

Make the brown text invisible by hiding the layer "example character".

DUNGEONS & DRAGONS

TEMPORARY
HIT POINTS
ARE BEST
SHOWN
WITH DICES

HIT POINTS
+200
+100
+50

USE A PAPER CLIP

CHARACTER NAME **Rain** LEVEL (LVL) **5** TOTAL XP **5500** VISION **low-light** ALIGNMENT **Good** PARAGON PATH

RACE **Razorclaw** CLASS **Avenger**

HEIGHT WEIGHT SIZE **M** AGE GENDER **F**

DEITY **Pelor** EPIC DESTINY

ABILITY SCORES P. 18

SKILLS P. 180

F FEATS 196, 204, 207 (PHP 1) 186, 192, 195 (PHP 2)

SCORE	ABILITY	ABIL. MOD.	MOD. + 1/2 LVL
8	STR STRENGTH	-1	1
11	CON CONSTITUTION	0	2

ABILITY	BONUS	MISC.
<input type="radio"/> Athletics*		
<input type="radio"/> Endurance*		

= TRAINED (+5 TO BONUS)
BONUS = TRAINED + MISC.
*ARMOR PENALTY:
±0 -1 -2 -3 -4

F1 **WEAPON PROF: Ugrgrosh**

F2 **MELEE TRAINING: wisdom**

F3 **COMBAT MEDIC: Heal +2, minor**

SCORE	ABILITY	ABIL. MOD.	MOD. + 1/2 LVL
17	DEX DEXTERITY	3	5
10	INT INTELLIGENCE	0	2

ABILITY	BONUS	MISC.
<input checked="" type="checkbox"/> Acrobatics*	7	2
<input type="radio"/> Stealth*	2	2
<input type="radio"/> Thievery*		

F4

F5

F6

SCORE	ABILITY	ABIL. MOD.	MOD. + 1/2 LVL
21	WIS WISDOM	5	7
10	CHA CHARISMA	0	2

ABILITY	BONUS	MISC.
<input type="radio"/> Arcana		
<input type="radio"/> History		
<input checked="" type="checkbox"/> Religion	5	

F7

F8

F9

8-9: -1 12-13: +1 16-17: +3 20-21: +5
10-11: ±0 14-15: +2 18-19: +4 +2: +1

ABILITY	BONUS	MISC.
<input type="radio"/> Dungeoneering		
<input checked="" type="checkbox"/> Heal	7	2
<input type="radio"/> Nature		

F10

F11

F12

C CLASS FEATURES CLASS PAGE 32

R RACIAL TRAITS RACE PAGE 16

PROFICIENCIES

<input checked="" type="checkbox"/> SIMPLE MELEE	<input checked="" type="checkbox"/> SIMPLE RANGED	<input checked="" type="checkbox"/> CLOTH	<input type="checkbox"/> CHAINMAIL
<input checked="" type="checkbox"/> MILITARY MELEE	<input type="checkbox"/> MILITARY RANGED	<input type="checkbox"/> LEATHER	<input type="checkbox"/> SCALE
<input type="checkbox"/> LIGHT SHIELD	<input type="checkbox"/> HEAVY SHIELD	<input type="checkbox"/> HIDE	<input type="checkbox"/> PLATE

LANGUAGES
Common, elven

C1 **ARMOR OF FAITH: +3 AC if**

R1 **RAZERCLAW SHIFTING (power)**

C2 **wearing cloth and no shield.**

R2

C3 **CENCURE OF PERSUIT: 2+dex**

R3

C4 **extra dam. if target moves away.**

R4

C5 **CHANNEL DIVINITY max 1/enc.**

R5

C6 **OATH OF ENMITY (power)**

R6

C7

R7

C8

EQUIPMENT & COINS

C9

Adventure's kit

C10

Ugrgrosh

C11

Plate armor

C12

Holy symbol

C13

10 gp

C14

M MAGIC ITEMS P. 227 (PHP 1) P. 197 (PHP 2)

C15

M1 **Rending Ugrgrosh +1. If crit,**

C16

M2 **make extra basic melee attack**

C17

M3 **Impostor's plate armor +2. +2**

C18

M4 **Bluff. Polymorph (minor) to cloth.**

C19

M5

C20

M6

C21

M7

C22

M8

C23

M9

C24

M10

C25

M11

M12

M13

M14

M15

TEMPORARY HIT POINTS ARE BEST SHOWN WITH A DIE.
OTHERWISE, YOU CAN USE A SECOND PAPER CLIP.

