Dungeons & Dragons — Character Sheet

Player Name

Character Name | Level | Class | Paragon Path | Epic Destiny | Total XP

Race | Size: Colossal | Age | Gender: n/a | Height | Weight | Alignment: Chaotic Evil | Deity | Adventuring Company or Other Affiliations

INITIATIVE

SCORE | DEX | 1/2 LEVEL | MISC

Initiative

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
	STR Strength		
	CON Constitution		
	DEX Dexterity		
	INT Intelligence		
	WIS Wisdom		
	CHA Charisma		

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR / ABIL	CLASS	FEAT	ENH	MISC	MISC
	AC							
	FORT							
	REF							
	WILL							

CONDITIONAL BONUSES

HIT POINTS

MAX HP | BLOODIED (1/2 HP) | SURGE VALUE (1/4 HP) | SURGES/DAY

CURRENT HIT POINTS | CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

ABILITY SCORE MODS

CLASS / PATH / DESTINY FEATURES

LANGUAGES KNOWN

SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
	Acrobatics	DEX				
	Arcana	INT			n/a	
	Athletics	STR				
	Bluff	CHA			n/a	
	Diplomacy	CHA			n/a	
	Dungeoneering	WIS			n/a	
	Endurance	CON				
	Heal	WIS			n/a	
	History	INT			n/a	
	Insight	WIS			n/a	
	Intimidate	CHA			n/a	
	Nature	WIS			n/a	
	Perception	WIS			n/a	
	Religion	INT			n/a	
	Stealth	DEX				
	Streetwise	CHA			n/a	
	Thievery	DEX				

MOVEMENT

SCORE		BASE	ARMOR	ITEM	MISC
	Speed (Squares)				

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
	Passive Insight	10 +	
	Passive Perception	10 +	

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+							

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+							

DAMAGE WORKSPACE

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC

BASIC ATTACKS

ATTACK		DEFENSE	WEAPON OR POWER	DAMAGE
	vs			
	vs			
	vs			
	vs			

FEATS

©2008 Wizards of the Coast, Inc. Permission granted to photocopy for personal use only.

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

ENCOUNTER POWERS

DAILY POWERS

UTILITY POWERS

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

- WEAPON ☐
- WEAPON ☐
- WEAPON ☐
- WEAPON ☐
- ARMOR ☐
- ARMS ☐
- FEET ☐
- HANDS ☐
- HEAD ☐
- NECK ☐
- RING ☐
- RING ☐
- WAIST ☐

Daily Item Powers Per Day

Heroic (1-10)	☐	Milestone ☐/☐/☐/☐
Paragon (11-20)	☐☐	Milestone ☐/☐/☐/☐
Epic (21-30)	☐☐☐	Milestone ☐/☐/☐/☐

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES

SESSION AND CAMPAIGN NOTES

OTHER EQUIPMENT

RITUALS

COINS AND OTHER WEALTH

©2008 Wizards of the Coast, Inc. Permission granted to photocopy for personal use only.