



DUNGEONS & DRAGONS®

_____ CHARACTER NAME

Class: _____ Level: _____

Race: _____ Gender: _____

Alignment: _____

Languages: _____

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

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) CALCULATIONS

AC measures how hard it is to physically land an attack on you.

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

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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 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.

POWERS AND FEATS

CHARACTER SKETCH

Use this space to draw a picture of your character, your character's symbol, or some other identifying mark.

CHARACTER NOTES

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

EXPERIENCE POINTS (XP)

XP for next level: _____