

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"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA	<input type="text"/>	<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				N/A	
ATHLETICS	STR					
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

Senses

PASS. INSIGHT
 PASS. PERCEPTION
 SPECIAL:

Movement

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

Powers

√	NAME	TYPE/ACT	NOTES	RANGE	Vs. DEF	WPNT	WPN2	WPN3
	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								

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 <input type="text"/>		CURRENT SURGE <input type="text"/>	
		SECOND WIND <input type="text"/>	
		TEMP HP <input type="text"/>	

Race/Class Features

Languages

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"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA	<input type="text"/>	<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	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
ARCANA INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	N/A	<input type="text"/>
ATHLETICS STR	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
BLUFF CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	N/A	<input type="text"/>
DIPLOMACY CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	N/A	<input type="text"/>
DUNGEONEER WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	N/A	<input type="text"/>
ENDURANCE CON	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
HEAL WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	N/A	<input type="text"/>
HISTORY INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	N/A	<input type="text"/>
INSIGHT WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	N/A	<input type="text"/>
INTIMIDATE CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	N/A	<input type="text"/>
NATURE WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	N/A	<input type="text"/>
PERCEPTION WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	N/A	<input type="text"/>
RELIGION INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	N/A	<input type="text"/>
STEALTH DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
STREETWISE CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	N/A	<input type="text"/>
THIEVERY DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Initiative

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

Saving Throws

SAVE MODS	DEATH SAVE FAILURES
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Senses

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

Movement

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

Powers

√	NAME	TYPE/ACT	NOTES	RANGE	Vs. DEF	WPNT	WPNT2
	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							

Action Points

<input type="text"/>	NOTES
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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	SECOND WIND	TEMP HP
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Race/Class Features

Languages

Dungeons & Dragons 4th Edition

CHARACTER

PLAYER

LEVEL/
CLASS RACE/
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DEITY NOTES

Ability Scores

	ABIL 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 ABILITY	ARMOR/CLASS	MISC
AC	<input type="text"/>	<input type="text"/>	<input type="text"/>
FORT	<input type="text"/>	<input type="text"/>	<input type="text"/>
REF	<input type="text"/>	<input type="text"/>	<input type="text"/>
WILL	<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"/>

Powers

✓	NAME	TYPE/ACT	NOTES	RANGE	VS. DEF	WPNT
	BASIC ATTACK	A-W STD				

Action Points

NOTES
<input type="text"/>

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"/>		SECOND WIND	<input type="text"/>
		TEMP HP	<input type="text"/>

Race/Class Features

Languages

Feats

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

Armor Proficiencies

Weapon Proficiencies

Rituals

NAME	LVL	CAST TIME	DURATION	COMP. COST	SKILL	NOTES

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

Magic Items

Other Equipment

Wealth

Miscellaneous Notes