

DUNGEONS & DRAGONS 4th Edition CHARACTER SHEET

Character Name

Player

Race and Class

Level

Gender

Alignment

Deity

Ability Scores

Racial Bonus	Base	Modifier	(Add 1/2 Level when making Ability Checks)
			Strength
			Constitution
			Dexterity
			Intelligence
			Wisdom
			Charisma

Hit Points

Max HP	<input type="text"/>
Current Hit Points	<input type="text"/>
Second Wind	<input type="checkbox"/>
Death Saving Throws	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Conditions	<input type="text"/>
Action Points	<input type="text"/>
Action Point Effects	<input type="text"/>

Defenses

	Defense Bonus vs. Opportunity Attacks				
Armor Class	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Temporary Effects	Ten + 1/2 Level	+	Armor + Shield	+	Dex or Int (if app.) Enhancement
Fortitude	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Conditional Bonuses	Ten + 1/2 Level	+	Str or Con	+	Class
Reflex	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Conditional Bonuses	Ten + 1/2 Level	+	Dex or Int	+	Feat/ Enhancement
Will	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Conditional Bonuses	Ten + 1/2 Level	+	Wis or Cha	+	Class

Basic Attacks

Use these numbers to help calculate your At-Will Powers

Effects & Bonuses vs.	<input type="text"/>	To Hit	=	<input type="text"/>	1/2 Level + Strength	+	<input type="text"/>	Profic	+	<input type="text"/>	Feat/ Enhancement	+	<input type="text"/>	Misc
Melee Weapon	<input type="text"/>													
														Damage (Weapon + Str + Misc)

Effects & Bonuses vs.	<input type="text"/>	To Hit	=	<input type="text"/>	1/2 Level + Dexterity	+	<input type="text"/>	Profic	+	<input type="text"/>	Feat/ Enhancement	+	<input type="text"/>	Misc
Ranged Weapon	<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"/>					
														Damage (Weapon + Dex + Misc)

Effects & Bonuses vs.	<input type="text"/>	To Hit	=	<input type="text"/>	1/2 Level + Ability	+	<input type="text"/>	Profic	+	<input type="text"/>	Feat/ Enhancement	+	<input type="text"/>	Misc
Misc Weapon	<input type="text"/>													
Other Combat Modifiers	<input type="text"/>	Range	/	<input type="text"/>	Damage (Weapon + Ability + Misc)									
Opportunity Attacks	<input type="text"/>	<input type="text"/>	Combat Advantage	<input type="text"/>	Misc									
Combat Notes	<input type="text"/>													

Reactions

<input type="text"/>	Initiative (1/2 Level + Dex + Feat)
<input type="text"/>	Speed (Base + Armor + Misc) Special Movement
<input type="text"/>	Passive Insight
<input type="text"/>	Passive Perception Vision Type
<input type="text"/>	Immunities, Resistances, etc.

Skills

Trained	Bonus	1/2 Level + Ability Penalty	Armor Racial	Skill Modifiers, Notes, etc.
<input type="checkbox"/>	<input type="text"/>	(Dex)	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Int)	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Str)	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Cha)	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Wis)	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Con)	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Wis)	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Int)	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Wis)	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Cha)	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Wis)	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Int)	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Dex)	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Cha)	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Dex)	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Cha)	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Dex)	<input type="checkbox"/>	<input type="text"/>

