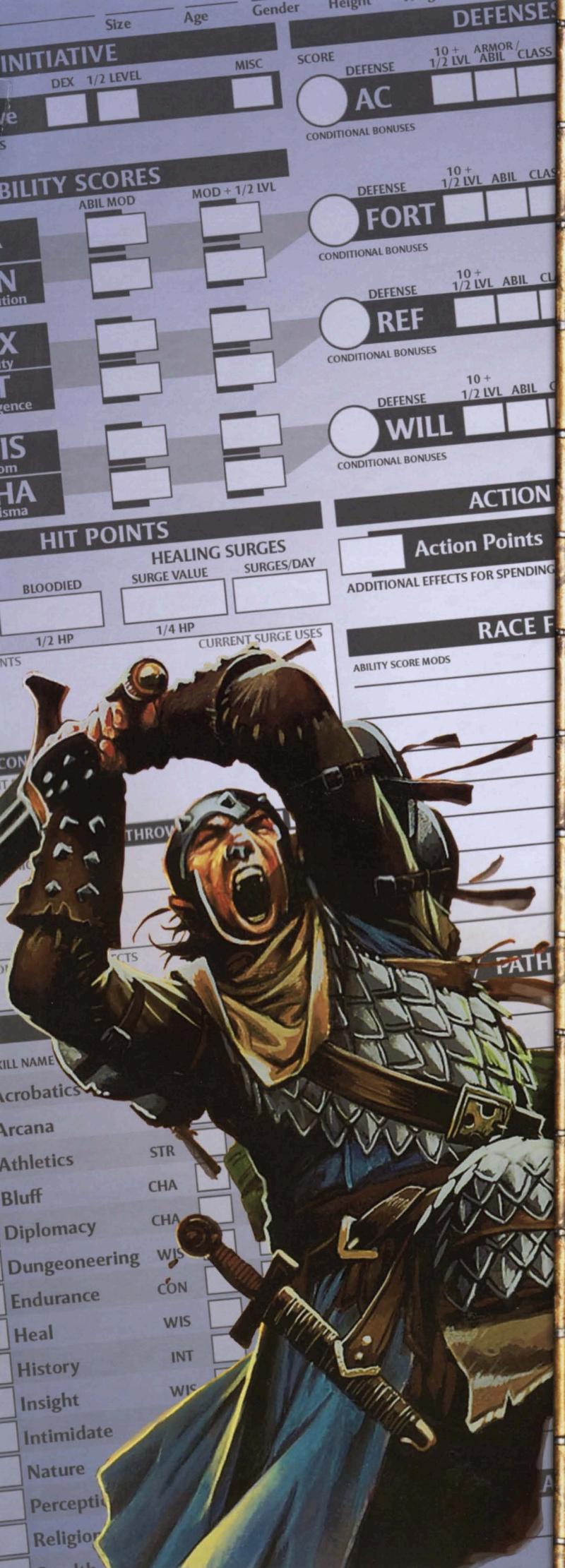


DUNGEONS & DRAGONS®

CHARACTER RECORD SHEETS



ROLEPLAYING GAME CHARACTER SHEETS & POWER CARDS



STAY ORGANIZED

This DUNGEONS & DRAGONS™ accessory presents official character record sheets for the D&D® Roleplaying Game. These sheets are designed for optimal playability and support characters of all classes from 1st to 30th level.

This accessory also includes 64 color-coded cards on which players can record their attack powers, utility powers, and magic item powers to speed play and reduce page-flipping during the game.

BONUS! This package also includes widescreen-style versions of the official character record sheet. These sheets reorganize the information presented on the standard sheet into a horizontal format that doesn't crowd the middle of the table—that precious territory the DM keeps telling you to clear off so he can lay out the next room in the dungeon.

These pages and cards are contained in an attractive, illustrated folder for storing your character sheet and all the campaign notes you gather while adventuring.

For use with these 4th Edition DUNGEONS & DRAGONS® core products:

Player's Handbook® *Dungeon Master's Guide®*

Monster Manual® *D&D® Miniatures*

GET MORE AT
D&D INSIDER
www.dndinsider.com



ISBN: 978-0-7869-4853-6



5 0 9 9 5

EAN

Wizards of the Coast, Dungeons & Dragons, Player's Handbook, Dungeon Master's Guide, Monster Manual, D&D, D&D Insider, d20 System, and all respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. © 2008 Wizards. P.O. Box 707, Renton, WA 98057

Please retain this information for future reference.

9 780786 948536
Sug. Retail: US \$9.95 CAN \$11.95
Printed in the U.S.A.

217217400

DUNGEONS & DRAGONS™





Dungeons & Dragons, D&D Insider, d20 System, Wizards of the Coast, and their respective logos are trademarks in the U.S.A. and other countries. © 2008 Wizards.

