



# CHARACTER CODEX



CHARACTER NAME



## WEAPON CHART

| WEAPON  | PROF. | DAMAGE | RANGE | PRICE | WEIGHT   | GROUP                | PROPERTIES             |
|---|-------|--------|-------|-------|----------|----------------------|------------------------|
| <b>SIMPLE MELEE WEAPONS</b>   |       |        |       |       |          |                      |                        |
| <i>One-Handed</i>   |       |        |       |       |          |                      |                        |
| Club  | +2    | 1d6    | —     | 1 gp  | 3 lb.    | Mace                 | —                      |
| Dagger  | +3    | 1d4    | 5/10  | 1 gp  | 1 lb.    | Light blade          | Off-hand, light thrown |
| Javelin   | +2    | 1d6    | 10/20 | 5 gp  | 2 lb.    | Spear                | Heavy thrown           |
| Mace  | +2    | 1d8    | —     | 5 gp  | 6 lb.    | Mace                 | Versatile              |
| Sickle  | +2    | 1d6    | —     | 2 gp  | 2 lb.    | Light blade          | Off-hand               |
| Spear   | +2    | 1d8    | —     | 5 gp  | 6 lb.    | Spear                | Versatile              |
| <i>Two-Handed</i>   |       |        |       |       |          |                      |                        |
| Greatclub   | +2    | 2d4    | —     | 1 gp  | 10 lb.   | Mace                 | —                      |
| Morningstar   | +2    | 1d10   | —     | 10 gp | 8 lb.    | Mace                 | —                      |
| Quarterstaff  | +2    | 1d8    | —     | 5 gp  | 4 lb.    | Staff                | —                      |
| Scythe  | +2    | 2d4    | —     | 5 gp  | 10 lb.   | Heavy blade          | —                      |
| <b>MILITARY MELEE WEAPONS</b>   |       |        |       |       |          |                      |                        |
| <i>One-Handed</i>   |       |        |       |       |          |                      |                        |
| Battleaxe   | +2    | 1d10   | —     | 15 gp | 6 lb.    | Axe                  | Versatile              |
| Flail   | +2    | 1d10   | —     | 10 gp | 5 lb.    | Flail                | Versatile              |
| Handaxe   | +2    | 1d6    | 5/10  | 5 gp  | 3 lb.    | Axe                  | Off-hand, heavy thrown |
| Longsword   | +3    | 1d8    | —     | 15 gp | 4 lb.    | Heavy blade          | Versatile              |
| Scimitar  | +2    | 1d8    | —     | 10 gp | 4 lb.    | Heavy blade          | High crit              |
| Short sword   | +3    | 1d6    | —     | 10 gp | 2 lb.    | Light blade          | Off-hand               |
| Throwing hammer   | +2    | 1d6    | 5/10  | 5 gp  | 2 lb.    | Hammer               | Off-hand, heavy thrown |
| Warhammer   | +2    | 1d10   | —     | 15 gp | 5 lb.    | Hammer               | Versatile              |
| War pick  | +2    | 1d8    | —     | 15 gp | 6 lb.    | Pick                 | High crit, versatile   |
| <i>Two-Handed</i>   |       |        |       |       |          |                      |                        |
| Falchion  | +3    | 2d4    | —     | 25 gp | 7 lb.    | Heavy blade          | High crit              |
| Glaive  | +2    | 2d4    | —     | 25 gp | 10 lb.   | Heavy blade, polearm | Reach                  |
| Greataxe  | +2    | 1d12   | —     | 30 gp | 12 lb.   | Axe                  | High crit              |
| Greatsword  | +3    | 1d10   | —     | 30 gp | 8 lb.    | Heavy blade          | —                      |
| Halberd   | +2    | 1d10   | —     | 25 gp | 12 lb.   | Axe, polearm         | Reach                  |
| Heavy flail   | +2    | 2d6    | —     | 25 gp | 10 lb.   | Flail                | —                      |
| Longspear   | +2    | 1d10   | —     | 10 gp | 9 lb.    | Polearm, spear       | Reach                  |
| Maul  | +2    | 2d6    | —     | 30 gp | 12 lb.   | Hammer               | —                      |