Trained Skills receive +5 to bonus

Race Features

<input type="text"/>	Size
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

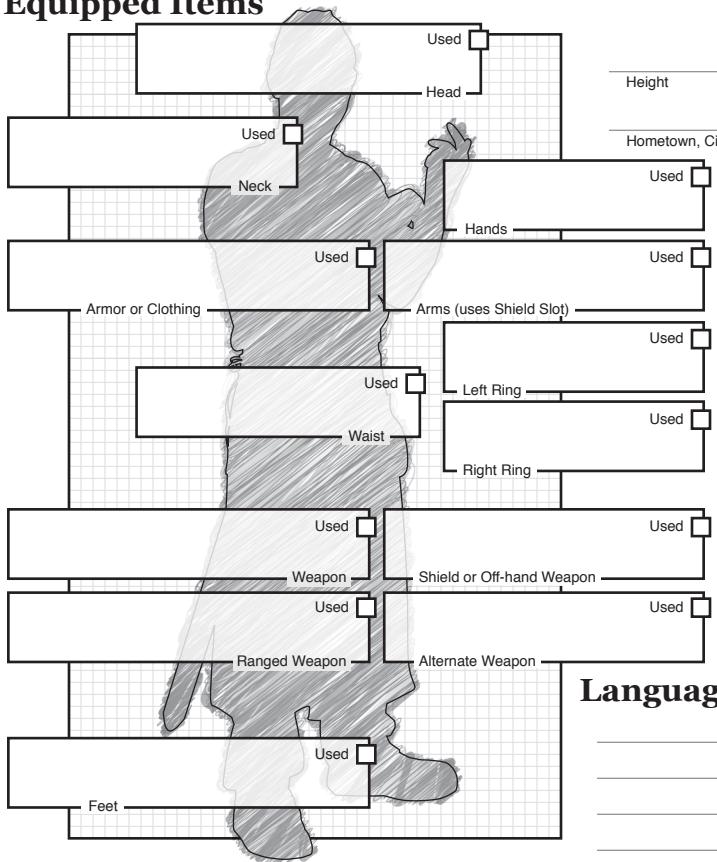
Class Features

<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>

Other Notes

<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>

Equipped Items



Personal Information

Height _____

Weight _____

Age _____

Adventuring Company or Other Affiliation _____

Notes or Artwork



Other Equipment

Clothing _____

Pack, Satchel or Bag _____

Treasure

Coinage _____

Total Weight

Carrying Capacity

Base Strength x 10

Normal

Base Strength x 20

Heavy

Requires both Hands

Base Strength x 50

Maximum

Can Only Drag or Push

Paragon Path

Epic Destiny

Experience Points

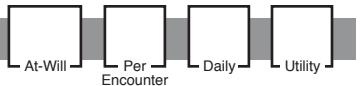
Next Level:





