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)
			Strength
			Constitution
			Dexterity
			Intelligence
			Wisdom
			Charisma

Hit Points

Max HP

Current Hit Points

Second Wind

Death Saving Throws

Conditions

½ hp — Bloodied

¼ hp — Healing Surge

Surges/day

Surges Used

Action Points

Action Point Effects

Reactions

Initiative (½ Level + Dex + Feat)

Speed (Base + Armor + Misc)

Special Movement

Passive Insight

Passive Perception

Vision Type

Immunities, Resistances, etc.

Defenses

Defense Bonus vs. Opportunity Attacks

		Ten + ½ Level	+		+		+	
Armor Class	Temporary Effects	Ten + ½ Level	+	Armor + Shield	+	Dex or Int (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, if app.)
Will	Conditional Bonuses	Ten + ½ Level	+	Wis or Cha	+	Class	+ Feat/ Enhancement	+ Misc

Basic Attacks

Use these numbers to help calculate your At-Will Powers

Melee Weapon	To Hit	= ½ Level	+ Strength	+ Profic	+ Feat/ Enhancement	+ Misc	Damage (Weapon + Str + Misc)
Ranged Weapon	To Hit	= ½ Level	+ Dexterity	+ Profic	+ Feat/ Enhancement	+ Misc	/ Range — Damage (Weapon + Dex + Misc)
Misc Weapon	To Hit	= ½ Level	+ Ability	+ Profic	+ Feat/ Enhancement	+ Misc	/ Range — Damage (Weapon + Ability + Misc)

Effects & Bonuses vs.

Other Combat Modifiers

Opportunity Attacks | Combat Advantage | Misc

Combat Notes

Skills

Trained		Bonus	½ Level + Ability	Armor Penalty	Racial	Skill Modifiers, Notes, etc.
Acrobatics	☐		(Dex)			
Arcana	☐		(Int)			
Athletics	☐		(Str)			
Bluff	☐		(Cha)			
Diplomacy	☐		(Cha)			
Dungeoneering	☐		(Wis)			
Endurance	☐		(Con)			
Heal	☐		(Wis)			
History	☐		(Int)			
Insight	☐		(Wis)			
Intimidate	☐		(Cha)			
Nature	☐		(Wis)			
Perception	☐		(Wis)			
Religion	☐		(Int)			
Stealth	☐		(Dex)			
Streetwise	☐		(Cha)			
Thievery	☐		(Dex)			

Trained Skills recieve +5 to bonus

Race Features

Size

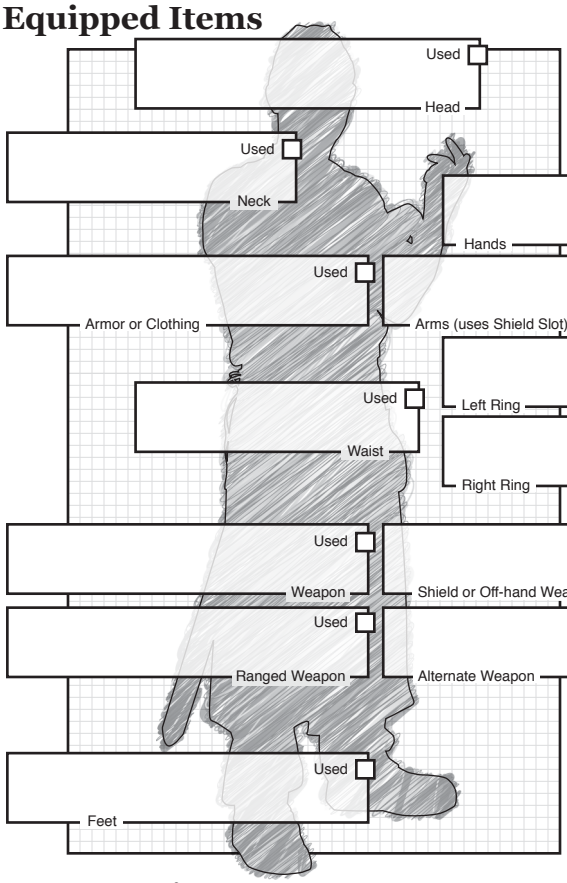
Class Features

Proficiencies

Other Notes

design and layout by Kirin Robinson (kirin@lazyfuturist.com)

