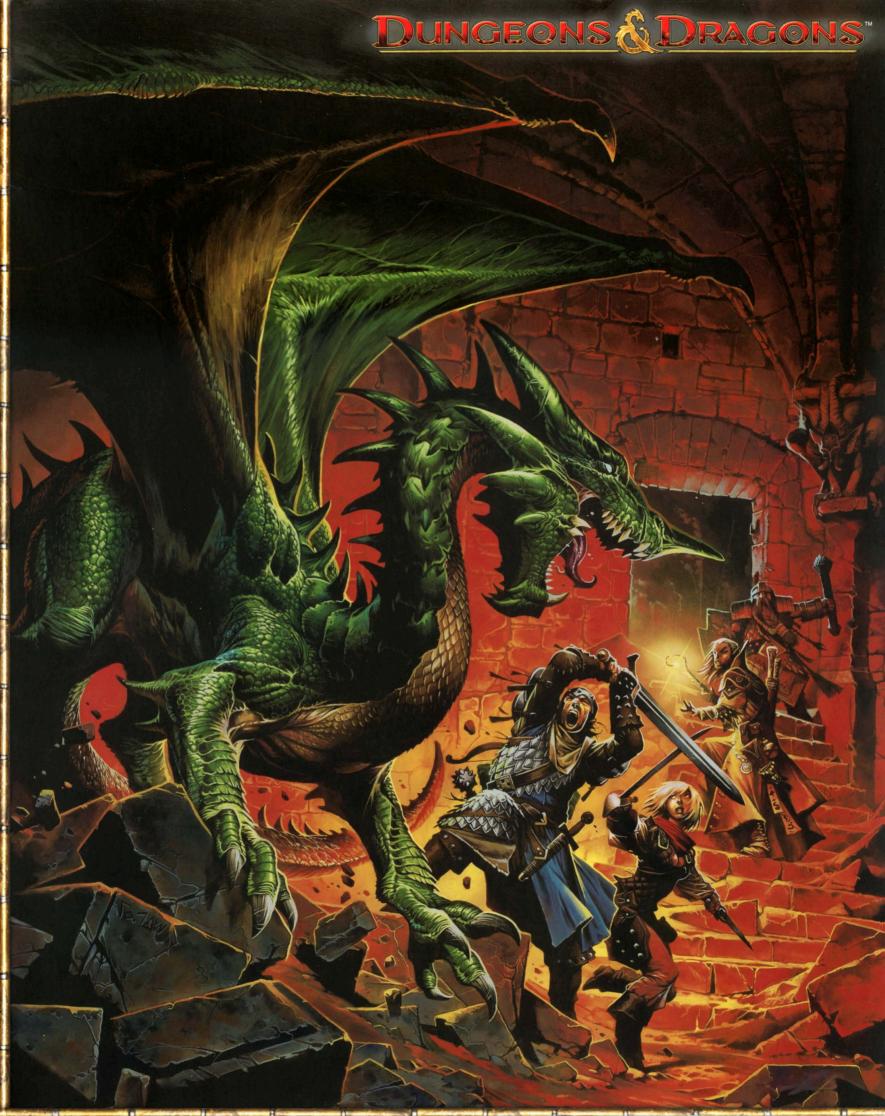
DUNGEONS

CHARACTER RECORD SHEETS



ROLEPLAYING GAME CHARACTER SHEETS & POWER CARDS









Dungeons & Dragons, D&D Insider, d20 System, Wizards of the Coast, and their respective logos are trademarks in the U.S.A. and other countries. © 2008 Wizards.

Importe au Canada par Wizards of the Coast, Inc. PO Box 707, Renton WA 98057-0707, USA.

U.S., Canada, Asia, Pacific, & Latin America Wizards of the Coast, Inc. P.O. Box 707 Renton, WA 98057-0707 Questions? 1-800-324-6496

European Headquarters Hasbro UK Ltd Caswell Way Newport, Gwent NP9 0YH GREAT BRITAIN Please keep this address for your records



TOTAL XP	Level	TOTAL XP	Level	TOTAL XP	Level
0	1st	26,000	ІІтн	175,000	21st
1,000	2ND	32,000	12тн	210,000	22ND
2,250	3rd	39,000	13тн	255,000	23RD
3,750	4тн	47,000	14тн	310,000	24тн
5,500	5тн	57,000	15тн	375,000	25тн
7,500	6тн	69,000	16тн	450,000	26тн
10,000	7тн	83,000	17тн	550,000	27тн
13,000	8тн	99,000	18тн	675,000	28тн
16,500	9тн	119,000	19тн	825,000	29тн
20,500	10тн	143,000	20тн	1,000,000	30тн