POWER INDEX

Number of Powers

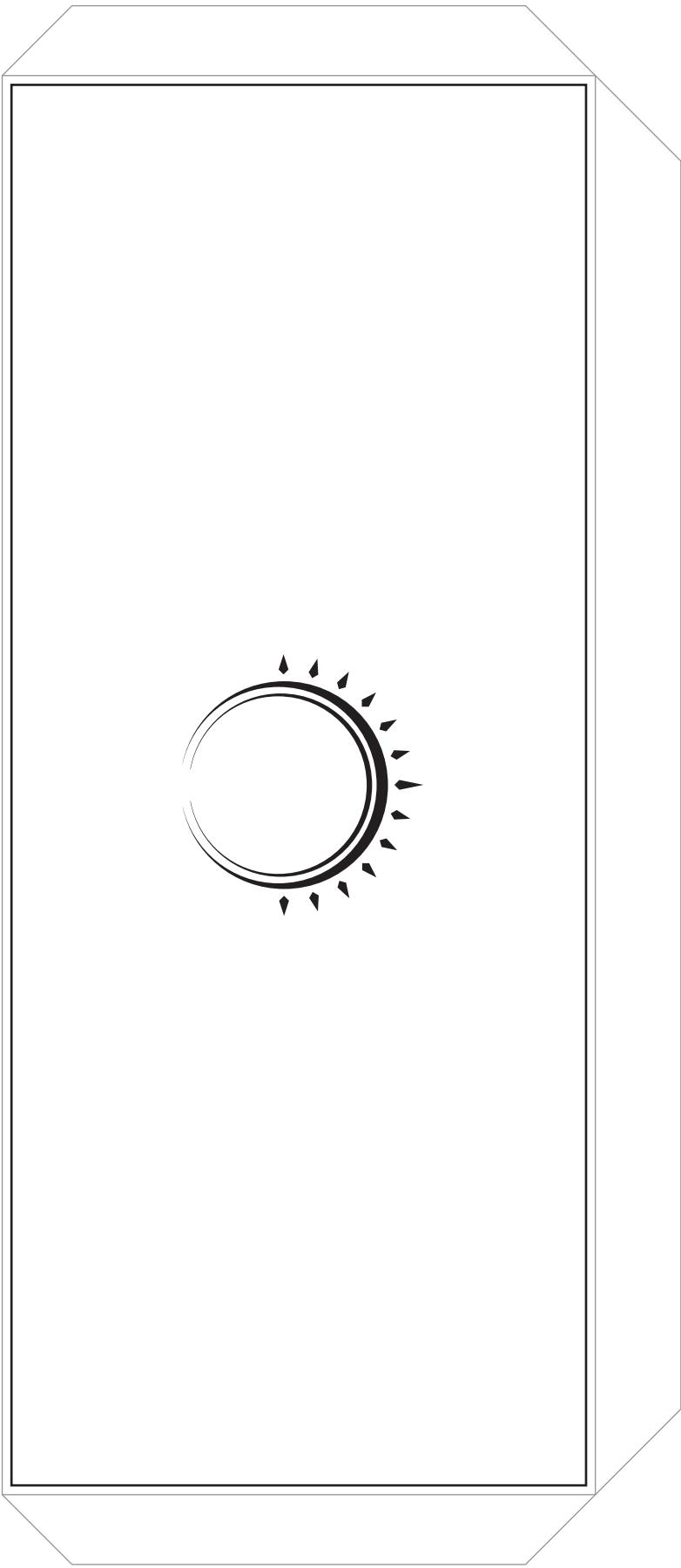
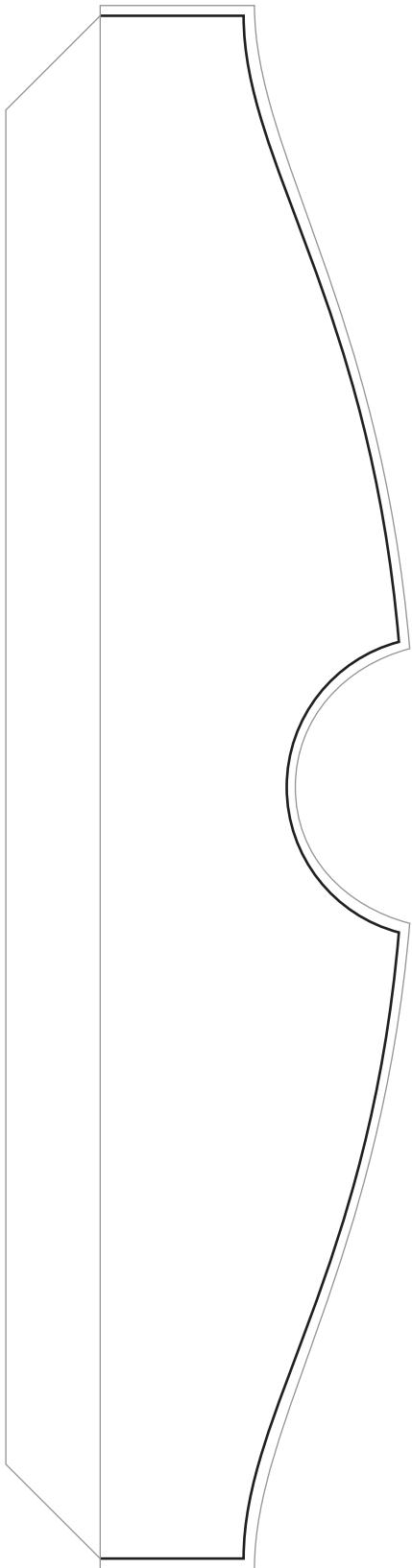


At-Will	Encounter
Daily	Utility



Ritual Book

- Pages -



At-Will Power

Name <input type="checkbox"/> Standard <input type="checkbox"/> Move <input type="checkbox"/> Minor	Power Source & Attack Type		
Target & Range	To Hit	VS.	Defense
Effects			
Damage			

