# Dungeons & Dragons Character Sheet

| Name | | Alignment | |
|---|---|---|---|
| Race | | Player | |

## Ability Scores

| | Heroic Mod | Base Mod | Ability Score | Racial Mod | Level/ Misc | Base Score |
|---|---|---|---|---|---|---|
| Str | = ½ + | | = | + | + | |
| Con | = ½ + | | = | + | + | |
| Dex | = ½ + | | = | + | + | |
| Int | = ½ + | | = | + | + | |
| Wis | = ½ + | | = | + | + | |
| Cha | = ½ + | | = | + | + | |

## Defenses

| | Total Score | Heroic Ability | Class Mod | Misc Mod | Armor/ Shield |
|---|---|---|---|---|---|
| AC | = 10 + | + | + | + | |
| Fort | = 10 + | + | + | + | |
| Ref | = 10 + | + | + | + | |
| Will | = 10 + | + | + | + | |

Misc Defense Mods / Notes

## Advancement

| | | |
|---|---|---|
| Level | | ÷ 2 = ½ |
| Heroic Class | | |
| Paragon Path | | |
| Epic Destiny | | |
| Experience | | |
| Next Level | | |

## Skills

Dex = Armor Penalty

| | Total | Misc | Heroic | Trained +5 Focus +3 |
|---|---|---|---|---|
| Acrobatics | + | | + Dex + | ○ ○ |
| Arcana | + | | + Int + | ○ ○ |
| Athletics | + | | + Str + | ○ ○ |
| Bluff | + | | + Cha + | ○ ○ |
| Diplomacy | + | | + Cha + | ○ ○ |
| Dungeoneering | + | | + Wis + | ○ ○ |
| Endurance | + | | + Con + | ○ ○ |
| Heal | + | | + Wis + | ○ ○ |
| Passive ☐ History | + | | + Int + | ○ ○ |
| Insight | + | | + Wis + | ○ ○ |
| Intimidate | + | | + Cha + | ○ ○ |
| Passive ☐ Nature | + | | + Wis + | ○ ○ |
| Perception | + | | + Wis + | ○ ○ |
| Religion | + | | + Int + | ○ ○ |
| Stealth | + | | + Dex + | ○ ○ |
| Streetwise | + | | + Cha + | ○ ○ |
| Thievery | + | | + Dex + | ○ ○ |

Misc Skill Notes

**Vision Type**

## Health

| | Total | Bloodied | Per Surge |
|---|---|---|---|
| Hit Points | ÷ 2 | ÷ 2 | |
| Surges | | | |
| Death Saves | | 2nd Wind | |

Current HP / Notes

## Basic Combat

| | Attack Bonus | Heroic Ability | Prof. | Feat | Enh. | Misc |
|---|---|---|---|---|---|---|
| | = | + | + | + | + | |

| / | vs | | | | | |
|---|---|---|---|---|---|---|
| Range | Defense | Damage | Base Ability | Feat | Enh. | Misc |
| | | = | + | + | + | |

| | Attack Bonus | Heroic Ability | Prof. | Feat | Enh. | Misc |
|---|---|---|---|---|---|---|
| | = | + | + | + | + | |

| / | vs | | | | | |
|---|---|---|---|---|---|---|
| Range | Defense | Damage | Base Ability | Feat | Enh. | Misc |
| | | = | + | + | + | |

| | Attack Bonus | Heroic Ability | Prof. | Feat | Enh. | Misc |
|---|---|---|---|---|---|---|
| | = | + | + | + | + | |

| / | vs | | | | | |
|---|---|---|---|---|---|---|
| Range | Defense | Damage | Base Ability | Feat | Enh. | Misc |
| | | = | + | + | + | |

| | Total | Base Speed | Armor Penalty | Misc |
|---|---|---|---|---|
| Speed | = | | - | + |

| | Total | Heroic Ability | Misc |
|---|---|---|---|
| Initiative | = Dex + | | |

**Action Points**

Action Point Notes

Immunities, Resistances, Misc Combat Notes

## Feats, Race & Class Features

| Name | Description | From | Page | Name | Description | From | Page |
|---|---|---|---|---|---|---|---|
| | | | | | | | |



