

0. Role

1. Race

Dragonborn (34)	Dwarf (36)	Eladrin (38)	Elf (40)
Half-elf (42)	Halfling (44)	Human (46)	Tiefling (48)

- size
- ability score bonuses
- base speed
- vision
- known languages
- skill bonuses
- racial mods, powers, proficiencies, skills, and other specials

2. Class

Cleric (60)	Fighter (75)	Paladin (89)	Ranger (103)
Rogue (116)	Warlock (129)	Warlord (143)	Wizard (156)

- key abilities
- armor/weapon proficiencies
- implement (cleric/paladin/warlock/wizard)
- diety (cleric/paladin)
- hit point formulas (starting, per level, surges/day)
- starting skills
- class features
- defense bonuses
- wizard: select 3 1st-level rituals

3. Ability scores

- select as defined by DM
- arrange based on class
- apply racial mods
- calculate ability mods, add them to AC, defenses, skills
- calculates hit points (starting, bloodied, healing surge, and surge/day)
- set base initiative

4. Powers

- select 2 1st-level at-will powers from class list (some class features force specific powers)
- select 1 1st-level encounter power
- select 1 1st-level daily power (wizard: select 2)
- wizard: record known cantrips as at-will powers

5. Skills (180)

- calculate bonuses for all skills
- transfer insight and perception to the passive "senses" block

6. Feats (196)

- select one heroic feat you meet the requirements of (two if human)
- apply any mods it gives you

7. Armor (214)

- add armor and shield bonus to AC
- remove Dex bonus from AC if wearing heavy armor
- add shield bonus to Reflex defense
- apply armor penalty to speed and appropriate skills

8. Weapon (218)

- record proficiency bonus, damage, range, and special properties (high crit, reload action, reach, versatile)

9. Combat data

- for each weapon and power, record:
  - attack type
  - defense type
  - base attack bonus
  - damage type & damage
  - # of targets & area of effect

10. Other equipment (222)

- total of 100 gold to spend on armor, weapons, and gear
- wizard: first spellbook is free

11. Flavor text

age, gender, height, weight, alignment, personality, mannerisms, background

12. Leveling up (29)