At-Will Power

Name <input type="checkbox"/> Standard <input type="checkbox"/> Move <input type="checkbox"/> Minor	Power Source & Attack Type		
Target & Range	To Hit	VS.	Defense
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Damage			

At-Will Power

Name <input type="checkbox"/> Standard <input type="checkbox"/> Move <input type="checkbox"/> Minor	Power Source & Attack Type		
Target & Range	To Hit	VS.	Defense
Effects			
Damage			

At-Will Power

Name <input type="checkbox"/> Standard <input type="checkbox"/> Move <input type="checkbox"/> Minor	Power Source & Attack Type		
Target & Range	To Hit	VS.	Defense
Effects			
Damage			

At-Will Power

Name <input type="checkbox"/> Standard <input type="checkbox"/> Move <input type="checkbox"/> Minor <input type="checkbox"/> Free	Power Source & Attack Type
<input type="checkbox"/> Personal <input type="checkbox"/> Trigger	Trigger Condition
Effects	

At-Will Power

Name <input type="checkbox"/> Standard <input type="checkbox"/> Move <input type="checkbox"/> Minor <input type="checkbox"/> Free	Power Source & Attack Type
<input type="checkbox"/> Personal <input type="checkbox"/> Trigger	Trigger Condition
Effects	

Encounter Power

Name <input type="checkbox"/> Standard <input type="checkbox"/> Move <input type="checkbox"/> Minor	Power Source & Attack Type		
Target & Range	To Hit	VS.	Defense
Effects			
Damage			

Encounter Power

Name <input type="checkbox"/> Standard <input type="checkbox"/> Move <input type="checkbox"/> Minor	Power Source & Attack Type		
Target & Range	To Hit	VS.	Defense
Effects			
Damage			

Encounter Power

Name <input type="checkbox"/> Standard <input type="checkbox"/> Move <input type="checkbox"/> Minor	Power Source & Attack Type		
Target & Range	To Hit	VS.	Defense
Effects			
Damage			

Encounter Power

Name <input type="checkbox"/> Standard <input type="checkbox"/> Move <input type="checkbox"/> Minor	Power Source & Attack Type		
Target & Range	To Hit	VS.	Defense
Effects			
Damage			

Encounter Power

Name <input type="checkbox"/> Standard <input type="checkbox"/> Move <input type="checkbox"/> Minor <input type="checkbox"/> Free	Power Source & Attack Type
<input type="checkbox"/> Personal <input type="checkbox"/> Trigger	Trigger Condition
Effects	

Encounter Power

Name <input type="checkbox"/> Standard <input type="checkbox"/> Move <input type="checkbox"/> Minor <input type="checkbox"/> Free	Power Source & Attack Type
<input type="checkbox"/> Personal <input type="checkbox"/> Trigger	Trigger Condition
Effects	

Daily Power

Name <input type="checkbox"/> Standard <input type="checkbox"/> Move <input type="checkbox"/> Minor	Power Source & Attack Type
Target & Range	
To Hit	VS. Defense
Effects	
Damage	

Daily Power

Name <input type="checkbox"/> Standard <input type="checkbox"/> Move <input type="checkbox"/> Minor	Power Source & Attack Type
Target & Range	
To Hit	VS. Defense
Effects	
Damage	

Daily Power

Name <input type="checkbox"/> Standard <input type="checkbox"/> Move <input type="checkbox"/> Minor	Power Source & Attack Type
Target & Range	
To Hit	VS. Defense
Effects	
Damage	

Daily Power

Name <input type="checkbox"/> Standard <input type="checkbox"/> Move <input type="checkbox"/> Minor	Power Source & Attack Type
Target & Range	
To Hit	VS. Defense
Effects	
Damage	

Daily Power

Name <input type="checkbox"/> Standard <input type="checkbox"/> Move <input type="checkbox"/> Minor <input type="checkbox"/> Free	Power Source & Attack Type
Personal	
Trigger	Trigger Condition
Effects	

Daily Power

Name <input type="checkbox"/> Standard <input type="checkbox"/> Move <input type="checkbox"/> Minor <input type="checkbox"/> Free	Power Source & Attack Type
Personal	
Trigger	Trigger Condition
Effects	