

# DUNGEONS & DRAGONS 4th Edition CHARACTER SHEET

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

Player \_\_\_\_\_

Level \_\_\_\_\_

Gender \_\_\_\_\_

Alignment \_\_\_\_\_

Deity \_\_\_\_\_

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

## 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

**Initiative** (½ Level + Dex + Feat)

**Speed** (Base + Armor + Misc)  
Special Movement \_\_\_\_\_

**Passive Insight**

**Passive Perception**  
Vision Type \_\_\_\_\_

Immunities, Resistances, etc.

**Bloodied**  
½ hp

**Healing Surge**  
¼ hp

**Surges/day**

Surges Used

**Action Points**  
Action Point Effects \_\_\_\_\_

## Defenses

**Armor Class**  
Temporary Effects  + Ten + ½ Level + Armor + Shield + Dex or Int (if app.) + Feat/Enhancement + Misc + Defense Bonus vs. Opportunity Attacks

**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

## 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="checkbox"/>	<input type="text"/>	(Int)			
<input type="checkbox"/>	<input type="text"/>	(Str)			
<input type="checkbox"/>	<input type="text"/>	(Cha)			
<input type="checkbox"/>	<input type="text"/>	(Cha)			
<input type="checkbox"/>	<input type="text"/>	(Wis)			
<input type="checkbox"/>	<input type="text"/>	(Con)	<input type="text"/>		
<input type="checkbox"/>	<input type="text"/>	(Wis)			
<input type="checkbox"/>	<input type="text"/>	(Int)			
<input type="checkbox"/>	<input type="text"/>	(Wis)			
<input type="checkbox"/>	<input type="text"/>	(Cha)			
<input type="checkbox"/>	<input type="text"/>	(Wis)			
<input type="checkbox"/>	<input type="text"/>	(Wis)			
<input type="checkbox"/>	<input type="text"/>	(Int)			
<input type="checkbox"/>	<input type="text"/>	(Dex)	<input type="text"/>		
<input type="checkbox"/>	<input type="text"/>	(Cha)			
<input type="checkbox"/>	<input type="text"/>	(Dex)	<input type="text"/>		

Trained Skills receive +5 to bonus

## Basic Attacks

Use these numbers to help calculate your At-Will Powers

**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

**Size**

Proficiencies \_\_\_\_\_

## Class Features

\_\_\_\_\_

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\_\_\_\_\_

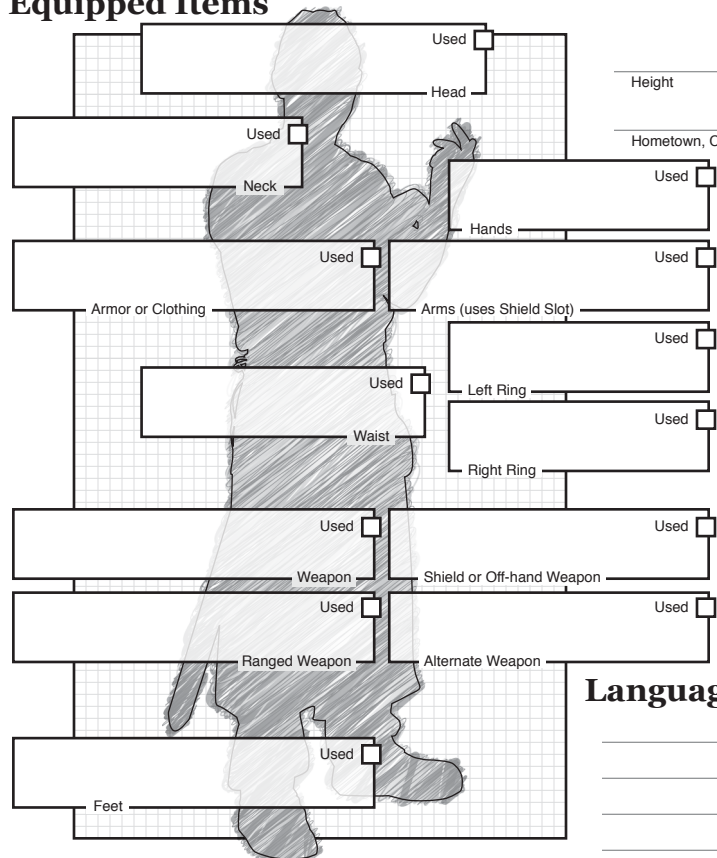
## Other Notes

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\_\_\_\_\_

\_\_\_\_\_

## Equipped Items



Used  Head

Used  Neck

Used  Hands

Used  Arms (uses Shield Slot)

Used  Left Ring

Used  Right Ring

Used  Weapon

Used  Shield or Off-hand Weapon

Used  Ranged Weapon

Used  Alternate Weapon

Used  Feet

## Personal Information

Height \_\_\_\_\_ Weight \_\_\_\_\_ Age \_\_\_\_\_  
 Adventuring Company or Other Affiliation \_\_\_\_\_  
 Hometown, City, or Tribe \_\_\_\_\_

## Notes or Artwork



Blank area for notes or artwork.