| <b>SUPERIOR MELEE WEAPONS</b>   |       |        |       |       |          |                      |                        |
| <i>One-Handed</i>   |       |        |       |       |          |                      |                        |
| Bastard sword   | +3    | 1d10   | —     | 30 gp | 6 lb.    | Heavy blade          | Versatile              |
| Katar   | +3    | 1d6    | —     | 3 gp  | 1 lb.    | Light blade          | Off-hand, high crit    |
| Rapier  | +3    | 1d8    | —     | 25 gp | 2 lb.    | Light blade          | —                      |
| <i>Two-Handed</i>   |       |        |       |       |          |                      |                        |
| Spiked chain  | +3    | 2d4    | —     | 30 gp | 10 lb.   | Flail                | Reach                  |
| <b>IMPROVED MELEE WEAPONS</b>   |       |        |       |       |          |                      |                        |
| <i>One-Handed</i>   |       |        |       |       |          |                      |                        |
| Any*  | n/a   | 1d4    | —     | —     | 1–5 lb.  | None                 | —                      |
| Unarmed attack  | n/a   | 1d4    | —     | —     | —        | Unarmed              | —                      |
| <i>Two-Handed</i>   |       |        |       |       |          |                      |                        |
| Any*  | n/a   | 1d8    | —     | —     | 6–12 lb. | None                 | —                      |
| * Improved weapons include anything you happen to pick up, from a mug of ale to a barstool. |       |        |       |       |          |                      |                        |
| <b>RANGED WEAPONS</b>   |       |        |       |       |          |                      |                        |
| <b>SIMPLE RANGED WEAPONS</b>  |       |        |       |       |          |                      |                        |
| <i>One-Handed</i>   |       |        |       |       |          |                      |                        |
| Hand crossbow   | +2    | 1d6    | 10/20 | 25 gp | 2 lb.    | Crossbow             | Load free              |
| Sling   | +2    | 1d6    | 10/20 | 1 gp  | 0 lb.    | Sling                | Load free              |
| <i>Two-Handed</i>   |       |        |       |       |          |                      |                        |
| Crossbow  | +2    | 1d8    | 15/30 | 25 gp | 4 lb.    | Crossbow             | Load minor             |
| <b>MILITARY RANGED WEAPONS</b>  |       |        |       |       |          |                      |                        |
| <i>Two-Handed</i>   |       |        |       |       |          |                      |                        |
| Longbow   | +2    | 1d10   | 20/40 | 30 gp | 3 lb.    | Bow                  | Load free              |
| Shortbow  | +2    | 1d8    | 15/30 | 25 gp | 2 lb.    | Bow                  | Load free, small       |
| <b>SUPERIOR RANGED WEAPONS</b>  |       |        |       |       |          |                      |                        |
| <i>One-Handed</i>   |       |        |       |       |          |                      |                        |
| Shuriken (5)  | +3    | 1d4    | 6/12  | 1 gp  | 1/2 lb.  | Light blade          | Light thrown           |
| <b>IMPROVED RANGED WEAPONS</b>  |       |        |       |       |          |                      |                        |
| <i>One-Handed</i>   |       |        |       |       |          |                      |                        |
| Any*  | n/a   | 1d4    | 5/10  | —     | 1 lb.    | None                 | —                      |
| * Improved weapons include anything you happen to pick up, from a rock to a bottle.         |       |        |       |       |          |                      |                        |