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

Total Weight

Treasure

Coinage

Carrying Capacity

Base Strength x 10	Normal	No Penalty
Base Strength x 20	Heavy	Requires both Hands
Base Strength x 50	Maximum	Can Only Drag or Push

Paragon Path

Epic Destiny

Experience Points

Next Level:

Power Index

Number of Powers: At-Will | Per Encounter | Daily | Utility

At-Will

Encounter

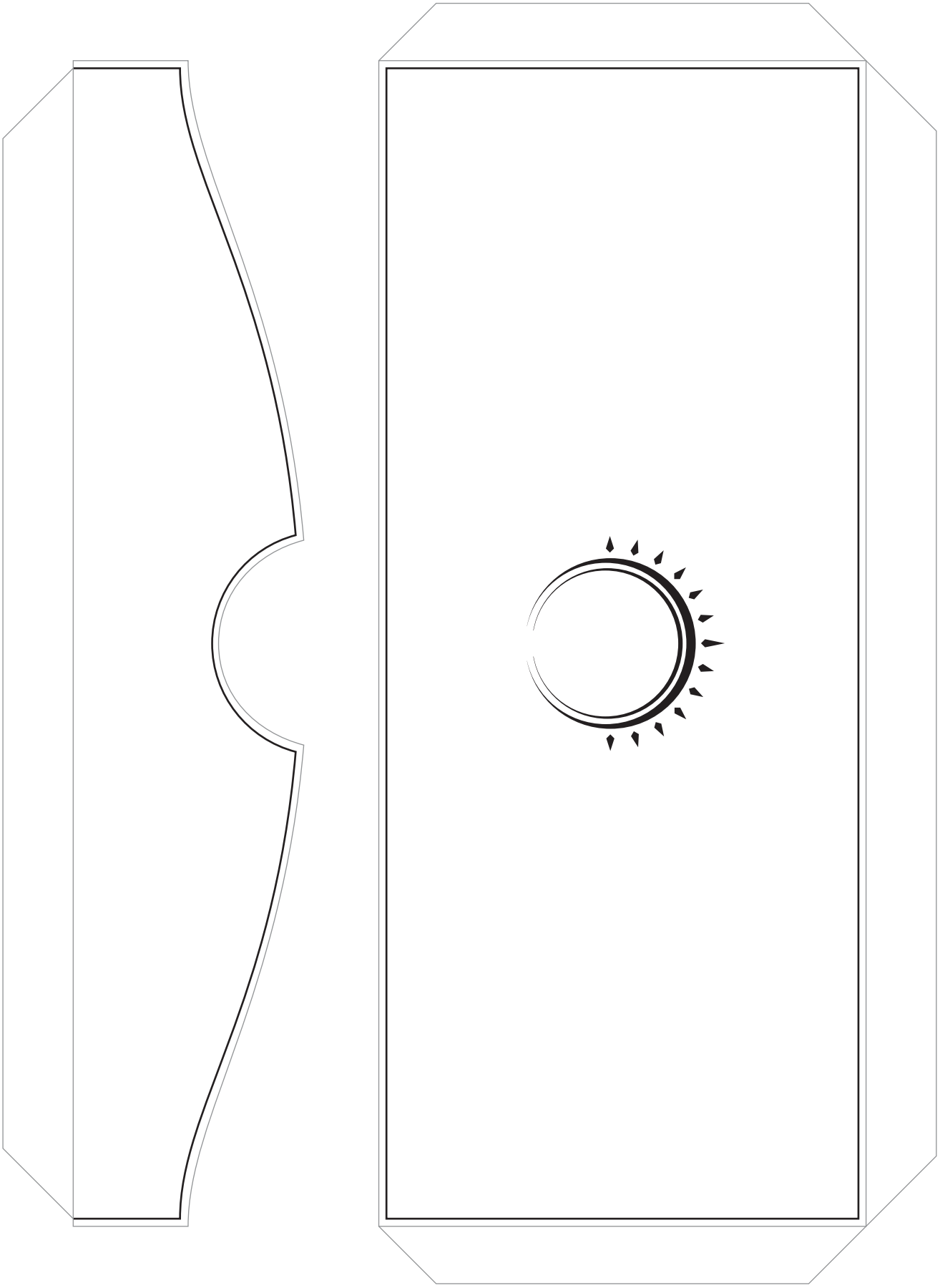
Daily

Utility

Ritual Book — Pages Used

Ritual Name, Page Number, and Cost

Card Folder



At-Will Power

Name

☐ Standard ☐ Move ☐ Minor

Power Source & Attack Type

Target & Range

To Hit

VS.

Defense

Effects

Damage

At-Will Power

Name

☐ Standard ☐ Move ☐ Minor

Power Source & Attack Type

Target & Range

To Hit

VS.

Defense

Effects

Damage

At-Will Power

Name

☐ Standard ☐ Move ☐ Minor

Power Source & Attack Type

Target & Range

To Hit

VS.

Defense

Effects

Damage

At-Will Power

Name

☐ Standard ☐ Move ☐ Minor

Power Source & Attack Type

Target & Range

To Hit

VS.

Defense

Effects

Damage

At-Will Power

Name

☐ Standard ☐ Move ☐ Minor ☐ Free

Power Source & Attack Type

☐ Personal

☐ Trigger Trigger Condition

Effects

At-Will Power

Name

☐ Standard ☐ Move ☐ Minor ☐ Free

Power Source & Attack Type

☐ Personal

☐ Trigger Trigger Condition

Effects

Encounter Power

Name

☐ Standard ☐ Move ☐ Minor

Power Source & Attack Type

Target & Range

To Hit

VS.

Defense

Effects

Damage