## Languages

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Feats

Blank area for feats with horizontal lines.

## Other Equipment

\_\_\_\_\_ Clothing \_\_\_\_\_ Pack, Satchel or Bag \_\_\_\_\_

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## Treasure

Coinage \_\_\_\_\_

## Carrying Capacity

Total Weight

Base \_\_\_\_\_ No Penalty  
 Strength x 10

Base \_\_\_\_\_ Requires both Hands  
 Strength x 20

Base \_\_\_\_\_ Can Only Drag or Push  
 Strength x 50

## Experience Points

\_\_\_\_\_

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

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

Next Level: \_\_\_\_\_





# POWER INDEX

Number of Powers

At-Will

Per  
Encounter

Daily

Utility

**At-Will**

**Encounter**

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**Daily**

**Utility**

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**Ritual Book**

Ritual Name, Page Number, and Cost

Pages  
Used

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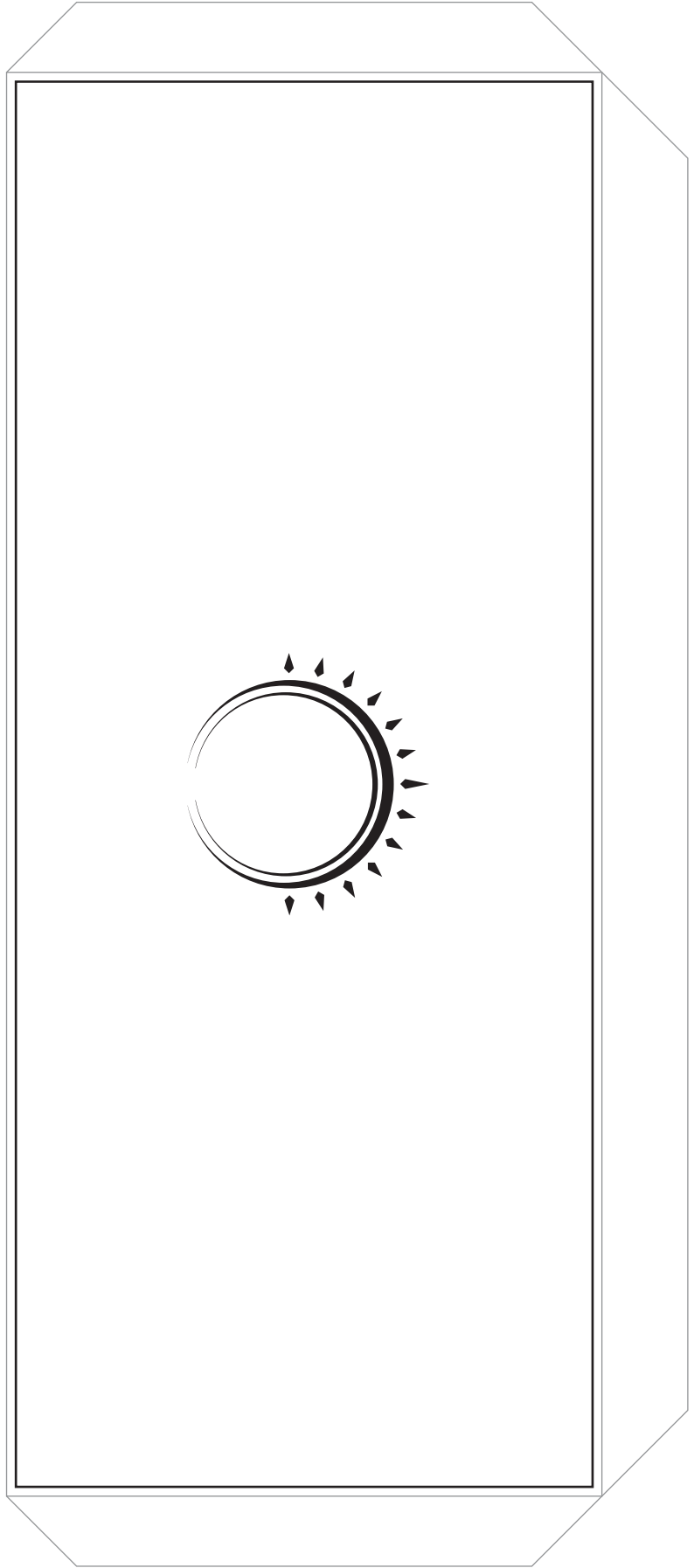
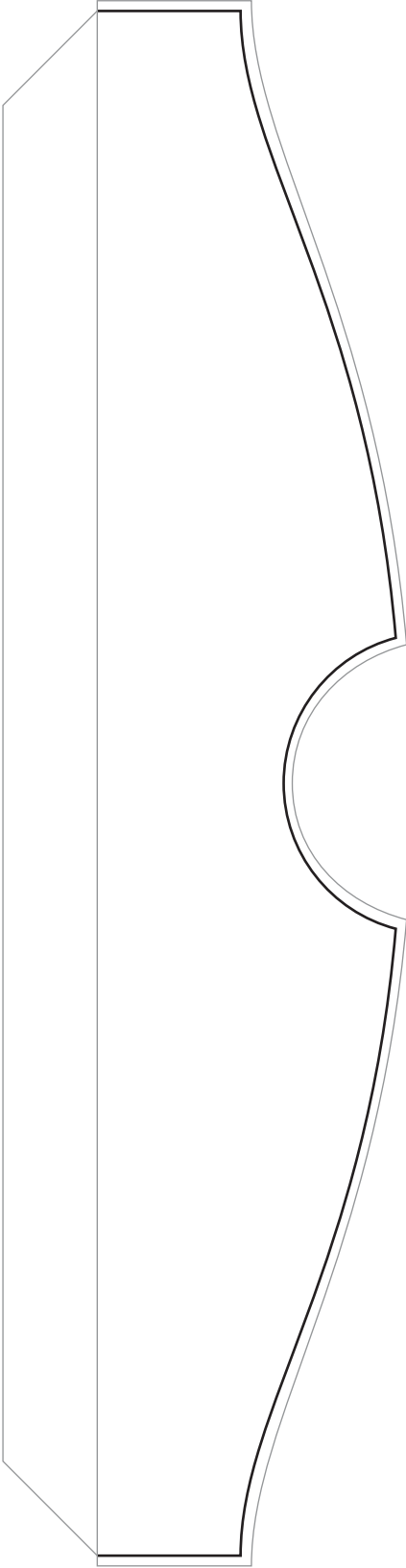
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**Card Folder**



