

# DUNGEONS & DRAGONS 4th Edition CHARACTER SHEET

Character Name \_\_\_\_\_

Player \_\_\_\_\_

Race and Class \_\_\_\_\_

Level \_\_\_\_\_

Gender \_\_\_\_\_

Alignment \_\_\_\_\_

Deity \_\_\_\_\_

## Ability Scores

Racial Bonus	Base	Modifier	(Add ½ Level when making Ability Checks)
<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>Strength</b>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>Constitution</b>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>Dexterity</b>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>Intelligence</b>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>Wisdom</b>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>Charisma</b>

## Hit Points

Max HP

Current Hit Points

Second Wind

Death Saving Throws

Conditions

## Reactions

Bloodied  ½ hp

Healing Surge  ¼ hp

Surges/day

Surges Used

Action Points

Action Point Effects

Initiative (½ Level + Dex + Feat)

Speed (Base + Armor + Misc)

Special Movement \_\_\_\_\_

Passive Insight

Passive Perception

Vision Type \_\_\_\_\_

Immunities, Resistances, etc.

## Defenses

**Armor Class**

Temporary Effects

Ten + ½ Level

Armor + Shield

Dex (if app.)

Feat/Enhancement

Misc

**Fortitude**

Conditional Bonuses

Ten + ½ Level

Str or Con

Class

Feat/Enhancement

Misc

**Reflex**

Conditional Bonuses

Ten + ½ Level

Dex or Int

Class

Feat/Enhancement

Misc (Shield)

**Will**

Conditional Bonuses

Ten + ½ Level

Wis or Cha

Class

Feat/Enhancement

Misc

## Skills

Trained	Bonus	½ Level + Ability	Armor Penalty	Racial	Skill Modifiers, Notes, etc.
<input type="checkbox"/>	<input type="text"/>	(Dex)	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Int)	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Str)	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Cha)	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Cha)	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Wis)	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Con)	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Wis)	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Int)	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Wis)	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Cha)	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Wis)	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Wis)	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Int)	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Dex)	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Cha)	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	(Dex)	<input type="text"/>	<input type="text"/>	<input type="text"/>

Trained Skills receive +5 to bonus

## Basic Attacks

**Melee Weapon**

Effects & Bonuses vs. \_\_\_\_\_

To Hit =

½ Level + Strength

Profic

Feat/Enhancement

Misc

**Damage** (Weapon + Str + Misc)

**Ranged Weapon**

Effects & Bonuses vs. \_\_\_\_\_

To Hit =

½ Level + Dexterity

Profic

Feat/Enhancement

Misc

**Damage** (Weapon + Dex + Misc)

**Misc Weapon**

Effects & Bonuses vs. \_\_\_\_\_

To Hit =

½ Level + Ability

Profic

Feat/Enhancement

Misc

**Damage** (Weapon + Ability + Misc)

Other Combat Modifiers

Opportunity Attacks

Combat Advantage

Misc

Combat Notes \_\_\_\_\_

## Race Features

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Class Features

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Other Notes

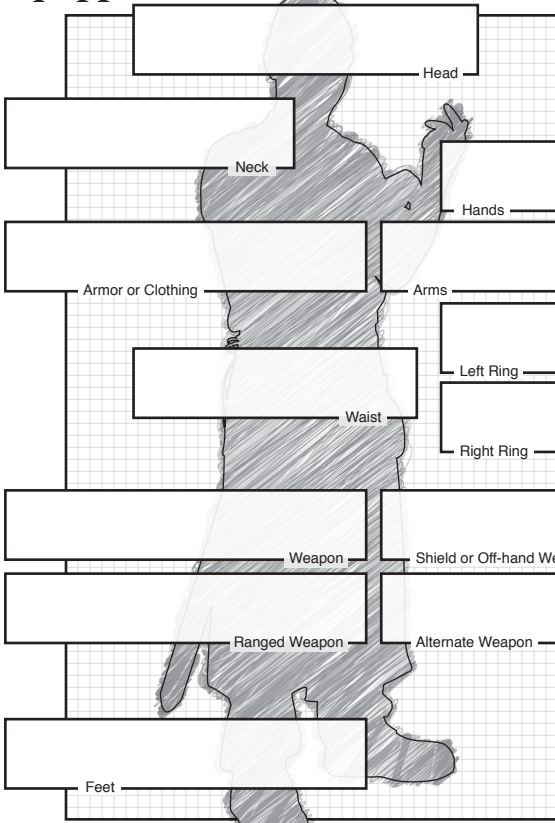
\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# Equipped Items

# Personal Information



Height \_\_\_\_\_ Weight \_\_\_\_\_ Age \_\_\_\_\_ Adventuring Company or Other Affiliation \_\_\_\_\_

Hometown, City, or Tribe \_\_\_\_\_

## Notes or Artwork



## Languages

## Feats

## Other Equipment

Clothing

Pack, Satchel or Bag

## Carrying Capacity

Total Weight

**Normal**

Base Strength x 10 No Penalty

**Heavy**

Base Strength x 20 Requires both Hands

**Maximum**

Base Strength x 50 Can Only Drag or Push

## Treasure

Coinage \_\_\_\_\_

## Experience Points

Paragon Path \_\_\_\_\_

Epic Destiny \_\_\_\_\_

Next Level:

