DUNGEONS & DRAGONS®

CHARACTER NAME

ABILITIES AND SKILLS

10 Strength — MODIFIER 0 — CHECK 0

Strength measures your physical power.

Athletics	☐ Trained	MOD. 0	CHECK 0

10 Constitution — MODIFIER 0 — CHECK 0

Constitution represents health, stamina, and vital force.

Endurance	☐ Trained	MOD. 0	CHECK 0

10 Dexterity — MODIFIER 0 — CHECK 0

Dexterity measures coordination, agility, and balance.

Acrobatics	☐ Trained	MOD. 0	CHECK 0
Stealth	☐ Trained	MOD. 0	CHECK 0
Thievery	☐ Trained	MOD. 0	CHECK 0

10 Intelligence — MODIFIER 0 — CHECK 0

Intelligence describes how well you learn and reason.

Arcana	☐ Trained	MOD. 0	CHECK 0
History	☐ Trained	MOD. 0	CHECK 0
Religion	☐ Trained	MOD. 0	CHECK 0

10 Wisdom — MODIFIER 0 — CHECK 0

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

Dungeoneering	☐ Trained	MOD. 0	CHECK 0
Heal	☐ Trained	MOD. 0	CHECK 0
Insight	☐ Trained	MOD. 0	CHECK 0
Nature	☐ Trained	MOD. 0	CHECK 0
Perception	☐ Trained	MOD. 0	CHECK 0

10 Charisma — MODIFIER 0 — CHECK 0

Charisma measures force of personality and leadership.

Bluff	☐ Trained	MOD. 0	CHECK 0
Diplomacy	☐ Trained	MOD. 0	CHECK 0
Intimidate	☐ Trained	MOD. 0	CHECK 0
Streetwise	☐ Trained	MOD. 0	CHECK 0

POWERS AND FEATS

WEALTH

COMBAT STATISTICS

Initiative

Roll initiative to determine the turn order in combat.

6 Speed

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

DEFENSES

10 Armor Class (AC)

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

10 Fortitude

Fortitude measures your toughness and resilience.

10 Reflex

Reflex measures your ability to deflect or dodge attacks.

10 Will

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

Attack Bonus — WEAPON / POWER — DAMAGE

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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 0

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	0
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: Male

Alignment: Unaligned

Languages: Common Commona

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: _____

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