

DUNGEONS & DRAGONS

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

SCORE DEX 1/2 LEVEL MISC

Initiative

CONDITIONAL MODIFIERS

DEFENSES

SCORE DEFENSE 10 + 1/2 LVL ABIL CLASS FEAT ENH MISC

AC

CONDITIONAL BONUSES

MOVEMENT

SCORE BASE ARMOR ITEM MISC

Speed (Squares)

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<input style="width: 30px;" type="text"/>	STR Strength	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
<input style="width: 30px;" type="text"/>	CON Constitution	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
<input style="width: 30px;" type="text"/>	DEX Dexterity	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
<input style="width: 30px;" type="text"/>	INT Intelligence	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
<input style="width: 30px;" type="text"/>	WIS Wisdom	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
<input style="width: 30px;" type="text"/>	CHA Charisma	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>

FORT

DEFENSE 10 + 1/2 LVL ABIL CLASS FEAT ENH MISC

FORT

CONDITIONAL BONUSES

REF

DEFENSE 10 + 1/2 LVL ABIL CLASS FEAT ENH MISC

REF

CONDITIONAL BONUSES

WILL

DEFENSE 10 + 1/2 LVL ABIL CLASS FEAT ENH MISC

WILL

CONDITIONAL BONUSES

SENSES

SCORE PASSIVE SENSE BASE SKILL BONUS

Passive Insight 10 +

Passive Perception 10 +

SPECIAL SENSES

HIT POINTS

MAX HP BLOODED HEALING SURGES

SURGE VALUE	SURGES/DAY
<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>

1/2 HP 1/4 HP

CURRENT HIT POINTS CURRENT SURGE USES

ACTION POINTS

Action Points

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

ATTACK WORKSPACE

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>

ABILITY:

DAMAGE WORKSPACE

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>

ABILITY:

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

RACE FEATURES

ABILITY SCORE MODS

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<input style="width: 30px;" type="text"/>	VS <input style="width: 30px;" type="text"/>	<input style="width: 100px;" type="text"/>	<input style="width: 30px;" type="text"/>
<input style="width: 30px;" type="text"/>	VS <input style="width: 30px;" type="text"/>	<input style="width: 100px;" type="text"/>	<input style="width: 30px;" type="text"/>
<input style="width: 30px;" type="text"/>	VS <input style="width: 30px;" type="text"/>	<input style="width: 100px;" type="text"/>	<input style="width: 30px;" type="text"/>
<input style="width: 30px;" type="text"/>	VS <input style="width: 30px;" type="text"/>	<input style="width: 100px;" type="text"/>	<input style="width: 30px;" type="text"/>

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<input type="checkbox"/>	Acrobatics	DEX	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>		
<input type="checkbox"/>	Arcana	INT	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	n/a	
<input type="checkbox"/>	Athletics	STR	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>		
<input type="checkbox"/>	Bluff	CHA	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	n/a	
<input type="checkbox"/>	Diplomacy	CHA	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	n/a	
<input type="checkbox"/>	Dungeoneering	WIS	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	n/a	
<input type="checkbox"/>	Endurance	CON	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>		
<input type="checkbox"/>	Heal	WIS	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	n/a	
<input type="checkbox"/>	History	INT	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	n/a	
<input type="checkbox"/>	Insight	WIS	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	n/a	
<input type="checkbox"/>	Intimidate	CHA	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	n/a	
<input type="checkbox"/>	Nature	WIS	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	n/a	
<input type="checkbox"/>	Perception	WIS	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	n/a	
<input type="checkbox"/>	Religion	INT	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	n/a	
<input type="checkbox"/>	Stealth	DEX	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>		
<input type="checkbox"/>	Streetwise	CHA	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	n/a	
<input type="checkbox"/>	Thievery	DEX	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>		

CLASS / PATH / DESTINY FEATURES

FEATS

LANGUAGES KNOWN

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