Description _____

Max HP	Bloodied	Current HP
--------	----------	------------

HP Per Level

Base	
STR	
CON	
DEX	
INT	
WIS	
CHA	

AC =

Base	Level
------	-------

Skills		Bonus

Score		Base	Level
FORT			
REF			
WILL			

Attack Bonus =

Base	Level
------	-------

Notes _____

⊕ Attack _____

Combat Advantage _____

Alignment _____

Misc _____

Opportunity Attacks _____

Charge _____

Base Damage _____

BACKPACK

BAG OF HOLDING

Adventure Notes _____