### At-Will Power

Name \_\_\_\_\_

Standard \_\_\_\_\_

Move \_\_\_\_\_

Minor \_\_\_\_\_

Power Source & Attack Type \_\_\_\_\_

**Target & Range** \_\_\_\_\_

To Hit \_\_\_\_\_

VS. \_\_\_\_\_

Defense \_\_\_\_\_

**Effects** \_\_\_\_\_

Damage \_\_\_\_\_

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Name \_\_\_\_\_

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Minor \_\_\_\_\_

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To Hit \_\_\_\_\_

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Damage \_\_\_\_\_

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Standard \_\_\_\_\_

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Minor \_\_\_\_\_

Power Source & Attack Type \_\_\_\_\_

**Target & Range** \_\_\_\_\_

To Hit \_\_\_\_\_

VS. \_\_\_\_\_

Defense \_\_\_\_\_

**Effects** \_\_\_\_\_

Damage \_\_\_\_\_

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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 \_\_\_\_\_

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Standard

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Minor

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Damage \_\_\_\_\_

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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

To Hit \_\_\_\_\_

VS.

Defense \_\_\_\_\_

Effects

Damage \_\_\_\_\_

### Daily Power

Name

Standard

Move

Minor

Power Source & Attack Type \_\_\_\_\_

Target & Range

To Hit \_\_\_\_\_

VS.

Defense \_\_\_\_\_

Effects

Damage \_\_\_\_\_

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Power Source & Attack Type \_\_\_\_\_

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To Hit \_\_\_\_\_

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Defense \_\_\_\_\_

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Damage \_\_\_\_\_

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Minor

Power Source & Attack Type \_\_\_\_\_

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