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## Powers

| Power | Type | Level/From | Page | Power | Type | Level/From | Page |
|---|---|---|---|---|---|---|---|
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## Rituals

| Ritual | Skill | Level | Page |
|---|---|---|---|
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## Equipment

| | Item Name | Description | Type | Enhancement Bonus | Applies to | Page |
|---|---|---|---|---|---|---|
| Armor | | | | | | |
| Weapon | | | | | | |
| Second Weapon | | | | | | |
| Ranged Weapon | | | | | | |
| Implement | | | | | | |
| Arms (Shield) | | | | | | |
| Head | | | | | | |
| Neck | | | | | | |
| Hands | | | | | | |
| Left Ring | | | | | | |
| Right Ring | | | | | | |
| Waist | | | | | | |
| Feet | | | | | | |

| Name | Quantity |
|---|---|
| | |
| | |
| | |
| | |

Load [ ] = Str x 10

Requires both hands

Heavy [ ] = Str x 20 (Slowed)

Can only drag or push

Max [ ] = Str x 50 (Slowed)

| | |
|---|---|
| Copper | |
| Silver | |
| Gold | |

| | |
|---|---|
| Platinum | |
| Astral Diamonds | |
| Residuum | |

Proficiencies

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# Dungeons & Dragons Roleplaying Sheet

| Name | | Alignment | |
|---|---|---|---|
| Player | | Deity | |

## Physical

| | | | |
|---|---|---|---|
| Gender | | Race | |
| Height | | Eyes | |
| Weight | | Hair | |
| Age | | Skin | |

### Description

## Portrait

## Personality

| | |
|---|---|
| Nature | |
| Demeanor | |
| Drive | |

### Description

### Backgrounds

Background Benefit:

### Quote(s)

## Social

### Contacts / Friends

### Enemies

### Languages Spoken

## Notes

29 Jun 2009 • http://angille.net/sheets

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**Character**

# Dungeons & Dragons Power Sheet

## Ability Scores

| | Heroic Mod | Base Mod |
|---|---|---|
| Str | = ½ + | |
| Con | = ½ + | |
| Dex | = ½ + | |
| Int | = ½ + | |
| Wis | = ½ + | |
| Cha | = ½ + | |

## Applicable Feats, Features, Etc

## Power Levels

| | | | | |
|---|---|---|---|---|
| Encounter | | | | |
| Daily | | | | |
| Utility | | | | |

