DUNGEONS & DRAGONS®

CHARACTER NAME | PLAYER NAME

Class: _____ Level: _____

Race: _____ Gender: _____

Alignment: _____

Languages: _____

Strength
MODIFIER | CHECK

Strength measures your physical power.

Athletics ☐ *Trained* MISC | CHECK

Constitution
MODIFIER | CHECK

Constitution represents health, stamina, and vital force.

Endurance ☐ *Trained* MISC | CHECK

Dexterity
MODIFIER | CHECK

Dexterity measures coordination, agility, and balance.

Acrobatics ☐ *Trained* MISC | CHECK

Stealth ☐ *Trained* MISC | CHECK

Thievery ☐ *Trained* MISC | CHECK

Intelligence
MODIFIER | CHECK

Intelligence describes how well you learn and reason.

Arcana ☐ *Trained* MISC | CHECK

History ☐ *Trained* MISC | CHECK

Religion ☐ *Trained* MISC | CHECK

Wisdom
MODIFIER | CHECK

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
MODIFIER | CHECK

Charisma measures force of personality and leadership.

Bluff ☐ *Trained* MISC | CHECK

Diplomacy ☐ *Trained* MISC | CHECK

Intimidate ☐ *Trained* MISC | CHECK

Streetwise ☐ *Trained* MISC | CHECK

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.

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.

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).

Armor Class
MODIFIERS

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

Fortitude
MODIFIERS

Fortitude measures your toughness and resilience.

Reflex
MODIFIERS

Reflex measures your ability to deflect or dodge attacks.

Will
MODIFIERS

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

CURRENT HIT POINTS

Temporary Hit Points | *Surges Used*

Attack Bonus
WEAPON / POWER | MODIFIERS | DAMAGE | MODIFIERS

Attack Bonus
WEAPON / POWER | MODIFIERS | DAMAGE | MODIFIERS

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.

EQUIPMENT AND MAGIC ITEMS

POWERS AND FEATS

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.

WEALTH

EXPERIENCE POINTS

Next level: _____