



# DUNGEONS & DRAGONS®

CHARACTER NAME \_\_\_\_\_

## ABILITIES AND SKILLS

<b>Strength</b>	MODIFIER	CHECK
-----------------	----------	-------

Strength measures your physical power.

Athletics	<input type="checkbox"/> Trained	MISC.	CHECK
-----------	----------------------------------	-------	-------

<b>Constitution</b>	MODIFIER	CHECK
---------------------	----------	-------

Constitution represents health, stamina, and vital force.

Endurance	<input type="checkbox"/> Trained	MISC.	CHECK
-----------	----------------------------------	-------	-------

<b>Dexterity</b>	MODIFIER	CHECK
------------------	----------	-------

Dexterity measures coordination, agility, and balance.

Acrobatics	<input type="checkbox"/> Trained	MISC.	CHECK
------------	----------------------------------	-------	-------

Stealth	<input type="checkbox"/> Trained	MISC.	CHECK
---------	----------------------------------	-------	-------

Thievery	<input type="checkbox"/> Trained	MISC.	CHECK
----------	----------------------------------	-------	-------

<b>Intelligence</b>	MODIFIER	CHECK
---------------------	----------	-------

Intelligence describes how well you learn and reason.

Arcana	<input type="checkbox"/> Trained	MISC.	CHECK
--------	----------------------------------	-------	-------

History	<input type="checkbox"/> Trained	MISC.	CHECK
---------	----------------------------------	-------	-------

Religion	<input type="checkbox"/> Trained	MISC.	CHECK
----------	----------------------------------	-------	-------

<b>Wisdom</b>	MODIFIER	CHECK
---------------	----------	-------

Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering	<input type="checkbox"/> Trained	MISC.	CHECK
---------------	----------------------------------	-------	-------

Heal	<input type="checkbox"/> Trained	MISC.	CHECK
------	----------------------------------	-------	-------

Insight	<input type="checkbox"/> Trained	MISC.	CHECK
---------	----------------------------------	-------	-------

Nature	<input type="checkbox"/> Trained	MISC.	CHECK
--------	----------------------------------	-------	-------

Perception	<input type="checkbox"/> Trained	MISC.	CHECK
------------	----------------------------------	-------	-------

<b>Charisma</b>	MODIFIER	CHECK
-----------------	----------	-------

Charisma measures force of personality and leadership.

Bluff	<input type="checkbox"/> Trained	MISC.	CHECK
-------	----------------------------------	-------	-------

Diplomacy	<input type="checkbox"/> Trained	MISC.	CHECK
-----------	----------------------------------	-------	-------

Intimidate	<input type="checkbox"/> Trained	MISC.	CHECK
------------	----------------------------------	-------	-------

Streetwise	<input type="checkbox"/> Trained	MISC.	CHECK
------------	----------------------------------	-------	-------

## POWERS AND FEATS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## WEALTH

## COMBAT STATISTICS

<b>Initiative</b>	MODIFIER	CHECK
-------------------	----------	-------

Roll initiative to determine the turn order in combat.

<b>Speed</b>	MODIFIER	CHECK
--------------	----------	-------

Your speed is the number of squares you can move with a move action.

## DEFENSES

<b>Armor Class (AC)</b>	MODIFIER	CHECK
-------------------------	----------	-------

AC measures how hard it is to physically land an attack on you.

<b>Fortitude</b>	MODIFIER	CHECK
------------------	----------	-------

Fortitude measures your toughness and resilience.

<b>Reflex</b>	MODIFIER	CHECK
---------------	----------	-------

Reflex measures your ability to deflect or dodge attacks.

<b>Will</b>	MODIFIER	CHECK
-------------	----------	-------

Will measures your strength of will, self-discipline, and devotion.

<b>Attack Bonus</b>	WEAPON / POWER	DAMAGE
---------------------	----------------	--------

<b>Attack Bonus</b>	WEAPON / POWER	DAMAGE
---------------------	----------------	--------

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

<b>Hit Points</b>	Bleeding	MODIFIER
-------------------	----------	----------

Your hit points measure the damage you can take before falling unconscious. Your bleeding value is half of your hit points (rounded down).

Bleeding

Healing Surge Value

\_\_\_\_\_

Surges Per Day

\_\_\_\_\_

When you spend a healing surge, you regain hit points equal to your healing surge value, which is one-quarter of your hit points (rounded down).

## CURRENT HIT POINTS

Temporary Hit Points \_\_\_\_\_ Surges Used \_\_\_\_\_

## EQUIPMENT AND MAGIC ITEMS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

- ◆ A standard action, which is usually an attack
- ◆ A move action, which involves movement
- ◆ A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

Class: \_\_\_\_\_ Level: \_\_\_\_\_

Race: \_\_\_\_\_ Gender: \_\_\_\_\_

Alignment: \_\_\_\_\_

Languages: \_\_\_\_\_

## CHARACTER NOTES

Use this space however you like: to record what happens on your adventures, track quests, describe your background and goals, note the names of the other characters in your party, or draw a picture of your character.

## EXPERIENCE POINTS (XP)

XP for next level: \_\_\_\_\_