CHARACTER NAME

LEVEL CLASS

XP

PARAGON PATH

EPIC DESTINY

### INITIATIVE

| Score                | Dex                  | ½ Level              | Misc.                |
|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

### DEFENSES

| 10+½ Level           | Armor/Ability        | Class                | Feat                 | Enh                  | Misc                 |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

### HIT POINTS

| MAX HP               | BLOODIED                  | HEALING SURGES   |
|----------------------|---------------------------|--|
| <input type="text"/> | <input type="text"/>      | Surge Value <input type="text"/> Surges/Day <input type="text"/> |
|                      | ½ HP <input type="text"/> | ¼ HP <input type="text"/>  |

### ABILITY SCORES

| Score | Ability | Ability Modifier | Modifier + ½ Level |
|-------|---------|------------------|--------------------|
|-------|---------|------------------|--------------------|

**STR**  
Strength

**CON**  
Constitution

**DEX**  
Dexterity

**INT**  
Intelligence

**WIS**  
Wisdom

**CHA**  
Charisma

AC

FORT

REF

WILL

Current HP  Current Surges Used

SECOND WIND  USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODIFIERS

CURRENT CONDITIONS AND EFFECTS

### POWER INDEX

RANGED/CLOSE/BURST

AT-WILL POWERS

ENCOUNTER POWERS

DAILY POWERS

UTILITY POWERS

### ACTION POINTS

ACTION POINTS

| MILESTONES | ACTION POINTS |
|------------|---------------|
| 0          | 1             |
| 1          | 2             |
| 2          | 3             |

Additional Effects for Spending Action Points

### MOVEMENT

Score  Base  Armor  Item  Misc

SPEED

SPECIAL MOVEMENT

### SENSES

SCORE PASSIVE SENSE BASE SKILL BONUS

PASSIVE INSIGHT 10 +

PASSIVE PERCEPTION 10 +

### ATTACK WORKSPACE

Ability:

ATTACK BONUS ½LVL ABILITY CLASS PROF FEAT ENH MISC

### DAMAGE WORKSPACE

Ability:

DAMAGE ABILITY FEAT ENH MISC MISC

### BASIC ATTACKS

ATTACK DEFENSE WEAPON OR POWER DAMAGE

|                      |    |                      |                      |                      |
|----------------------|----|----------------------|----------------------|----------------------|
| <input type="text"/> | VS | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | VS | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | VS | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | VS | <input type="text"/> | <input type="text"/> | <input type="text"/> |

