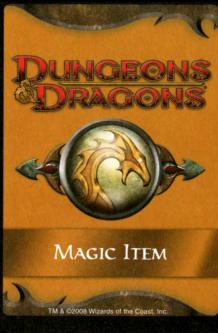
	INC	iE		nsł	DR DR	ago	NS.		William Michael	CHARAC	ter S	неет
(CL210)			E VAI	-				Player Name				
haracter Name					Level Clas	ss	Paragon Path	-	Epic Destiny		Tc	otal XP
lace		— Siz	.e	Age Gen	nder Height V	Weight Alignme	ent Deity	Adv	enturing Com	pany or Other A	ffiliations	
	INITIAT	IVE		SN S W		DEFENS				MOVEMEN	T	
SCORE		1/2 LEV	'EL	MISC	SCORE DEFENSE	10 + ARMOR / 1/2 LVL ABIL CLA	SS FEAT ENH MISC N	SCORE	c 1	SECTION SECTION	SE ARMOR I	ITEM MISC
Initiativ CONDITIONAL MODIFIERS	е		95		AC			SPECIAL MC	Speed (Squares)		
The state of the s	CATALOG AND	COR			CONDITIONAL BONUSES					SENSES		
SCORE ABILITY	AB AB	IL MOD	1	MOD + 1/2 LVL	DEFENSE		SS FEAT ENH MISC		PASSIVE SENSE		MANUAL PROPERTY.	SKILL BONUS
Strength					FOR	ANTHOR DELICATION OF THE PARTY			Passive Ins	ght	10 +	
Constitution					CONDITIONAL BONUSES				Passive Per	ception	10 +	
DEX					DEFENSE	1/2 LVL ABIL CLA	ASS FEAT ENH MISC	MISC SPECIAL SE	NSES			
Dexterity		- 0			REF				ATTA	CK WORK	SPACE	
Intelligence			and the following party		CONDITIONAL BONUSES			ABILITY:				
WIS		-			DEFENSE		ASS FEAT ENH MISC	MISC +	NUS 1/2 IX	L ABIL CLASS	PROF FEAT	ENH MISC
Wisdom		- 600			WILL	CONTRACTOR OF THE PARTY OF		ABILITY:				
Charisma			DESCRIPTION OF		CONDITIONAL BONUSES			АТТАСК ВО	NUS 1/2 LV	L ABIL CLASS	PROF FEAT	ENH MISC
	HIT POI					ACTION PO		+				
MAX HP BLOG	DDIED	HE.		SURGES SURGES/DAY	Actio	on Points	MILESTONES ACTION POI 0 1 1 2	INTS	DAMA	GE WOR	KSPACE	到美質素
						rs for spending action	2 3	ABILITY:				
1/2	НР	1/4		ENT SURGE USES				DAMAGE		ABIL	FEAT ENH	MISC MISC
					ABILITY SCORE MODS	RACE FEAT	URES	ABILITY:				
								DAMAGE		ABIL	FEAT ENH	MISC MISC
SECOND WI	ND 1/ENCO	UNTER	R U	SED							\top	
EMPORARY HIT POINTS									RΔ	SIC ATTA	CKS	15.7574
	AVINCENS	OW	1111000					ATTACK	DEFENSE	WEAPON OR PO	The second second	DAMAGE
VING THROW MODIFIERS	SAVING THR	OW FA	MEURES					<u></u>],	vs			
SISTANCES								— <u> </u>	vs			
J.J.Inneed								一	vs			
IRRENT CONDITIONS AND	DEFFECTS							- =	vs -			
	SKILL	S		TO SECURE	CLASS /	PATH / DE	STINY FEATUR					
ONUS SKILL NAME			DD TRND	ARMOR PENALTY MISC						FEATS	18719	
Acrobatics	DEX	7,72.0	(+3)	TENALIT MISC								
Arcana	INT	П		n/a								
Athletics	STR	П										
Bluff	CHA	П		n/a								
Diplomacy	CHA	П		n/a								
Dungeoneer		П		n/a								
Endurance	CON	П										
Heal	WIS	П		n/a								
History	INT			n/a								
Insight	WIS	П		n/a								
Intimidate	CHA	П		n/a								
Nature	WIS	П		n/a								
Perception	WIS	П		n/a	-			-				
Religion	INT	П		n/a	L	ANGUAGES	KNOWN					
Stealth	DEX	П										
Streetwise	CHA	Н		n/a	1							
Thievery	DEV	H										

