DUNCEONS & I	DRAGONS'	CHARACTER SHEET
G	Description of the second of t	T-LIVE
Character Name	Level Class Paragon Path	Epic Destiny Total XP
Race Size Age Gen	3 3 3 ,	Adventuring Company or Other Affiliations
INITIATIVE SCORE DEX 1/2 LEVEL MISC	DEFENSES SCORE 10 + ARMOR /	SCORE BASE ARMOR ITEM MISC
Initiative	DEFENSE 10+ ARMOR/CLASS FEAT ENH MISC MISC	Speed (Squares)
CONDITIONAL MODIFIERS	CONDITIONAL BONUSES	SPECIAL MOVEMENT
* ABILITY SCORES	C.D.1.0.11.2.00.03.2	SENSES **
SCORE ABILITY ABIL MOD MOD + 1/2 LVL	DEFENSE 1/2 LVL ABIL CLASS FEAT ENH MISC MISC	SCORE PASSIVE SENSE BASE SKILL BONUS
Strength	FORT	Passive Insight 10 +
CON	CONDITIONAL BONUSES	Passive Perception 10 +
DEX	DEFENSE 10 + 1/2 LVL ABIL CLASS FEAT ENH MISC MISC	SPECIAL SENSES
Dexterity	REF	ATTACK WORKSPACE
INI	CONDITIONAL BONUSES	ABILITY:
WIS	DEFENSE 10 + 1/2 LVL ABIL CLASS FEAT ENH MISC MISC	ATT BONUS 1/2 LVL ABIL CLASS PROF FEAT ENH MISC
Wisdom	WILL	ABILITY:
CHA	CONDITIONAL BONUSES	ATT BONUS 1/2 LVL ABIL CLASS PROF FEAT ENH MISC
HIT POINTS	ACTION POINTS	+
MAX HP HEALING SURGES BLOODIED SURGE VALUE SURGES/DAY	Action Points MILESTONES ACTION POINTS 0 1 1 2	DAMAGE WORKSPACE
	ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS	ABILITY:
1/2 HP 1/4 HP CURRENT HIT POINTS CURRENT SURGE USES		DAMAGE ABIL FEAT ENH MISC MISC
Comment solide sales	RACE FEATURES ABILITY SCORE MODS	
	ABILIT SCORE MOUS	ABILITY: DAMAGE ABIL FEAT ENH MISC MISC
SECOND WIND 1/ENCOUNTER USED		
TEMPORARY HIT POINTS		BASIC ATTACKS
DEATH SAVING THROW FAILURES		ATTACK DEFENSE WEAPON OR POWER DAMAGE
SAVING THROW FAILURES SAVING THROW FAILURES		vs
RESISTANCES		vs
		vs
CURRENT CONDITIONS AND EFFECTS		
2000	CLASS / PATH / DESTINY FEATURES	vs
BONUS SKILL NAME SKILLS ABIL MOD TRND ARMOR + 1/2 LVIL (+5) PENALTY MISC		FEATS **
		TEAIS -
Athletics STR n/a		
Bluff CHA n/a		
Diplomacy CHA		
Dungeoneering WIS		
Endurance CON		
Heal WIS n/a		
History INT n/a		
Insight WIS		
Intimidate CHA n/a		
Nature WIS n/a		
Perception WIS n/a		
Religion INT	LANGUAGES KNOWN	
Stealth DEX		
Streetwise CHA		
Thievery DEX		

_			
	POWER INDEX	MAGIC ITEM INDEX	, — P
	List your powers below.	List your powers below.	l l
	List your powers below. Check the box when the power is used. Clear the box when the power renews.	List your powers below. Check the box when the power is used. Clear the box when the power renews.	*
*	AT-WILL POWERS	MAGIC ITEMS	1
Г		WEAPON	1
H		WEAPON	
┝		WEAPON	
L			
		WEAPON	
Γ		ARMOR	1
ı		ARMS	1
	ENGOLINTED DOLLIEDS	HET	*
↔	ENCOUNTER POWERS		11
L		HANDS	
		HEAD	PERSONALITY TRAITS
上		NECK	I ENSONALITI INAITS
╁		PINC	
┝		RING	
L			
		WAIST	
4	DAILY POWERS		
44			-
┝	Ш		
L			MANNERISMS AND APPEARANCE
Г			
十			
╁	<u>_</u> _		
L			
*	UTILITY POWERS		
Ì			CHARACTER BACKGROUND
╁			
L			
L			
Г			
上		Daily Item Powers Per Day	
╁			COMPANIONS AND ALLIES
┝		Heroic (1-10)	NAME NOTES
L		Paragon (11-20)	NAME NOTES
		Epic (21-30)	NAME NOTES
=			NAME NOTES
(+	OTHER EQUIPMENT	RITUALS	
			NAME NOTES
_		-	NAME NOTES
_			NAME NOTES
			NAME NOTES
_			WILLS
-			SESSION AND CAMPAIGN NOTES
-			,
_			
_			
-			
-			
_			
(+	COINS AND O	THER WEALTH	
	A. Diamonds		
ŀ			
ļ	Platinum		
	Gold		
ľ	Silver		
ŀ			
	Copper		