Encounter Power

Name

☐ Standard ☐ Move ☐ Minor

Power Source & Attack Type

Target & Range

To Hit

VS.

Defense

Effects

Damage

Encounter Power

Name

☐ Standard ☐ Move ☐ Minor

Power Source & Attack Type

Target & Range

To Hit

VS.

Defense

Effects

Damage

Encounter Power

Name

☐ Standard ☐ Move ☐ Minor

Power Source & Attack Type

Target & Range

To Hit

VS.

Defense

Effects

Damage

Encounter Power

Name

☐ Standard ☐ Move ☐ Minor ☐ Free

Power Source & Attack Type

☐ Personal

☐ Trigger Trigger Condition

Effects

Encounter Power

Name

☐ Standard ☐ Move ☐ Minor ☐ Free

Power Source & Attack Type

☐ Personal

☐ Trigger Trigger Condition

Effects

Daily Power

Name

☐ Standard ☐ Move ☐ Minor

Power Source & Attack Type

Target & Range

VS.

To Hit

Defense

Effects

Damage

Daily Power

Name

☐ Standard ☐ Move ☐ Minor

Power Source & Attack Type

Target & Range

VS.

To Hit

Defense

Effects

Damage

Daily Power

Name

☐ Standard ☐ Move ☐ Minor

Power Source & Attack Type

Target & Range

VS.

To Hit

Defense

Effects

Damage

Daily Power

Name

☐ Standard ☐ Move ☐ Minor

Power Source & Attack Type

Target & Range

VS.

To Hit

Defense

Effects

Damage

Daily Power

Name

☐ Standard ☐ Move ☐ Minor ☐ Free

Power Source & Attack Type

☐ Personal

☐ Trigger Trigger Condition

Effects

Daily Power

Name

☐ Standard ☐ Move ☐ Minor ☐ Free

Power Source & Attack Type

☐ Personal

☐ Trigger Trigger Condition

Effects