Dungeons & Dragons — Character Sheet

Player Name

Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP
	1	Paladin			0

Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company or Other Affiliations
Tiefling	M			5' 10"	185	Good	Avandra	

INITIATIVE

SCORE		DEX	1/2 LEVEL	MISC
5	Initiative	1	0	4

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	STR Strength	0	0
14	CON Constitution	2	2
13	DEX Dexterity	1	1
14	INT Intelligence	2	2
10	WIS Wisdom	0	0
18	CHA Charisma	4	4

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES: SURGE VALUE	HEALING SURGES: SURGES/DAY
29	14 (1/2 HP)	7 (1/4 HP)	12

CURRENT HIT POINTS: 29

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER — USED ☐

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES ☐ ☐ ☐

SAVING THROW MODS

RESISTANCES: Fire (5 + 1/2 level)

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
1	Acrobatics	DEX	1			
2	Arcana	INT	2		n/a	
0	Athletics	STR	0			
6	Bluff	CHA	4		n/a	2
4	Diplomacy	CHA	4		n/a	
0	Dungeoneering	WIS	0		n/a	
7	Endurance	CON	2	5		
0	Heal	WIS	0		n/a	
2	History	INT	2		n/a	
5	Insight	WIS	0	5	n/a	
9	Intimidate	CHA	4	5	n/a	
0	Nature	WIS	0		n/a	
0	Perception	WIS	0		n/a	
7	Religion	INT	2	5	n/a	
3	Stealth	DEX	1			2
4	Streetwise	CHA	4		n/a	
1	Thievery	DEX	1			

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR / ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	10	7					
13	FORT	10	2	1				
13	REF	10	2	1				
15	WILL	10	4	1				

CONDITIONAL BONUSES

ACTION POINTS

1 Action Points

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

ABILITY SCORE MODS

Low-Light Vision	PHB 48
Bloodhunt: +1 Attack vs bloodied	PHB 48
Fire Resistance: 5 + 1/2 level	PHB 48

CLASS / PATH / DESTINY FEATURES

LANGUAGES KNOWN

Common, Elvish

MOVEMENT

SCORE		BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10 +	5
10	Passive Perception	10 +	0

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Ardent Strike

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4		4					

ABILITY: Enfeebling Strike

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4		4					

DAMAGE WORKSPACE

ABILITY: Ardent Strike

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8 + 4	4				

ABILITY: Enfeebling Strike

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8 + 4	4				

BASIC ATTACKS

ATTACK		DEFENSE	WEAPON OR POWER	DAMAGE
+4	vs	AC	Scimitar	1d8
+1	vs	AC	Sling (10/20)	1d6
	vs			
	vs			

FEATS

Improved Initiative	PHB 198

©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

Divine Challenge	PHB 91
Ardent Strike	DP 83
Enfeebling Strike	PHB 92

ENCOUNTER POWERS

Infernal Wrath	PHB 48	☐
Ardent Vow	DP 82	☐
Channel Divinity: Divine Mettle	PHB 91	☐
Channel Divinity: Divine Strength	PHB 91	☐
Valorous Smite	DP 84	☐

DAILY POWERS

On Pain Of Death	PHB 92	☐

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 ☐/☐/☐/☐

OTHER EQUIPMENT

Scale Armor	PHB 214
Scimitar	PHB 218
Sling	PHB 219
Adventurer's Kit	PHB 221
Holy Symbol	PHB 221

RITUALS

COINS AND OTHER WEALTH

19gp

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

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