HIT POINTS (HP) GAINED PER LVL **6** USED SURGES

Total HP **49** Surges/day **7**

Bloodied **24** Surge value **12**
1/2 HP 1/4 HP

DEATH SAVES

SAVING THROW MODS

RESISTANCES

SECOND WIND 1/ENCOUNTER

Additional effects

ATTACK WORKSPACE

BONUS ABILITY ABIL. MOD. PROF. FEAT ENH. MISC. MISC.

8 = wis **5+2** **+1** **+ +**

REFERENCE **M1**

2 if plate

BONUS ABILITY ABIL. MOD. PROF. FEAT ENH. MISC. MISC.

5 = wis **5+ +** **+ +**

REFERENCE

RANGE

WEAPON **Urgrosh** type of weapon here

DAMAGE [W] FEAT ENH. MISC. MISC.

1d12+1=1d12+ **+1** **+ +**

REFERENCE **M1**

WEAPON

DAMAGE [W] FEAT ENH. MISC. MISC.

REFERENCE

WEAPON

DAMAGE [W] FEAT ENH. MISC. MISC.

REFERENCE

MAGIC ITEM COMBAT POWERS

DEFAULT IS STANDARD ACTION, WRITE IF IT'S AN AT-WILL (A), ENCOUNTER (E) OR DAILY (D) POWER.

- 28 USED
- 29 Armor **Impostor's plate armor**
- 30 Arms
- 31 Feet
- 32 Hands
- 33 Head
- 34 Neck
- 35 Ring
- 36 Ring
- 37 Ring
- 38 Waist
- 39 Weapon **Rending weapon**
- 40
- 41
- 42
- 43
- 44
- 45

DAILY ITEM POWERS PER DAY

- 46 Heroic (1-10) Milestone
- 47 Paragon (11-20) Milestone
- 48 Epic (21-30) Milestone

DEFENSES

MISC. MISC. ENH. FEAT ARMOR INT DEX/ ARMOR CLASS REFLEXES INT/ DEX CLASS FEAT ENH. MISC. MISC.

+3 +2 +1 +3 **AC** **BONUS 9/10** **10+1/2LVL** **4/2** **REF** **BONUS 3+1**

C1M3F1 REFERENCE

MISC. MISC. ENH. FEAT CLASS STR/ CON **1** **12** **6** **WILL** **BONUS 5+1**

REFERENCE **FORT** **WILL** REFERENCE

ACTION POINTS 1/ENCOUNTER

Additional effects

6 **SPEED**

5 **INITIATIVE**

POWERS

ACTION TYPES

Standard
↓
Move
↓
Minor

Free (ANY NUMBER OF)

BASE ARMOR ITEM MISC.

6 **+** **+** **+**

5 **+** **+** **+**

DEX MOD. FEAT MISC. + 1/2 LVL

	MELEE RANGED MOVE MINOR FREE REACT. INTERRUPT	ATTACK DEFENSE	REFERENCE	AT-WILL POWERS
<input checked="" type="radio"/>	<input type="radio"/>	Wiz AC	A1	Basic melee attack 1[W]+ Wiz DAMAGE SPECIAL
<input checked="" type="radio"/>	<input type="radio"/>	Dex AC	A2	Basic ranged attack 1[W]+ Dex DAMAGE SPECIAL
<input checked="" type="radio"/>	<input type="radio"/>	Wiz AC	A3	Bond of pursuit 1W+Wiz target != adj. shift 2+Dex DAMAGE SPECIAL
<input checked="" type="radio"/>	<input type="radio"/>	Wiz AC	A4	Radiant vengeance 1d8+Wiz gain 5 temp. hp. DAMAGE SPECIAL
<input type="radio"/>	<input checked="" type="radio"/>	Wiz AC	A5	Agile recovery --- stands up from prone. DAMAGE SPECIAL
<input type="radio"/>	<input type="radio"/>		A6	DAMAGE SPECIAL
<input type="radio"/>	<input type="radio"/>		A7	DAMAGE SPECIAL
<input type="radio"/>	<input type="radio"/>		A8	DAMAGE SPECIAL
<input type="radio"/>	<input type="radio"/>		A9	DAMAGE SPECIAL

