DUNGE	ons 🔬 Drag	ONS Player N	CHARACTER	Sheet
Character Name	Level Class	Paragon Path	Epic Destiny	Total XP
Race Size	Age Gender Height Weight	Alignment Deity	Adventuring Company or Other Affiliation	ns
INITIATIVE	<u> </u>	FENSES	MOVEMENT	-
SCORE DEX 1/2 LEVEL	MISC SCORE 10 + AR DEFENSE 1/2 LVL A	MOR / BIL CLASS FEAT ENH MISC MISC	BASE ARM	NOR ITEM MISC
			Speed (Squares)	
	CONDITIONAL BONUSES	SPECIAL		
SCORE ABILITY ABIL MOD	-	BIL CLASS FEAT ENH MISC MISC SCORE	SENSES PASSIVE SENSE BASE	SKILL BONUS
STR	DEFENSE 1/2 LVL A	BIL CLASS FEAT ENH MISC MISC SCORE	Passive Insight 10	+
	CONDITIONAL BONUSES	╺┷╼┶┶┶┷┛╎══		
Constitution		SPECIAL	Passive Perception 10	+
DEX	REF	ABIL CLASS FEAT ENH MISC MISC SPECIAL		
	CONDITIONAL BONUSES	ABILITY	ATTACK WORKSPAG	CE -
Intelligence	10 +	ATT BO		EAT ENH MISC
WIS	DEFENSE 1/2 LVL A	BIL CLASS FEAT ENH MISC MISC		
CHA	CONDITIONAL BONUSES	ABILITY	f:	
Charisma			NUS 1/2 LVL ABIL CLASS PROF FI	EAT ENH MISC
HIT POINTS MAX HP HEAL		MILESTONES ACTION POINTS		
BLOODIED SURGE VAL			DAMAGE WORKSPA	ICE
1/2 HP 1/4 HP	ADDITIONAL EFFECTS FOR SPEND	ING ACTION POINTS ABILITY		NH MISC MISC
	CURRENT SURGE USES	FEATURES		
	ABILITY SCORE MODS	ABILITY	f:	المسلمسلمي
		DAMAG	GE ABIL FEAT E	ENH MISC MISC
SECOND WIND 1/ENCOUNTER TEMPORARY HIT POINTS	USED			
			BASIC ATTACKS	
DEATH SAVING THROW FAIL		ATTACK	C DEFENSE WEAPON OR POWER	DAMAGE
SAVING THROW MODS		[	╡┝═╡────	
RESISTANCES			vs	
CURRENT CONDITIONS AND EFFECTS			vs	
			vs	
KILLS		DESTINY FEATURES		
BONUS SKILL NAME + 1/2 LVL	TRND ARMOR (+5) PENALTY MISC		FEATS	
Acrobatics DEX				
Arcana INT				
Athletics STR				
Bluff CHA				
Diplomacy CHA	n/a			
Dungeoneering WIS				
Endurance CON	<u> </u>			
Heal wis				
History INT	n/a			
Insight WIS				
Intimidate CHA				
Nature wis				
Perception WIS				
Religion INT	LANGUA	GES KNOWN		
Stealth DEX	L			
Streetwise CHA				
Thievery DEX				

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	POWER INDEX	MAGIC	TEM INDEX			
List your powers below. Check the box when the power is used. Clear the box when the power renews.		List your Check the box w	<sup>,</sup> powers below. hen the power is used. hen the power renews.			
Clear the box when the power is used. Clear the box when the power renews.		Clear the box w	hen the power renews.			*
*	AT-WILL POWERS		IC ITEMS			
		WEAPON	Г			
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		WEAPON				
		ARMOR				
		ARMS		11		
		FEET		1 th		
*	ENCOUNTER POWERS	HANDS		- 11		
		HEAD			PERSONALITY TRAITS	*
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		RING		-		
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		WAIST				
*	DAILY POWERS					
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*	UTILITY POWERS					
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		Daily Item	Powers Per Day			
		Heroic (1-10)	Milestone ////////////////////////////////////		MPANIONS AND ALL	IES 😽
		Paragon (11-20)	Milestone ////////////////////////////////////	NAME	NOTES	
		Epic (21-30)	Milestone ///////	NAME	NOTES	
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