Dungeons & Dragons 4e

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

MODIFIER | DEX | ½ LVL | MISC

Initiative

Conditional Modifiers

ABILITY SCORES

SCORE		ABIL MOD	MOD + ½ LVL
	STRENGTH		
	CONSTITUTION		
	DEXTERITY		
	INTELLIGENCE		
	WISDOM		
	CHARISMA		

HIT POINTS

MAX HP | BLOODIED | SURGE VALUE | SURGES/DAY

BONUS HP FROM FEATS

CURRENT HITPOINTS | CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HITPOINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODIFIERS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME		TRAINED (+5)	ABIL MOD + ½ LVL	ACP	MISC
	Acrobatics	DEX	+	+		+
	Arcana	INT	+	+	n/a	+
	Athletics	STR	+	+		+
	Bluff	CHA	+	+	n/a	+
	Diplomacy	CHA	+	+	n/a	+
	Dungeoneering	WIS	+	+	n/a	+
	Endurance	CON	+	+		+
	Heal	WIS	+	+	n/a	+
	History	INT	+	+	n/a	+
	Insight	WIS	+	+	n/a	+
	Intimidate	CHA	+	+	n/a	+
	Nature	WIS	+	+	n/a	+
	Perception	WIS	+	+	n/a	+
	Religion	INT	+	+	n/a	+
	Stealth	DEX	+	+		+
	Streetwise	CHA	+	+	n/a	+
	Thievery	DEX	+	+		+

DEFENSES

SCORE | DEFENSE | 10 + ½ LVL | ABIL | CLASS | FEAT | ENH | ARMOR | SHIELD

AC

Conditional Modifiers:

SCORE | DEFENSE | 10 + ½ LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC

FORT

Conditional Modifiers:

SCORE | DEFENSE | 10 + ½ LVL | ABIL | CLASS | FEAT | ENH | MISC | SHIELD

REF

Conditional Modifiers:

SCORE | DEFENSE | 10 + ½ LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC

WILL

Conditional Modifiers:

ACTION POINTS

Action Points

Milestone	Action Points
0	1
1	2
2	3

Additional effects for spending action points:

RACE FEATURES

Ability Score Mods

CLASS/PATH/DESTINY FEATURES

LANGUAGES KNOWN

MOVEMENT

SCORE | BASE | ARMOR | ITEM | MISC

Speed (squares)

Special Movement

SENSES

SCORE | PASSIVE SENSE | BASE | SKILL

Passive Insight 10 +

Passive Perception 10 +

Special Senses

BASIC ATTACKS

WEAPON OR POWER

BONUS | TARGET | DAMAGE | RANGE

vs

Special Attributes

WEAPON OR POWER

BONUS | TARGET | DAMAGE | RANGE

vs

Special Attributes

WEAPON OR POWER

BONUS | TARGET | DAMAGE | RANGE

vs

Special Attributes

WEAPON OR POWER

BONUS | TARGET | DAMAGE | RANGE

vs

Special Attributes

FEATS

ARMOR

ARMOR		AC	ENH	ACP	SPEED
	ARMOR				

Special Attributes

SHIELD		AC	ENH	ACP	SPEED
	SHIELD				

Special Attributes

WEAPONS

WEAPON	ABIL	PROF	ENH	DAMAGE	RANGE
LABEL					
Special Attributes	RACIAL/CLASS BONUSES:			ATK	DMG

WEAPON	ABIL	PROF	ENH	DAMAGE	RANGE
LABEL					
Special Attributes	RACIAL/CLASS BONUSES:			ATK	DMG

WEAPON	ABIL	PROF	ENH	DAMAGE	RANGE
LABEL					
Special Attributes	RACIAL/CLASS BONUSES:			ATK	DMG

EQUIPMENT

ITEM	#	WEIGHT
TOTAL		0

MONEY

AD	PP	GP	SP	CP

APPEARANCE

BACKGROUND

CAMPAIGN NOTES

AT-WILL POWERS

ENCOUNTER POWERS

DAILY POWERS

UTILITY POWERS

RITUALS KNOWN

MOUNT