

Dungeons & Dragons 4th Edition

CHARACTER

PLAYER

LEVEL/CLASS RACE/SIZE HEIGHT/WEIGHT HAIR/EYES ALIGNMENT/DEITY NOTES

Ability Scores

	ABIL MOD MOD	MOD + 1/2 LVL
STR	<input type="text"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>
WIS	<input type="text"/>	<input type="text"/>
CHA	<input type="text"/>	<input type="text"/>

Defenses

	10 + 1/2 LVL	ARMOR/ ABILITY	CLASS	MISC
AC	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
FORT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
REF	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WILL	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

NOTES RESISTANCES

Skills

	TOTAL	ABIL MOD	1/2 LVL	TRAIN (+5)	ARM PNLTY	MISC
ACROBATICS	DEX					
ARCANA	INT					
ATHLETICS	STR					N/A
BLUFF	CHA					N/A
DIPLOMACY	CHA					N/A
DUNGEONEER	WIS					N/A
ENDURANCE	CON					
HEAL	WIS					N/A
HISTORY	INT					N/A
INSIGHT	WIS					N/A
INTIMIDATE	CHA					N/A
NATURE	WIS					N/A
PERCEPTION	WIS					N/A
RELIGION	INT					N/A
STEALTH	DEX					
STREETWISE	CHA					N/A
THIEVERY	DEX					

Initiative

DEX	1/2 LVL	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>

Saving Throws

SAVE MODS	DEATH SAVE FAILURES
<input type="text"/>	<input type="text"/>

Senses

PASS. INSIGHT	<input type="text"/>
PASS. PERCEPTION SPECIAL:	<input type="text"/>

Movement

BASE	ARMOR	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>

Action Points

NOTES

Hit Points

MAX	BLOOD (MAX/2)	HP/ SURGE/	SURGE/ DAY
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CURRENT HP		CURRENT SURGE	
<input type="text"/>		<input type="text"/>	
SECOND WIND		TEMP HP	
<input type="text"/>		<input type="text"/>	

Race/Class Features

Languages

Powers

√	NAME	TYPE/ ACT	NOTES	RANGE	Vs. DEF	WPNT
	BASIC ATTACK	A-W STD				
1		A-W				
1		A-W				
1		ENC				
1		DLY				
2						
3		ENC				
5		DLY				
6						
7		ENC				
9		DLY				
10						
11		ENC				
12						
16						
20		DLY				
22						
26						

Feats

HUM:
CLS:
CLS:
1:
2:
4:
6:
8:
10:
11:
12:
14:
16:
18:
20:
21:
22:
24:
26:
28:
30:

Rituals

NAME	LVL	CAST TIME	DURATION	COMP. COST	SKILL	NOTES

Armor Proficiencies

Weapon Proficiencies

Experience Points

LEVEL	XP
1	0
2	1,000
3	2,250
4	3,750
5	5,500
6	7,500
7	10,000
8	13,000
9	16,500
10	20,500
11	26,000
12	32,000
13	39,000
14	47,000
15	57,000
16	69,000
17	83,000
18	99,000
19	119,000
20	143,000
21	175,000
22	210,000
23	255,000
24	310,000
25	375,000
26	450,000
27	550,000
28	675,000
29	825,000
30	1,000,000

DAILY USE

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Magic Items

Other Equipment

Wealth

Miscellaneous Notes