Importe au Canada par Wizards of the Coast, Inc. PO Box 707, Renton WA 98057-0707, USA.

U.S., Canada,
Asia, Pacific, & Latin America
Wizards of the Coast, Inc.
P.O. Box 707
Renton, WA 98057-0707
Questions? 1-800-324-6496

European Headquarters
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records



TOTAL XP	LEVEL	TOTAL XP	LEVEL	TOTAL XP	LEVEL
0	1ST	26,000	11TH	175,000	21ST
1,000	2ND	32,000	12TH	210,000	22ND
2,250	3RD	39,000	13TH	255,000	23RD
3,750	4TH	47,000	14TH	310,000	24TH
5,500	5TH	57,000	15TH	375,000	25TH
7,500	6TH	69,000	16TH	450,000	26TH
10,000	7TH	83,000	17TH	550,000	27TH
13,000	8TH	99,000	18TH	675,000	28TH
16,500	9TH	119,000	19TH	825,000	29TH
20,500	10TH	143,000	20TH	1,000,000	30TH



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				DEFENSES				MOVEMENT																			
SCORE	DEX	1/2 LEVEL	MISC	DEFENSE	10 + 1/2 LVL	ARMOR / ABIL	CLASS	FEAT	ENH	MISC	MISC	SCORE	BASE	ARMOR	ITEM	MISC											
<input type="text"/> Initiative	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> AC	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> Speed (Squares)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>											
CONDITIONAL MODIFIERS																											
SPECIAL MOVEMENT																											
ABILITY SCORES				FORT				REF				WILL				SENSES											
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC									
<input type="text"/> STR Strength	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> FORT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> Passive Insight	<input type="text"/> 10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>										
<input type="text"/> CON Constitution	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> REF	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> Passive Perception	<input type="text"/> 10	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>										
<input type="text"/> DEX Dexterity	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> WILL	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	SPECIAL SENSES															
<input type="text"/> INT Intelligence	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> CONDITIONAL BONUSES	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	ATTACK WORKSPACE															
<input type="text"/> WIS Wisdom	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> CONDITIONAL BONUSES	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	ABILITY:	ATTACK BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC							
<input type="text"/> CHA Charisma	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> CONDITIONAL BONUSES	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> +	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>									
HIT POINTS				ACTION POINTS				DAMAGE WORKSPACE																			
MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY	Action Points	MILESTONES	0	1	2	3	ACTION POINTS	DAMAGE	ABIL	FEAT	ENH	MISC	MISC										
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> +	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>										
CURRENT HIT POINTS				CURRENT SURGE USES				ABILITY:				DAMAGE	ABIL	FEAT	ENH	MISC	MISC										
SECOND WIND 1/ENCOUNTER USED <input type="text"/>				TEMPORARY HIT POINTS				ABILITY:				<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>										
DEATH SAVING THROW FAILURES <input type="text"/>				SAVING THROW MODIFIERS				ABILITY:				<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>										
RESISTANCES								ABILITY:				<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>										
CURRENT CONDITIONS AND EFFECTS								ABILITY:				<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>										
RACE FEATURES																											
ABILITY SCORE MODS																											
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS																											
BASIC ATTACKS																											
SKILLS	CLASS / PATH / DESTINY FEATURES															FEATS											
BONUS	SKILL NAME	ABIL MOD	+ 1/2 LVL	TRND	ARMOR	PENALTY	MISC																				
<input type="text"/>	Acrobatics	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>																				
<input type="text"/>	Arcana	INT	<input type="text"/>	<input type="text"/>	n/a	<input type="text"/>	<input type="text"/>																				
<input type="text"/>	Athletics	STR	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>																				
<input type="text"/>	Bluff	CHA	<input type="text"/>	<input type="text"/>	n/a	<input type="text"/>	<input type="text"/>																				
<input type="text"/>	Diplomacy	CHA	<input type="text"/>	<input type="text"/>	n/a	<input type="text"/>	<input type="text"/>																				
<input type="text"/>	Dungeoneering	WIS	<input type="text"/>	<input type="text"/>	n/a	<input type="text"/>	<input type="text"/>																				
<input type="text"/>	Endurance	CON	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>																				
<input type="text"/>	Heal	WIS	<input type="text"/>	<input type="text"/>	n/a	<input type="text"/>	<input type="text"/>																				
<input type="text"/>	History	INT	<input type="text"/>	<input type="text"/>	n/a	<input type="text"/>	<input type="text"/>																				
<input type="text"/>	Insight	WIS	<input type="text"/>	<input type="text"/>	n/a	<input type="text"/>	<input type="text"/>																				
<input type="text"/>	Intimidate	CHA	<input type="text"/>	<input type="text"/>	n/a	<input type="text"/>	<input type="text"/>																				
<input type="text"/>	Nature	WIS	<input type="text"/>	<input type="text"/>	n/a	<input type="text"/>	<input type="text"/>																				
<input type="text"/>	Perception	WIS	<input type="text"/>	<input type="text"/>	n/a	<input type="text"/>	<input type="text"/>																				
<input type="text"/>	Religion	INT	<input type="text"/>	<input type="text"/>	n/a	<input type="text"/>	<input type="text"/>																				
<input type="text"/>	Stealth	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>																				
<input type="text"/>	Streetwise	CHA	<input type="text"/>	<input type="text"/>	n/a	<input type="text"/>	<input type="text"/>																				
<input type="text"/>	Thievery	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>																				
LANGUAGES KNOWN																											

POWER INDEX

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

AT-WILL 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

ENCOUNTER POWERS**DAILY POWERS****UTILITY POWERS****Daily Item Powers per Day**Heroic (1-10) Milestone / / / Paragon (11-20) Milestone / / / Epic (21-30) Milestone / / / **OTHER EQUIPMENT****RITUALS****PERSONALITY TRAITS****MANNERISMS AND APPEARANCE****CHARACTER BACKGROUND****COMPANIONS AND ALLIES**

NAME	NOTES

SESSION AND CAMPAIGN NOTES**COINS AND OTHER WEALTH**

Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP											
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company or Other Affiliations								
INITIATIVE				DEFENSES				MOVEMENT								
SCORE	DEX	1/2 LEVEL	MISC	SCORE	DEFENSE	10 + 1/2 LVL	ARMOR / ABIL CLASS	FEAT	ENH	MISC	MISC	SCORE	BASE	ARMOR	ITEM	MISC
Initiative				AC								Speed	(Squares)			
CONDITIONAL MODIFIERS				CONDITIONAL BONUSES				SPECIAL MOVEMENT								
ABILITY SCORES				FORT				SENSES								
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	SCORE	PASSIVE SENSE	BASE	SKILL BONUS	
STR Strength				REF								Passive Insight	10	+		
CON Constitution				WILL								Passive Perception	10	+		
DEX Dexterity				WIS Wisdom								SPECIAL SENSES				
INT Intelligence				CHA Charisma								ACTION POINTS				
SKILLS				RACE FEATURES				FEATS				ACTION POINTS	MILESTONES			
BONUS	SKILL NAME	ABIL MOD	+ 1/2 LVL	TRND	ARMOR PENALTY	MISC	ABILITY SCORE MODS				0	1	2	3		
<input type="checkbox"/>	Acrobatics	DEX			n/a											
<input type="checkbox"/>	Arcana	INT			n/a											
<input type="checkbox"/>	Athletics	STR			n/a											
<input type="checkbox"/>	Bluff	CHA			n/a											
<input type="checkbox"/>	Diplomacy	CHA			n/a											
<input type="checkbox"/>	Dungeoneering	WIS			n/a											
<input type="checkbox"/>	Endurance	CON			n/a											
<input type="checkbox"/>	Heal	WIS			n/a											
<input type="checkbox"/>	History	INT			n/a											
<input type="checkbox"/>	Insight	WIS			n/a											
<input type="checkbox"/>	Intimidate	CHA			n/a											
<input type="checkbox"/>	Nature	WIS			n/a											
<input type="checkbox"/>	Perception	WIS			n/a											
<input type="checkbox"/>	Religion	INT			n/a											
<input type="checkbox"/>	Stealth	DEX			n/a											
<input type="checkbox"/>	Streetwise	CHA			n/a											
<input type="checkbox"/>	Thievery	DEX			n/a											
LANGUAGES KNOWN																
DUNGEONS & DRAGONS® CHARACTER SHEET																
Player Name _____																
HIT POINTS																
MAX HP	BLOODYED	SURGE VALUE	SURGES/DAY													
	1/2 HP	1/4 HP														
CURRENT HIT POINTS																
SECOND WIND 1/ENCOUNTER USED <input type="checkbox"/>																
TEMPORARY HIT POINTS																
DEATH SAVING THROW FAILURES																
SAVING THROW MODIFIERS																
RESISTANCES																
CURRENT CONDITIONS AND EFFECTS																
ATTACK WORKSPACE																
ABILITY:																
ATTACK BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC									
<input type="checkbox"/>																
ABILITY:																
ATTACK BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC									
<input type="checkbox"/>																
DAMAGE WORKSPACE																
ABILITY:																
DAMAGE	ABIL	FEAT	ENH	MISC	MISC											
ABILITY:																
DAMAGE	ABIL	FEAT	ENH	MISC	MISC											
BASIC ATTACKS																
ATTACK	DEFENSE	WEAPON OR POWER				DAMAGE										
	VS															
	VS															
	VS															
	VS															

