Dungeons & Dragons 0.0.6 Character Sheet

Player Name

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

Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company or Other Affiliations
-	-						-	

INITIATIVE

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

CONDITIONAL MODIFIERS

ABILITY SCORES

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

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR / ABIL	CLASS	FEAT	ENH	MISC	MISC
0	AC	0	0	0	0	0	0	0
0	FORT	0	0	0	0	0	0	0
0	REF	0	0	0	0	0	0	0
0	WILL	0	0	0	0	0	0	0

CONDITIONAL BONUSES

HIT POINTS

MAX HP	BLOODIED	SURGE VALUE	SURGES/DAY
0	0	0	0
	1/2 HP	1/4 HP	

HEALING SURGES

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

	MILESTONES	ACTION POINTS
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

MOVEMENT

SCORE		BASE	ARMOR	ITEM	MISC
0	Speed (Squares)	0	0	0	0

SPECIAL MOVEMENT

SENSES

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

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 0	0	0	0	0	0	0	0

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 0	0	0	0	0	0	0	0

DAMAGE WORKSPACE

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
0	0	0	0	0	0

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
0	0	0	0	0	0

BASIC ATTACKS

ATTACK		DEFENSE	WEAPON OR POWER	DAMAGE
	vs			
	vs			
	vs			
	vs			

FEATS

SKILLS

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

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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

OTHER EQUIPMENT

RITUALS

SESSION AND CAMPAIGN NOTES

COINS AND OTHER WEALTH

A. Diamonds	+ -	0
Platinum	+ -	0
Gold	+ -	0
Silver	+ -	0
Copper	+ -	0

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