ABILITIES AND SKILLS

Strength
Strength measures your physical power.

Athletics
Athletics represents your ability to perform physical tasks.

Constitution
Constitution represents your health, stamina, and vitality.

Endurance
Endurance measures your ability to endure prolonged effort.

Dexterity
Dexterity represents your skill in movement and dexterity.

Acrobatics
Acrobatics measures your ability to perform acrobatic feats.

Stealth
Stealth represents your ability to move silently and avoid detection.

Thievery
Thievery measures your ability to steal or incapacitate targets.

Intelligence
Intelligence describes how well you learn and reason.

Arcana
Arcana represents your understanding of arcane knowledge.

History
History measures your knowledge of the past.

Religion
Religion represents your understanding of religious matters.

Wisdom
Wisdom represents your common sense, self-discipline, and empathy.

Dungeoneering
Dungeoneering represents your ability to navigate and survive in wild places.

Heal
Heal represents your medical knowledge and skills.

Insight
Insight measures your intuition and understanding of others.

Nature
Nature represents your understanding of natural phenomena.

Perception
Perception measures your ability to detect things you might not see.

Charisma
Charisma represents your ability to influence and persuade others.

Bluff
Bluff measures your ability to deceive others.

Diplomacy
Diplomacy represents your ability to negotiate and influence others.

Intimidate
Intimidate measures your ability to inspire fear and respect.

Streetwise
Streetwise represents your ability to adapt to urban environments.

POWERS AND FEATS

COMBAT STATISTICS

Initiative
Roll initiative to determine the order of combat.

Speed
Your speed is the number of squares you can move with a move action.

DEFENSES

Armor Class (AC)
AC measures how difficult it is to hit 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
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
Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Bloodied
Your bloodied value is half of your hit points (rounded down).

Healing Surge Value
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).

Surges Per Day
Healing Surge Value

CURRENT HIT POINTS

Temporary Hit Points
Surges Used

EQUIPMENT AND MAGIC ITEMS

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.

WEALTH

XP for next level: ____________

EXPERIENCE POINTS (XP)

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