	POWER INDEX List your powers below. Check the box when the power is used. Clear the box when the power renews.	List your Check the box w Clear the box wl	TEM INDEX powers below. hen the power is used. hen the power renews.			
↔	AT-WILL POWERS	MAG	IC ITEMS			
L						- 1
L		WEAPON				
L		WEAPON				1
L	A-	WEAPON				
L		ARMOR				
L		ARMS				
*	ENCOUNTER POWERS	FEET		ħ		
		HANDS		₩		
		HEAD		P	ERSONALITY TRAITS	S .
		NECK				
		RING				
		RING				
		WAIST				
4	DAILY POWERS		П			
				MANNE	RISMS AND APPEAL	RANCE
\vdash						
\vdash		-				
\vdash						
\vdash						
*	UTILITY POWERS			СНА	RACTER BACKGROU	JND
\vdash						
\vdash						
\vdash				3		
\vdash		Daily Itam	D	-		
\vdash			Powers per Day	CON	MPANIONS AND ALL	IES
\vdash		Heroic (1-10)	Milestone / /	NAME	NOTES	
\vdash		Paragon (11-20)	Milestone / / /	NAME	NOTES	
L	Ш	Epic (21-30)	Milestone / /	NAME	NOTES	
(+	OTHER EQUIPMENT	RI ^T	ΓUALS	NAME	NOTES	
				NAME	NOTES	
_				NAME	NOTES	
_				NAME	NOTES	
_				NAME	NOTES	
				SESSIO	N AND CAMPAIGN I	NOTES
_						
_						
_						
_						
_						
_	COINE AND O	TUED WEALTH				
41	COINS AND O	THER WEALTH				
	*					
				-		