	MELEE RANGED MOVE MINOR FREE REACT. INTERRUPT	USED	ENCOUNTER POWERS
<input type="radio"/>	<input checked="" type="radio"/>	Wiz Will	E1 Razorclaw shift. --- bloodied: speed+2, AC/Ref+1/enc. DAMAGE SPECIAL
<input checked="" type="radio"/>	<input type="radio"/>	Wiz Will	E2 Abjure undead 3d10+Wiz cl. burst: 5, 1 undead, pull 6, imm./turn DAMAGE SPECIAL
<input checked="" type="radio"/>	<input type="radio"/>	Wiz Will	E3 Oath of Enmity --- cl. burst: 10, roll 2d20 melee/enc. DAMAGE SPECIAL
<input type="radio"/>	<input checked="" type="radio"/>	Wiz AC	E4 Divine guidance --- cl. burst: 10, ally vs oath, attack 2d20 DAMAGE SPECIAL
<input checked="" type="radio"/>	<input type="radio"/>	Wiz AC	E5 Angelic alacrity 2W+Wiz before attack: shift 4 DAMAGE SPECIAL
<input checked="" type="radio"/>	<input type="radio"/>	Wiz AC	E6 Sequestering str. 2W+Wiz teleport target and me 4 sq. DAMAGE SPECIAL
<input type="radio"/>	<input type="radio"/>		E7 DAMAGE SPECIAL
<input type="radio"/>	<input type="radio"/>		E8 DAMAGE SPECIAL
<input type="radio"/>	<input type="radio"/>		E9 DAMAGE SPECIAL
<input type="radio"/>	<input type="radio"/>		E10 DAMAGE SPECIAL
<input type="radio"/>	<input type="radio"/>		E11 DAMAGE SPECIAL

	MELEE RANGED MOVE MINOR FREE REACT. INTERRUPT	USED	DAILY POWERS
<input checked="" type="radio"/>	<input type="radio"/>	Wiz AC	D1 Thunder n echo 1W+Wiz+1d10 miss: 1/2 dam. Effect: 2nd attack. cl.burst 2 DAMAGE SPECIAL
<input checked="" type="radio"/>	<input type="radio"/>	Wiz AC	D2 Dance of flame 2W+Wiz Wiz vs Fort. 1d6+Wiz push 2 sq. (fire) 5 ong. dam. / save. If save fails: range 5: new enemy gets ong. dam. 5 DAMAGE SPECIAL
<input type="radio"/>	<input type="radio"/>		D3 DAMAGE SPECIAL
<input type="radio"/>	<input type="radio"/>		D4 DAMAGE SPECIAL
<input type="radio"/>	<input type="radio"/>		D5 DAMAGE SPECIAL
<input type="radio"/>	<input type="radio"/>		D6 DAMAGE SPECIAL
<input type="radio"/>	<input type="radio"/>		D7 DAMAGE SPECIAL
<input type="radio"/>	<input type="radio"/>		D8 DAMAGE SPECIAL
<input type="radio"/>	<input type="radio"/>		D9 DAMAGE SPECIAL
<input type="radio"/>	<input type="radio"/>		D10 DAMAGE SPECIAL
<input type="radio"/>	<input type="radio"/>		D11 DAMAGE SPECIAL

/turn: end of turn
/enc.: end of encounter
/save: until successful save throw

A

AT-WILL POWERS

A1 Basic melee attack (p. 287) Str vs AC 1[W]+Str

A2 Basic ranged attack (p. 287) Dex vs AC 1[W]+Dex

A3

A4

A5

A6

A7

A8

A9

E

ENCOUNTER POWERS

E1

E2

E3

E4

E5

E6

E7

E8

E9

E10

E11

D

DAILY POWERS

D1

D2

D3

D4

D5

D6

D7

D8

D9

D10

D11

RITUALS

