Dun	1C		<u>@</u>		\$	QD RAC		S	Player Name	CHARA	acter Shee	EΠ
aracter Name						Level Class		Paragon Path	Epic De	stiny	Total XP	
e INI	TIATI	Siz	ze	Age	Gei		Alignment	Deity	Adventurin	g Company or Oth MOVEM		
SCORE		1/2 LEV	VEL		MISC			ENH MISC MISC	SCORE	MOVE.		MISC
Initiative NOTITIONAL MODIFIERS						AC	ADIL CLASS FEAT	ENH MISC MISC	Special MOVEMENT	ed (Squares)		
ABILI		OR				CONDITIONAL BONUSES				SENS	ES	
SCORE ABILITY STR	ABI	L MOD	_	MOD+	1/2 LVL		ABIL CLASS FEAT	ENH MISC MISC	SCORE PASSIVE S		BASE SKILL B	BONUS
Strength	=		4		۲,	FORT			Passiv	e Insight	10 +	_
Constitution	_			_		CONDITIONAL BONUSES			Passiv	e Perception	10 +	
DEX			7			DEFENSE 10 + 1/2 LVL	ABIL CLASS FEAT	ENH MISC MISC	SPECIAL SENSES			
Dexterity						REF			A ^T	TACK WO	RKSPACE	
IN I Intelligence						CONDITIONAL BONUSES			ABILITY:			
VAVIC	_		7	_	-,	DEFENSE 1/2 LVL	ABIL CLASS FEAT	ENH MISC MISC	ATT BONUS	1/2 LVL ABIL CLA	ASS PROF FEAT ENH	MISC
Wisdom						WILL			+			
CHA						CONDITIONAL BONUSES			ABILITY: ATT BONUS	1/2 IVI ADII CI	ASS PROF FEAT ENH	MIS
Hin	POI	NTS				ACTIO	ON POINTS		+	1/2 LVL ABIL CL/	133 PROF FEAT ENH	MIS
X HP		HE	ALING	G SURG			MILESTON		<u> </u>			느
BLOODIED	<u>'</u>	SURGE	VALUE	SUR	GES/DAY	Action Poin	1 2	2 3	ABILITY:	MAGE WO	ORKSPACE	
1/2 HP	_ L	1/4	НР	JL		ADDITIONAL EFFECTS FOR SPEND	DING ACTION POINTS	S	DAMAGE	Al	BIL FEAT ENH MISC	MIS
ENT HIT POINTS		-, -		RENT SUR	RGE USES	RACE	FEATURES					Г
						ABILITY SCORE MODS			ABILITY:			
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SECOND WIND	1/ENCO	UNTE	R	USED								
PORARY HIT POINTS										BASIC AT	TACKS	
DEATH SAVIN	NG THRO	OW FA	AILURE	S					ATTACK DEFE	NSE WEAPON O	R POWER DAM	IAGE
NG THROW MODS									vs	╡		
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RENT CONDITIONS AND EFFE	CTS					1				┪──		
						CLASS / PATH	/ DESTINY	/ FEATURES	vs			
			OD TR	ND ARMO	OR	,				_FF AT	·c	
JS SKILL NAME		+ 1/2 LV	VL (+5	5) PENA	OR LTY MISC					FEAT	3	
Acrobatics	DEX	\vdash		_		I —						
Arcana	INT			n/a	_				-			
Athletics	STR	느										—
Bluff	СНА			n/a	_							—
Diplomacy	СНА	느	ļ Ļ	n/a		l						
Dungeoneering	WIS	느	Ļ	n/a	_							
Endurance	CON	$oxed{oxed}$										
Heal	WIS			n/a		. ———						
History	INT			n/a								
Insight	WIS			n/a								
Intimidate	СНА			n/a								
Nature	wis			n/a								
Perception	WIS			n/a								
Religion	INT			n/a		LANGUA	GES KNO	WN	_			
Stealth	DEX		jĖ									
Streetwise	CHA	\vdash	i F									
Thievery	DEX	Н		n/a								
Tillevery	DEX		J L									

			4. 4
	POWER INDEX	MAGIC ITEM INDEX	4
	List your powers below. Check the box when the power is used. Clear the box when the power renews.	List your powers below. Check the box when the power is used. Clear the box when the power renews.	l l
	Check the box when the power is used. Clear the box when the power renews.	Check the box when the power is used. Clear the box when the power renews.	*
4	AT-WILL POWERS	MAGIC ITEMS	
41	AI-WILL FOWERS	WEAPON WEAPON	
		WEAPON	
		WEAPON	
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		WEAFON	
		ARMOR	
		ARMS	
6 +	ENCOUNTER POWERS		Ti .
		HANDS	
\vdash		HEAD	*
			PERSONALITY TRAITS
		NECK	
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↔	DAILY POWERS		
	П		MANNERISMS AND APPEARANCE
\vdash			
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(+	UTILITY POWERS	П	
`.			CHARACTER BACKGROUND
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		Daily Item Powers Per Day	
		Heroic (1-10) Milestone / / / /	COMPANIONS AND ALLIES
-			NAME NOTES
		Paragon (11-20) Milestone ////	NAME NOTES
	П	Epic (21-30)	NAME NOTES
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64	OTHER EQUIPMENT	RITUALS	NAME NOTES
4.	OTTIER EQUIT MENT	KITOALS	NAME NOTES
			NAME NOTES
			NAME NOTES
_	_		NOIES
_			NAME NOTES
			SESSION AND CAMPAIGN NOTES
(+	COINS AND O	THER WEALTH	
	COINS AND O		
1			