



# DUNGEONS & DRAGONS®

CHARACTER NAME

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

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

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

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

## ABILITIES AND SKILLS

### Strength

Strength measures your physical power.

Athletics ☐ Trained  MISC.  CHECK

### Constitution

Constitution represents health, stamina, and vital force.

Endurance ☐ Trained  MISC.  CHECK

### Dexterity

Dexterity measures coordination, agility, and balance.

Acrobatics ☐ Trained  MISC.  CHECK

Stealth ☐ Trained  MISC.  CHECK

Thievery ☐ Trained  MISC.  CHECK

### Intelligence

Intelligence describes how well you learn and reason.

Arcana ☐ Trained  MISC.  CHECK

History ☐ Trained  MISC.  CHECK

Religion ☐ Trained  MISC.  CHECK

### Wisdom

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

Dungeoneering ☐ Trained  MISC.  CHECK

Heal ☐ Trained  MISC.  CHECK

Insight ☐ Trained  MISC.  CHECK

Nature ☐ Trained  MISC.  CHECK

Perception ☐ Trained  MISC.  CHECK

### Charisma

Charisma measures force of personality and leadership.

Bluff ☐ Trained  MISC.  CHECK

Diplomacy ☐ Trained  MISC.  CHECK

Intimidate ☐ Trained  MISC.  CHECK

Streetwise ☐ Trained  MISC.  CHECK

## COMBAT STATISTICS

### Initiative

Roll initiative to determine the turn order in combat.

### Speed

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

## DEFENSES

### Armor Class (AC)

CALCULATIONS

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

### Fortitude

CALCULATIONS

Fortitude measures your toughness and resilience.

### Reflex

CALCULATIONS

Reflex measures your ability to deflect or dodge attacks.

### Will

CALCULATIONS

Will measures your strength of will and self-discipline.

### Attack Bonus

WEAPON / POWER

DAMAGE

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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.

### Hit Points

Bloodied

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

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 Remaining

## 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.

## POWERS AND FEATS

## CHARACTER SKETCH

Use this space to draw a picture of your character, your character's symbol, or some other identifying mark.

## CHARACTER NOTES

## EQUIPMENT AND MAGIC ITEMS

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: \_\_\_\_\_

## WEALTH