Character Name | Level | Race | Gender | Alignment

Class | Paragon | Destiny

Dungeons & Dragons

	Score	Mod
Str		
Con		
Dex		
Int		
Wis		
Cha		

AC	
Fort	
Ref	
Will	

AC = 10 + ½ Level + Ability Mod + Armor Bonus + Misc Mod + Misc Mod + Shield Bonus

Fort = 10 + ½ Level + Ability Mod + Class Bonus + Misc Mod + Misc Mod

Ref = 10 + ½ Level + Ability Mod + Class Bonus + Misc Mod + Misc Mod + Shield Bonus

Will = 10 + ½ Level + Ability Mod + Class Bonus + Misc Mod + Misc Mod

Resistances

Saving Throw Bonuses

Defense & Healing Notes

HP

½ HP

Bloodied

Current HP

Temporary HP

Death Saves

Healing Surge = ¼ HP + Misc Mod + Misc Mod

Surges/Day = Class Base + Con Mod + Bonus

Second Wind

Surges Used

Combat

Initiative = ½ Level + Dex Mod + Misc Mod

Speed = Base − Armor Penalty + Misc Mod + Misc Mod

Basic Attack / Power	At-Will	Encounter	Daily	Attack	vs	Defense	Damage

Action Points

Milestones

Additional AP Effects

Combat & Power Notes

Weapons & Implements

Weapon / Implement	Range	Attack Mod	½ Level	Prof	Enh	Misc Mod	Misc Mod	Damage	Feat	Enh	Misc Mod	Properties / Notes

Skills

Vision

Passive Insight

Passive Perception

	Skill Mod	½ 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)							

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Hair | Eyes | Height | Weight | Age | Size

Appearance | Deity

Feats

	Book & Page #		Book & Page #

Features

	Book & Page #		Book & Page #

Valuables

Platinum	
Gold	
Silver	
Copper	

Astral Diamonds | Residuum

50 coins = 1 lbs 10 cp = 1 sp, 10 sp = 1 gp, 100 gp = 1 pp, 100 pp = 1 ad

Languages

Equipment

Equipment Worn

		Armor Bonus	Speed Penalty	Check Penalty	Weight
Armor					
Notes					

Head		Neck	
Notes		Notes	
Arms		Hands	
Notes		Notes	
Left Ring		Right Ring	
Notes		Notes	
Waist		Feet	
Notes		Notes	

Equipment Carried

	Weight		Weight

Normal Load Str x 10 | Heavy Load Str x 20 (slowed) | Maximum Drag Load Str x 50 (slowed) | Current Weight Carried

Experience

Current XP | Next Level