Race: _________________ Gender: ___________
Alignment: _______________________________

**ABILITIES AND SKILLS**

- **Strength**
  - Modifier: ___________
  - Check: ___________
  - Strength measures your physical power.
- **Constitution**
  - Modifier: ___________
  - Check: ___________
  - Constitution represents health, stamina, and vital force.
- **Dexterity**
  - Modifier: ___________
  - Check: ___________
  - Dexterity measures coordination, agility, and balance.
- **Intelligence**
  - Modifier: ___________
  - Check: ___________
  - Intelligence describes how well you learn and reason.
- **Wisdom**
  - Modifier: ___________
  - Check: ___________
  - Wisdom measures common sense, self-discipline, and empathy.
- **Bluff**
  - Modifier: ___________
  - Check: ___________
- **Diplomacy**
  - Modifier: ___________
  - Check: ___________
- **Intimidate**
  - Modifier: ___________
  - Check: ___________
- **Streetwise**
  - Modifier: ___________
  - Check: ___________

**COMBAT STATISTICS**

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

**DEFENSES**

- **Armor Class (AC)**
  - Calculations: ___________
- **Fortitude**
  - Calculations: ___________
  - Fortitude measures your toughness and resilience.
- **Reflex**
  - Calculations: ___________
  - Reflex measures your ability to deflect or dodge attacks.
- **Will**
  - Calculations: ___________
  - Will measures your strength of will and self-discipline.

- **Attack Bonus**
  - Weapon/Power: ___________
  - Damage: ___________
  - 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 Remaining**
  - ___________

**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.

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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: ________