# ADVANCEMENT

## STARTING ABILITY SCORES

STR    DEX    CON    INT    WIS    CHA    STARTING HP

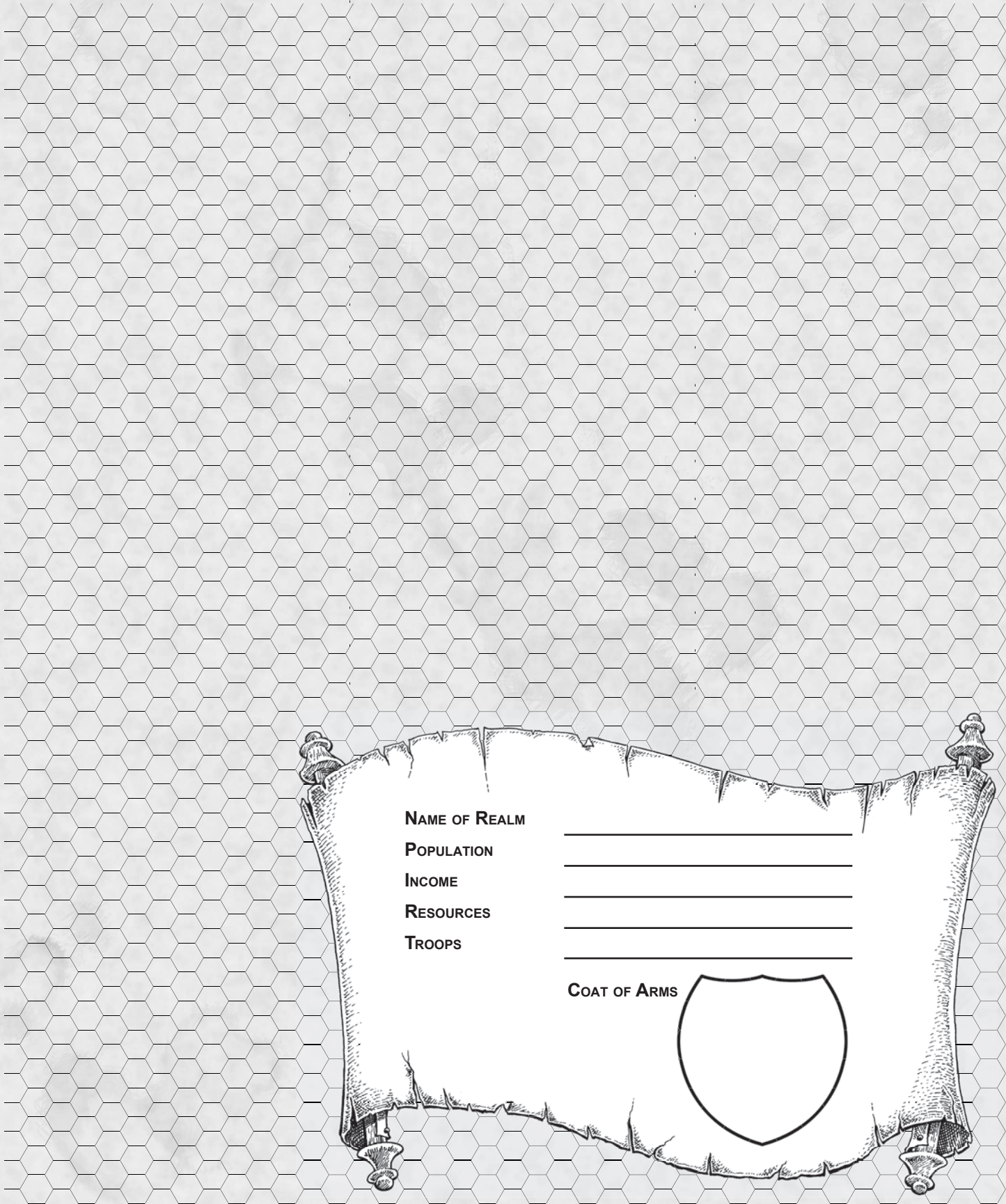


| LEVEL | HP TOTAL | ABILITY SCORE INCREASE | POWER | FEAT | FEATURE |
|-------|----------|------------------------|-------|------|---------|
| 2     |          |                        |       |      |         |
| 3     |          |                        |       |      |         |
| 4     |          |                        |       |      |         |
| 5     |          |                        |       |      |         |
| 6     |          |                        |       |      |         |
| 7     |          |                        |       |      |         |
| 8     |          |                        |       |      |         |
| 9     |          |                        |       |      |         |
| 10    |          |                        |       |      |         |
| 11    |          |                        |       |      |         |
| 12    |          |                        |       |      |         |
| 13    |          |                        |       |      |         |
| 14    |          |                        |       |      |         |
| 15    |          |                        |       |      |         |
| 16    |          |                        |       |      |         |
| 17    |          |                        |       |      |         |
| 18    |          |                        |       |      |         |
| 19    |          |                        |       |      |         |
| 20    |          |                        |       |      |         |
| 21    |          |                        |       |      |         |
| 22    |          |                        |       |      |         |
| 23    |          |                        |       |      |         |
| 24    |          |                        |       |      |         |
| 25    |          |                        |       |      |         |
| 26    |          |                        |       |      |         |
| 27    |          |                        |       |      |         |
| 28    |          |                        |       |      |         |
| 29    |          |                        |       |      |         |
| 30    |          |                        |       |      |         |





# DOMINION

A decorative scroll with a torn, aged appearance, containing a form for recording realm statistics and a coat of arms. The scroll is held by four decorative rings at the corners.


