



CHARACTER NAME: _____

ABILITIES AND SKILLS

Strength MODIFIER CHECK
Strength measures your physical power.

Athletics Trained MISC. CHECK

Constitution MODIFIER CHECK
Constitution represents health, stamina, and vital force.

Endurance Trained MISC. CHECK

Dexterity MODIFIER CHECK
Dexterity measures coordination, agility, and balance.

Acrobatics Trained MISC. CHECK

Stealth Trained MISC. CHECK

Thievery Trained MISC. CHECK

Intelligence MODIFIER CHECK
Intelligence describes how well you learn and reason.

Arcana Trained MISC. CHECK

History Trained MISC. CHECK

Religion Trained MISC. CHECK

Wisdom MODIFIER CHECK
Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering Trained MISC. CHECK

Heal Trained MISC. CHECK

Insight Trained MISC. CHECK

Nature Trained MISC. CHECK

Perception Trained MISC. CHECK

Charisma MODIFIER CHECK
Charisma measures force of personality and leadership.

Bluff Trained MISC. CHECK

Diplomacy Trained MISC. CHECK

Intimidate Trained MISC. CHECK

Streetwise Trained MISC. CHECK

POWERS AND FEATS

WEALTH

COMBAT STATISTICS

Initiative **Speed**
Roll initiative to determine the turn order in combat. *Your speed is the number of squares you can move with a move action.*

DEFENSES

Armor Class (AC)
AC measures how hard it is to physically land an attack on you.

Fortitude
Fortitude measures your toughness and resilience.

Reflex
Reflex measures your ability to deflect or dodge attacks.

Will
Will measures your strength of will, self-discipline, and devotion.

Attack Bonus WEAPON / POWER DAMAGE

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When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

Hit Points **Bloodied**

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Healing Surge Value

Surges Per Day

When you spend a healing surge, you regain hit points equal to your healing surge value, which is one-quarter of your hit points (rounded down).

CURRENT HIT POINTS

Temporary Hit Points Surges Used

EQUIPMENT AND MAGIC ITEMS

ACTIONS IN COMBAT

On your turn in combat, you can take three actions:
◆ A standard action, which is usually an attack
◆ A move action, which involves movement
◆ A minor action, which is simple and quick
You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

Class: _____ Level: _____
Race: _____ Gender: _____
Alignment: _____
Languages: _____

CHARACTER NOTES

Use this space however you like: to record what happens on your adventures, track quests, describe your background and goals, note the names of the other characters in your party, or draw a picture of your character.

EXPERIENCE POINTS (XP)

XP for next level: _____