**Power** | Attack | vs | Defense | **Level**

Action | Range | Target | Source | To-Hit | Damage | Page

Descriptors

☐ **At-Will** ☐ **Encounter** ☐ **Daily** ☐ **Readied** ☐ **Used** ☐

**Power** | Attack | vs | Defense | **Level**

Action | Range | Target | Source | To-Hit | Damage | Page

Descriptors

☐ **At-Will** ☐ **Encounter** ☐ **Daily** ☐ **Readied** ☐ **Used** ☐

**Power** | Attack | vs | Defense | **Level**

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Descriptors

☐ **At-Will** ☐ **Encounter** ☐ **Daily** ☐ **Readied** ☐ **Used** ☐

**Power** | Attack | vs | Defense | **Level**

Action | Range | Target | Source | To-Hit | Damage | Page

Descriptors

☐ **At-Will** ☐ **Encounter** ☐ **Daily** ☐ **Readied** ☐ **Used** ☐

**Power** | Attack | vs | Defense | **Level**

Action | Range | Target | Source | To-Hit | Damage | Page

Descriptors

☐ **At-Will** ☐ **Encounter** ☐ **Daily** ☐ **Readied** ☐ **Used** ☐

**Power** | Attack | vs | Defense | **Level**

Action | Range | Target | Source | To-Hit | Damage | Page

Descriptors

☐ **At-Will** ☐ **Encounter** ☐ **Daily** ☐ **Readied** ☐ **Used** ☐

**Power** | Attack | vs | Defense | **Level**

Action | Range | Target | Source | To-Hit | Damage | Page

Descriptors

☐ **At-Will** ☐ **Encounter** ☐ **Daily** ☐ **Readied** ☐ **Used** ☐

**Power** | Attack | vs | Defense | **Level**

Action | Range | Target | Source | To-Hit | Damage | Page

Descriptors

☐ **At-Will** ☐ **Encounter** ☐ **Daily** ☐ **Readied** ☐ **Used** ☐

**Power** | Attack | vs | Defense | **Level**

Action | Range | Target | Source | To-Hit | Damage | Page

Descriptors

☐ **At-Will** ☐ **Encounter** ☐ **Daily** ☐ **Readied** ☐ **Used** ☐



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**Power** | Attack | Defense | **Level**

vs

Action | Range | Target | Source | To-Hit | Damage | Page

Descriptors

☐ **At-Will** ☐ **Encounter** ☐ **Daily** ☐ **Readied** ☐ **Used** ☐

**Power** | Attack | Defense | **Level**

vs

Action | Range | Target | Source | To-Hit | Damage | Page

Descriptors

☐ **At-Will** ☐ **Encounter** ☐ **Daily** ☐ **Readied** ☐ **Used** ☐

**Power** | Attack | Defense | **Level**

vs

Action | Range | Target | Source | To-Hit | Damage | Page

Descriptors

☐ **At-Will** ☐ **Encounter** ☐ **Daily** ☐ **Readied** ☐ **Used** ☐

**Power** | Attack | Defense | **Level**

vs

Action | Range | Target | Source | To-Hit | Damage | Page

Descriptors

☐ **At-Will** ☐ **Encounter** ☐ **Daily** ☐ **Readied** ☐ **Used** ☐

**Power** | Attack | Defense | **Level**

vs

Action | Range | Target | Source | To-Hit | Damage | Page

Descriptors

☐ **At-Will** ☐ **Encounter** ☐ **Daily** ☐ **Readied** ☐ **Used** ☐

**Power** | Attack | Defense | **Level**

vs

Action | Range | Target | Source | To-Hit | Damage | Page

Descriptors

☐ **At-Will** ☐ **Encounter** ☐ **Daily** ☐ **Readied** ☐ **Used** ☐

**Power** | Attack | Defense | **Level**

vs

Action | Range | Target | Source | To-Hit | Damage | Page

Descriptors

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**Power** | Attack | Defense | **Level**

vs

Action | Range | Target | Source | To-Hit | Damage | Page

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☐ **At-Will** ☐ **Encounter** ☐ **Daily** ☐ **Readied** ☐ **Used** ☐

**Power** | Attack | Defense | **Level**

vs

Action | Range | Target | Source | To-Hit | Damage | Page

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**Power** | Attack | Defense | **Level**

vs

Action | Range | Target | Source | To-Hit | Damage | Page

Descriptors

☐ **At-Will** ☐ **Encounter** ☐ **Daily** ☐ **Readied** ☐ **Used** ☐

**Power** | Attack | Defense | **Level**

vs

Action | Range | Target | Source | To-Hit | Damage | Page

Descriptors

☐ **At-Will** ☐ **Encounter** ☐ **Daily** ☐ **Readied** ☐ **Used** ☐

**Power** | Attack | Defense | **Level**

vs

Action | Range | Target | Source | To-Hit | Damage | Page

Descriptors

☐ **At-Will** ☐ **Encounter** ☐ **Daily** ☐ **Readied** ☐ **Used** ☐

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Character

# Dungeons & Dragons Ritual Sheet

## Applicable Feats, Features, Etc

## Key Skills and Components

| | Skill Bonus | | GP Value |
|---|---|---|---|
| Arcana | | Regents | |
| Religion | | Incense | |
| Heal | | Salves | |
| Nature | | Herbs | |
| | | Residuum | |