**NAME OF REALM** \_\_\_\_\_

**POPULATION** \_\_\_\_\_

**INCOME** \_\_\_\_\_

**RESOURCES** \_\_\_\_\_

**TROOPS** \_\_\_\_\_

**COAT OF ARMS** 







ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES

ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES

ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES

ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES



ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES

ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES

ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES

ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES





ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES

ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES

ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES

ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES



# ADVENTURE JOURNAL

ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES

ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES

ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_

VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES

ADVENTURE NAME \_\_\_\_\_ LOCATION \_\_\_\_\_



VILLAINS/MONSTERS DEFEATED \_\_\_\_\_

TREASURE GAINED \_\_\_\_\_

NOTES





|  |                      |                                   |                                  |  |  |                                  |
|--|----------------------|-----------------------------------|----------------------------------|--|--|----------------------------------|
|  | <input type="text"/> | <b>SPEED</b> <input type="text"/> | <b>WILL</b> <input type="text"/> |  |  |                                  |
|  | <input type="text"/> |                                   |                                  |  | <b>PASSIVE PERCEPTION</b> <input type="text"/> | <b>REF</b> <input type="text"/>  |
|  | <input type="text"/> |                                   |                                  |  | <b>PASSIVE INSIGHT</b> <input type="text"/>    | <b>FORT</b> <input type="text"/> |
| <b>CLASS</b>   |                      | <b>RACE</b>                       |                                  | <b>NAME</b>  |  |                                  |

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| ARMOR                        | Minimum Bonus | Enhancement Bonus | Check | Speed | Price (gp) | Weight |
|------------------------------|---------------|-------------------|-------|-------|------------|--------|
| <b>CLOTH ARMOR (LIGHT)</b>   |               |                   |       |       |            |        |
| Cloth armor (basic clothing) | —             | +0                | —     | —     | 1          | 4 lb.  |
| Feyweave armor               | +1            | +4                | —     | —     | special    | 5 lb.  |
| Starweave armor              | +2            | +6                | —     | —     | special    | 3 lb.  |
| <b>LEATHER ARMOR (LIGHT)</b> |               |                   |       |       |            |        |
| Leather armor                | +2            | —                 | —     | —     | 25         | 15 lb. |
| Feyleather armor             | +3            | +4                | —     | —     | special    | 15 lb. |
| Starleather armor            | +4            | +6                | —     | —     | special    | 15 lb. |
| <b>HIDE ARMOR (LIGHT)</b>    |               |                   |       |       |            |        |
| Hide armor                   | +3            | —                 | -1    | —     | 30         | 25 lb. |
| Darkhide armor               | +4            | +4                | -1    | —     | special    | 25 lb. |
| Elderhide armor              | +5            | +6                | -1    | —     | special    | 25 lb. |
| <b>CHAINMAIL (HEAVY)</b>     |               |                   |       |       |            |        |
| Chainmail                    | +6            | —                 | -1    | -1    | 40         | 40 lb. |
| Forgemail                    | +9            | +4                | -1    | -1    | special    | 40 lb. |
| Spiritmail                   | +12           | +6                | -1    | -1    | special    | 40 lb. |
| <b>SCALE ARMOR (HEAVY)</b>   |               |                   |       |       |            |        |
| Scale armor                  | +7            | —                 | —     | -1    | 45         | 45 lb. |
| Wyrmscale armor              | +10           | +4                | —     | -1    | special    | 45 lb. |
| Elderscale armor             | +13           | +6                | —     | -1    | special    | 45 lb. |
| <b>PLATE ARMOR (HEAVY)</b>   |               |                   |       |       |            |        |
| Plate armor                  | +8            | —                 | -2    | -1    | 50         | 50 lb. |
| Warplate armor               | +11           | +4                | -2    | -1    | special    | 50 lb. |
| Godplate armor               | +14           | +6                | -2    | -1    | special    | 50 lb. |
| <b>SHIELD</b>                |               |                   |       |       |            |        |
| Light shield                 | +1            | —                 | —     | —     | 5          | 6 lb.  |
| Heavyshield                  | +2            | —                 | -2    | —     | 10         | 15 lb. |

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