

DUNGEONS & DRAGONS

CHARACTER SHEET

Player Name Character Name Level Class Paragon Path Epic Destiny Total XP Race Size Age Gender Height Weight Alignment Deity Adventuring Company or Other Affiliations

INITIATIVE

SCORE:

DEX 1/2 LEVEL MISC

Initiative

CONDITIONAL MODIFIERS

DEFENSES

SCORE:

DEFENSE 10 + 1/2 LVL ARMOR/CLASS FEAT ENH MISC MISC

AC

CONDITIONAL BONUSES

MOVEMENT

SCORE:

BASE ARMOR ITEM MISC

Speed (Squares)

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<input type="text"/>	STR Strength	<input type="text"/>	<input type="text"/>
<input type="text"/>	CON Constitution	<input type="text"/>	<input type="text"/>
<input type="text"/>	DEX Dexterity	<input type="text"/>	<input type="text"/>
<input type="text"/>	INT Intelligence	<input type="text"/>	<input type="text"/>
<input type="text"/>	WIS Wisdom	<input type="text"/>	<input type="text"/>
<input type="text"/>	CHA Charisma	<input type="text"/>	<input type="text"/>

FORT

DEFENSE 10 + 1/2 LVL ABIL CLASS FEAT ENH MISC MISC

CONDITIONAL BONUSES

REF

DEFENSE 10 + 1/2 LVL ABIL CLASS FEAT ENH MISC MISC

CONDITIONAL BONUSES

WILL

DEFENSE 10 + 1/2 LVL ABIL CLASS FEAT ENH MISC MISC

CONDITIONAL BONUSES

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

ABILITY:

DAMAGE WORKSPACE

ABILITY:

DAMAGE ABIL FEAT ENH MISC MISC

ABILITY:

DAMAGE ABIL FEAT ENH MISC MISC

ABILITY:

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"/>

HIT POINTS

MAX HP

BLOODED

HEALING SURGES

SURGE VALUE SURGES/DAY

1/2 HP 1/4 HP

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

FEATS

LANGUAGES KNOWN

SKILLS

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

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

AT-WILL POWERS	
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

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	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	<input type="checkbox"/>

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

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

OTHER EQUIPMENT

RITUALS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

SESSION AND CAMPAIGN NOTES

COINS AND OTHER WEALTH