**Ritual** | Key Skill | Cost | **Level**

Category | Market Price | Time | Duration | Page

**Ritual** | Key Skill | Cost | **Level**

Category | Market Price | Time | Duration | Page

**Ritual** | Key Skill | Cost | **Level**

Category | Market Price | Time | Duration | Page

**Ritual** | Key Skill | Cost | **Level**

Category | Market Price | Time | Duration | Page

**Ritual** | Key Skill | Cost | **Level**

Category | Market Price | Time | Duration | Page

**Ritual** | Key Skill | Cost | **Level**

Category | Market Price | Time | Duration | Page

**Ritual** | Key Skill | Cost | **Level**

Category | Market Price | Time | Duration | Page

**Ritual** | Key Skill | Cost | **Level**

Category | Market Price | Time | Duration | Page



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**Ritual** | Key Skill | Cost | **Level**

Category | Market Price | Time | Duration | Page

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# Dungeons & Dragons Equipment Sheet

**Character**

## Daily Uses

**Heroic**
**Paragon**
**Epic**

Restore 1 every milestone

## Applicable Feats, Features, Etc

### Armor

Armor Bonus (AC) | Enhancement (AC) | Level

Type | Weight | Check | Speed | Page

**At-Will** **Encounter** **Daily** **Surge** **Used**

### Weapon

Damage | Enhancement (Atk, Dmg) | Level

Critical | Weight | / | Range | Prof. | Page

Group | Properties

**At-Will** **Encounter** **Daily** **Surge** **Used**

### Weapon

Damage | Enhancement (Atk, Dmg) | Level

Critical | Weight | / | Range | Prof. | Page

Group | Properties

**At-Will** **Encounter** **Daily** **Surge** **Used**

### Weapon

Damage | Enhancement (Atk, Dmg) | Level

Critical | Weight | / | Range | Prof. | Page

Group | Properties

**At-Will** **Encounter** **Daily** **Surge** **Used**

### Implement

Enhancement (Atk, Dmg) | Level

Critical | Type | Page

**At-Will** **Encounter** **Daily** **Surge** **Used**

### Implement

Enhancement (Atk, Dmg) | Level

Critical | Type | Page

**At-Will** **Encounter** **Daily** **Surge** **Used**

### Arms

Level | Page

**At-Will** **Encounter** **Daily** **Surge** **Used**

### Hands

Level | Page

**At-Will** **Encounter** **Daily** **Surge** **Used**

### Neck

Level | Page

**At-Will** **Encounter** **Daily** **Surge** **Used**

### Feet

Level | Page

**At-Will** **Encounter** **Daily** **Surge** **Used**

### Head

Level | Page

**At-Will** **Encounter** **Daily** **Surge** **Used**

### Waist

Level | Page

**At-Will** **Encounter** **Daily** **Surge** **Used**



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## Wondrous Items

| Item | At-Will / Encounter / Daily / Surge / Used | Level | Page |
|---|---|---|---|
| | ☐☐☐☐☐ | | |
| | ☐☐☐☐☐ | | |
| | ☐☐☐☐☐ | | |
| | ☐☐☐☐☐ | | |
| | ☐☐☐☐☐ | | |
| | ☐☐☐☐☐ | | |
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| | ☐☐☐☐☐ | | |
| | ☐☐☐☐☐ | | |
| | ☐☐☐☐☐ | | |

## Consumables

| Item | Daily | Quantity | Level | Page |
|---|---|---|---|---|
| | ☐ | | | |
| | ☐ | | | |
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### Left Ring

Level | Page

☐ At-Will ☐ Encounter ☐ Daily ☐ Surge

Used ☐

### Right Ring

Level | Page

☐ At-Will ☐ Encounter ☐ Daily ☐ Surge

Used ☐

### Other

Level | Page

☐ At-Will ☐ Encounter ☐ Daily ☐ Surge

Used ☐

### Other

Level | Page

☐ At-Will ☐ Encounter ☐ Daily ☐ Surge

Used ☐

### Other

Level | Page

☐ At-Will ☐ Encounter ☐ Daily ☐ Surge

Used ☐

## Mundane Equipment

Name | Quantity

Load = Str x 10

Heavy = Str x 20 (Slowed) — Requires both hands

Max = Str x 50 (Slowed) — Can only drag or push

### Proficiencies

| Copper | Platinum |
|---|---|
| Silver | Astral Diamonds |
| Gold | Residuum |

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