# Dungeons & Dragons — 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 |
|---|---|---|---|---|---|---|---|---|
| | | | | | | Unaligned | - | - |

## INITIATIVE

| SCORE | | DEX | 1/2 LEVEL | MISC |
|---|---|---|---|---|
| -5 | Initiative | -5 | 0 | 0 |

CONDITIONAL MODIFIERS

## ABILITY SCORES

| SCORE | ABILITY | ABIL MOD | MOD + 1/2 LVL |
|---|---|---|---|
| 0 | STR Strength | -5 | -5 |
| 0 | CON Constitution | -5 | -5 |
| 0 | DEX Dexterity | -5 | -5 |
| 0 | INT Intelligence | -5 | -5 |
| 0 | WIS Wisdom | -5 | -5 |
| 0 | CHA Charisma | -5 | -5 |

## DEFENSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ARMOR / ABIL | CLASS | FEAT | ENH | MISC | MISC |
|---|---|---|---|---|---|---|---|---|
| 10 | AC | 10 | 0 | 0 | 0 | 0 | 0 | 0 |
| 5 | FORT | 10 | -5 | 0 | 0 | 0 | 0 | 0 |
| 5 | REF | 10 | -5 | 0 | 0 | 0 | 0 | 0 |
| 5 | WILL | 10 | -5 | 0 | 0 | 0 | 0 | 0 |

CONDITIONAL BONUSES

## MOVEMENT

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

SPECIAL MOVEMENT

## SENSES

| SCORE | PASSIVE SENSE | BASE | | SKILL BONUS |
|---|---|---|---|---|
| 5 | Passive Insight | 10 | + | -5 |
| 5 | Passive Perception | 10 | + | -5 |

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 |

## HIT POINTS

| MAX HP | BLOODIED (1/2 HP) | HEALING SURGES: SURGE VALUE (1/4 HP) | HEALING SURGES: SURGES/DAY |
|---|---|---|---|
| 0 | 0 | 0 | 0 |

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 |
|---|---|---|---|
| 1 | Action Points | 0 | 1 |
| | | 1 | 2 |
| | | 2 | 3 |

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

## DAMAGE WORKSPACE

ABILITY:

| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|---|---|---|---|---|---|
| | 0 | 0 | 0 | 0 | 0 |

ABILITY:

| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|---|---|---|---|---|---|
| | 0 | 0 | 0 | 0 | 0 |

## RACE FEATURES

ABILITY SCORE MODS

## BASIC ATTACKS

| ATTACK | | DEFENSE | WEAPON OR POWER | DAMAGE |
|---|---|---|---|---|
| | vs | | | |
| | vs | | | |
| | vs | | | |
| | vs | | | |

## SKILLS

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

## CLASS / PATH / DESTINY FEATURES

## LANGUAGES KNOWN

## FEATS

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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

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