

CHARACTER NAME

LEVEL

RACE

GENDER

ALIGNMENT

CLASS

PARAGON

DESTINY

DUNGEONS & DRAGONS

	SCORE	MOD
STR		
CON		
DEX		
INT		
WIS		
CHA		

AC	
FORT	
REF	
WILL	

	1/2 LEVEL	ABILITY MOD	ARMOR BONUS	MISC MOD	MISC MOD	SHIELD BONUS
10 +						
	1/2 LEVEL	ABILITY MOD	CLASS BONUS	MISC MOD	MISC MOD	SHIELD BONUS
10 +						
10 +						
10 +						

RESISTANCES

SAVING THROW BONUSES

DEFENSE & HEALING NOTES



CURRENT HP

BLOODIED

1/2 HP

TEMPORARY HP

DEATH SAVES

HEALING SURGE = $\frac{1}{4}$ HP + +

SURGES/DAY = + +

SECOND WIND

SURGES USED



INITIATIVE = $\frac{1}{2}$ LEVEL + + +

SPEED = - + +



VISION

PASSIVE INSIGHT

PASSIVE PERCEPTION

BASIC ATTACK / POWER	At-Will	ENCOUNTER	DAILY	ATTACK	DEFENSE	DAMAGE
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ACTION POINTS

MILESTONES

ADDITIONAL AP EFFECTS

COMBAT & POWER NOTES

WEAPONS & IMPLEMENTS

WEAPON / IMPLEMENT	RANGE	ATTACK MOD	1/2 LEVEL	PROF	ENH	MISC MOD	MISC MOD	DAMAGE	FEAT	ENH	MISC MOD	PROPERTIES / NOTES

	SKILL MOD	1/2 LEVEL	ABILITY MOD	TRAINED	RACIAL MOD	MISC MOD	ARMOR PENALTY
ACROBATICS (DEX)							
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)							

