

ABIL	ITIES AN	D SKILL	S	COMBAT STATIS	TICS
Strength	h	MODIFIER	CHECK	Initiative	Speed
	ures your physical	power.			our speed is the number f squares you can move
Athletics	Trained	MISC.	CHECK	W	vith a move action.
Constitu	ution	MODIFIER	CHECK	DEFENSES	
Constitution re	presents health, st			Armor Class (AC)	
Endurance	☐ Trained	MISC.	CHECK	AC measures how hard it is to physically	land an attack on you.
Dexterity measured	ty sures coordination,	MODIFIER	CHECK	Fortitude Fortitude measures your toughness and	rasilianca
Acrobatics	Trained	MISC.	CHECK		resinence.
Stealth	☐ Trained	MISC.	CHECK	Reflex Reflex measures your ability to deflect of	ov do dao attacke
Thievery	☐ Trained	MISC.	CHECK		n abage attacks.
Intellige	nce	MODIFIER	CHECK	Will Will measures your strength of will, self	dissipling and
AMERICAN PROPERTY AND ADDRESS OF THE PERSON NAMED AND ADDRESS	scribes how well yo	And an internal control of		devotion.	-aiscipiine, and
Arcana	☐ Trained	MISC.	CHECK	Attack Bonus WEAPON AP	
History	☐ Trained	MISC.	CHECK	Attack Bonus WEAPON AP	OWER DAMAGE
Religion	☐ Trained	MISÇ.	CHECK	Attack Bonus WEAPON/P	OWER DAMAGE
Wisdom	1	MODIFIER	CHECK	When you attack, roll a d20 and add you the result to the monster's defense to see	
	ires common sense	e, self-discipline, a	nd empathy.	roll damage.	
Dungeoneerin		MISC.	CHECK	Hit Points Blo	odied
Heal	☐ Trained	MISC.	CHECK	Your hit points measure the damage you unconscious. Your bloodied value is half o	
Insight Nature	☐ Trained	MISC.	CHECK	(rounded down).	
Perception	☐ Trained	MISC.	CHECK	Healing Surge Value Surges Per Day	
		HHDC.	CHECK	When you spend a healing surge, you reg	
Charisma	na sures force of perso	MODIFIER	CHECK	your healing surge value, which is one-qu (rounded down).	arter of your hit points
Bluff	Trained	MISC.	CHECK :	CHARTAITHE	
Diplomacy	Trained	MISC.	CHECK	CURRENT HIT PO	INIS
Intimidate	☐ Trained	MISC.	СНЕСК		
Streetwise	☐ Trained	MISC.	СНЕСК	Temporary Hit Points	Surges Used
201					
POWERS AND FEATS				EQUIPMENT AND MA	CIC ITEMS
		>		EQUIPMENT AND MA	dic II LMS
				ACTIONS IN COM	ИВАТ
				On your turn in combat, you can take thre	
WEALTH				A standard action, which is usually an attack	
				 A move action, which involves movement A minor action, which is simple and quick 	

Class:	_ Level:
Race:	_ Gender:
Alignment:	
Languages:	

CHARACTER NOTES

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Use this space however you like: to record what happens on your adventures, track quests, describe your background and goals, note the names of the other characters in your party, or draw a picture of your character.

EXPERIENCE POINTS (XP)

XP for next level:

You can give up an action to take another action from lower on