Hit Points

MAX HP

HEALING SURGES: BLOODIED | SURGE VALUE | SURGES/DAY | CURRENT USES

CURRENT HIT POINTS

TEMP HIT POINTS

Initiative

SCORE = DEX + 1/2 LEVEL

Movement

SCORE = BASE - ARMOR + ITEM/MISC

Senses

PASSIVE INSIGHT = 10 + SKILL (BASE)

PASSIVE PERCEPTION = 10 + SKILL (BASE)

Abilities

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
	STR		
	CON		
	DEX		
	INT		
	WIS		
	CHA		

Basic Attacks

ABILITY/WEAPON:

ATT BONUS + 1/2 LVL + ABIL + CLASS + PROF + FEAT

DAMAGE d + DMG BONUS = (+ ABIL + FEAT + ENH)

ABILITY/WEAPON:

ATT BONUS + 1/2 LVL + ABIL + CLASS + PROF + FEAT

DAMAGE d + DMG BONUS = (+ ABIL + FEAT + ENH)

Defenses

	10+LVL/2	ABIL	CLASS	FEAT	ENH	MISC	MISC
AC							
FORT							
REF							
WILL							

Feats

Skills

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
	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	INT			n/a	
	Stealth	DEX				
	Streetwise	CHA			n/a	
	Thievery	DEX				

Inventory

Character Info

Character Name

Level | Class | Race

Powers: At-Will

NAME:
ATTACK vs TARGET LVL OTHER
HIT / EFFECT

NAME:
ATTACK vs TARGET LVL OTHER
HIT / EFFECT

NAME:
ATTACK vs TARGET LVL OTHER
HIT / EFFECT

Powers: Utility

NAME:
ATTACK vs TARGET LVL OTHER
HIT / EFFECT

NAME:
ATTACK vs TARGET LVL OTHER
HIT / EFFECT

NAME:
ATTACK vs TARGET LVL OTHER
HIT / EFFECT

NAME:
ATTACK vs TARGET LVL OTHER
HIT / EFFECT

NAME:
ATTACK vs TARGET LVL OTHER
HIT / EFFECT

Powers: Encounter

NAME:
ATTACK vs TARGET LVL OTHER
HIT / EFFECT

NAME:
ATTACK vs TARGET LVL OTHER
HIT / EFFECT

NAME:
ATTACK vs TARGET LVL OTHER
HIT / EFFECT

NAME:
ATTACK vs TARGET LVL OTHER
HIT / EFFECT

Powers: Daily

NAME:
ATTACK vs TARGET LVL OTHER
HIT / EFFECT

NAME:
ATTACK vs TARGET LVL OTHER
HIT / EFFECT

NAME:
ATTACK vs TARGET LVL OTHER
HIT / EFFECT

NAME:
ATTACK vs TARGET LVL OTHER
HIT / EFFECT