POWER INDEX

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

AT-WILL 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**ENCOUNTER POWERS****DAILY POWERS****UTILITY POWERS****RITUALS****PERSONALITY TRAITS****MANNERISMS AND APPEARANCE****CHARACTER BACKGROUND****SESSION AND CAMPAIGN NOTES****COMPANIONS AND ALLIES****Daily Item Powers per Day**Heroic (1-10) Milestone / / / Paragon (11-20) Milestone / / / Epic (21-30) Milestone / / / **OTHER EQUIPMENT****COINS AND OTHER WEALTH**

DUNGEONS
& DRAGONS®



MAGIC ITEM

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS
& DRAGONS®



MAGIC ITEM

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS
& DRAGONS®



UTILITY POWER

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS
& DRAGONS®



UTILITY POWER

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS
& DRAGONS®



MAGIC ITEM

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS
& DRAGONS®



MAGIC ITEM

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS
& DRAGONS®



UTILITY POWER

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS
& DRAGONS®



UTILITY POWER

TM & ©2008 Wizards of the Coast, Inc.

KEYWORDS			USED

ACTION RANGE
 AT-WILL ENCOUNTER DAILY

KEYWORDS			USED

ACTION RANGE
 AT-WILL ENCOUNTER DAILY

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	LEVEL	PAGE
-------	-------	------

UTILITY POWER

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	LEVEL	PAGE
-------	-------	------

UTILITY POWER

KEYWORDS

KEYWORDS			USED

ACTION RANGE
 AT-WILL ENCOUNTER DAILY

KEYWORDS

KEYWORDS			USED

ACTION RANGE
 AT-WILL ENCOUNTER DAILY

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	LEVEL	PAGE
-------	-------	------

UTILITY POWER

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	LEVEL	PAGE
-------	-------	------

UTILITY POWER

BONUS	ENHANCEMENT	Critical
PROPERTIES		

KEYWORDS	USED
----------	------

ACTION ENCOUNTER

POWER

BONUS	ENHANCEMENT	Critical
PROPERTIES		

KEYWORDS	USED
----------	------

ACTION ENCOUNTER

POWER

ITEM SLOT/TYPE	LEVEL	PRICE	PAGE
----------------	-------	-------	------

MAGIC ITEM

ITEM SLOT/TYPE	LEVEL	PRICE	PAGE
----------------	-------	-------	------

MAGIC ITEM

KEYWORDS	USED
----------	------

ACTION ENCOUNTER

POWER

KEYWORDS	USED
----------	------

ACTION ENCOUNTER

POWER

ITEM SLOT/TYPE	LEVEL	PRICE	PAGE
----------------	-------	-------	------

MAGIC ITEM

ITEM SLOT/TYPE	LEVEL	PRICE	PAGE
----------------	-------	-------	------

MAGIC ITEM

DUNGEONS & DRAGONS



DAILY POWER

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS & DRAGONS



ENCOUNTER POWER

DUNGEONS & DRAGONS



ENCOUNTER POWER

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS & DRAGONS



AT-WILL POWER

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS & DRAGONS



DAILY POWER

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS & DRAGONS



DAILY POWER

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS & DRAGONS



ENCOUNTER POWER

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS & DRAGONS



AT-WILL POWER

TM & ©2008 Wizards of the Coast, Inc.

KEYWORDS			
ACTION	VS	RANGE	DEFENSE
ATTACK	DEFENSE	TARGET	

KEYWORDS			
ACTION	VS	RANGE	DEFENSE
ATTACK	DEFENSE	TARGET	

KEYWORDS			
ACTION	VS	RANGE	DEFENSE
ATTACK	DEFENSE	TARGET	

KEYWORDS			
ACTION	VS	RANGE	DEFENSE
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS	LEVEL	PAGE

AT-WILL POWER 

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS	LEVEL	PAGE

ENCOUNTER POWER 

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS	LEVEL	PAGE

ENCOUNTER POWER 

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS	LEVEL	PAGE

DAILY POWER 

KEYWORDS			
ACTION	VS	RANGE	DEFENSE
ATTACK	DEFENSE	TARGET	

KEYWORDS			
ACTION	VS	RANGE	DEFENSE
ATTACK	DEFENSE	TARGET	

KEYWORDS			
ACTION	VS	RANGE	DEFENSE
ATTACK	DEFENSE	TARGET	

KEYWORDS			
ACTION	VS	RANGE	DEFENSE
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS	LEVEL	PAGE

AT-WILL POWER 

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS	LEVEL	PAGE

ENCOUNTER POWER 

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS	LEVEL	PAGE

DAILY POWER 

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS	LEVEL	PAGE

DAILY POWER 