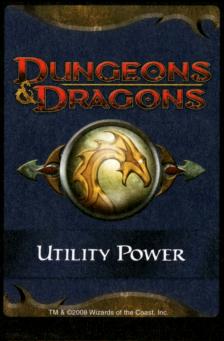
											1	1		INC	PEC	MIS	2
Character Name					Level	Class		Paragon Path	Epic Destiny	Total XP		£					
Race		Si	ze	Age Ge	nder Heig	ht Weight	Alignment	Deity	Adventuring Company or Other Af	filiations	X.						
↔	INITI						DEFENSES		MOVEMENT				ZHA	RACT	er Si	HEET	
SCORE	THE REAL PROPERTY.	EX 1/2 LE	VEL	MISC	SCORE	10 + FENSE 1/2 LV	ARMOR / /L ABIL CLASS FI	EAT ENH MISC MISC		E ARMOR ITEM MISC	Player N	ame					
CONDITIONAL MODIF	ALCOHOLD STREET					\C			Speed (Squares) SPECIAL MOVEMENT					HIT F	POINTS		*
TOO STORES TO A STORE OF THE ST					CONDITIONA	BONUSES			SPECIAL MOVEMENT		MAX	HP	, B	LOODIED	HE SURGE V	ALING S	URGES SURGES/DAY
	BILITY	SCOR ABIL MOD		MOD + 1/2 LVL		10			SENSES				ال	LOODIED] [TALUE	SONGES/ DAT
SCORE ABILITY		ABIL MOL	COLUMN TOWN	MOD + 1/2 LVL	_/		/L ABIL CLASS FI	EAT ENH MISC MISC	SCORE PASSIVE SENSE	BASE SKILL BONUS				1/2 HP	1/4		
Strengt	1202	-				ORT					CURRENT	HIT P	DINTS			CURRENT	SURGE USES
CO	ition				CONDITIONA				Passive Perception	10 +							
DE	Y		٦			SCHOOL STATE OF THE STATE OF TH	VL ABIL CLASS F	EAT ENH MISC MISC	SPECIAL SENSES								
Dexteri						REF			ACTION POIN	ITC		SEC	OND	VIND 1/E	NCOUNTER	R USE	D
Intellige	ence				CONDITIONA	BONUSES			MILE	STONES ACTION POINTS	TEMPOR	The second second					
			_		O DE	10 + FENSE 1/2 LV	VL ABIL CLASS F	EAT ENH MISC MISC	Action Points	0 1 1 2 2 3							
Wisdon			周월			WILL			ADDITIONAL EFFECTS FOR SPENDING ACTION F	POINTS	SAVING	TUROV			THROW FA	ILURES	
Charism	A				CONDITIONA	BONUSES			•		SAVING	IHKOV	MODIF	icks			
Charist	SKI	115			NI GUES	RAC	CE FEATUR	FS	FEATS		RESISTA	NCES					
BONUS SKILL NAME	JI	ABIL M	OD TRN	D ARMOR) PENALTY MISC	ABILITY SCOR		STATEMENT				CURREN	T CON	NTIONS	AND EFFECT	T.C.		
Acrobatio	s DI	13655		7							CURREN	CONI	JIIIONS	AND EFFECT	3		
Arcana	J		i	n/a									ATT	ACK V	VORKSI	PACE	*
Athletics	S	SH(8)						-			ABILITY:	e esta co					decident production .
Bluff	Cŀ										ATTACK I	BONUS	1/	LVL ABIL	CLASS PRO	F FEAT	ENH MISC
		636									+						
Diplomac				n/a							ABILITY:						
Dungeon		S120		n/a							ATTACK I	BONUS	1/	2 LVL ABIL	CLASS PRO	F FEAT	ENH MISC
Enduranc					CLAS	S / PATH	H / DESTI	NY FEATURES			+	_			-		
Heal	W			n/a					_		ADWITT		DAN	IAGE \	WORKS	PACE	*
History		NT		n/a							ABILITY:				ABIL FFA	T ENH A	NISC MISC
Insight	W	IS		n/a	1						Drinte					T	T
Intimidat	e Cl	IA		n/a							ABILITY:						No.
Nature	W	is _		n/a					1		DAMAGE				ABIL FEA	T ENH	MISC MISC
Perceptio	n w	ris		n/a					_								
Religion	II	NT	L	n/a										ASIC	ATTACI	(S	*
Stealth	D	EX			-				_		ATTACK	7	DEFENSE		ON OR POWER		DAMAGE
Streetwis	e Cl	IA		n/a								vs					
Thievery		EX _										vs]			
↔ LA	NGUAGI	S KN	OWN	1							-	ן ו		1			
											<u> </u>	vs		ļ			
												vs					

	POWER INDEX	MAGIC ITEM INDEX		PERSONALITY TRAITS	***
	List your powers below. Check the box when the power is used. Clear the box when the power renews.	List your powers below. Check the box when the power is used. Clear the box when the power renews.]-		Ų
(+	AT-WILL POWERS	MAGIC ITEMS			
Γ		WEAPON] -		
Ī		WEAPON	٦-		
ı		WEAPON	٦-		
ı		WEAPON	٦.		
t		ARMOR	_	MANNERISMS AND APPEARANCE	
ı		ARMS	┑.		
6.	ENCOUNTER POWERS	FEET	┑.		
ľ		HANDS	٦.		1
t	П	HEAD	Π.		
ı		NECK	┑.		**
ŀ		RING	_	CHARACTER BACKGROUND	SESSION AND CAMPAIGN NOTES
t		RING	П.		
ŀ		WAIST	┑.		
	DAILY POWERS		┑.		
"	DAILI FOWERS		┑.		
h			┑.		
ŀ			_	COMPANIONS AND ALLIES NOTES	
H			┑.	NAME NOTES	
ŀ			┑-	NAME NOTES	
H			┨-	NAME NOTES	
	UTILITY POWERS		┨ ;	NAME NOTES	
44-	UIILII POWERS		Η-	NAME NOTES	
ŀ			7	NAME NOTES	_
ŀ			7 5	NAME NOTES	
ŀ				OTHER EQ	HIDMENT
ŀ		Daily Item Powers per Day	╣,	OHIER EQ	OH MIENI
ŀ		Heroic (1-10)	┨-		
ŀ		Paragon (11-20)	┨-		
ŀ		Epic (21-30)	┨-		
L			 _ •		
*	RITU	JALS		COINS AND OT	HER WEALIH
_			-		
_			_		
_			_		
			- 1		



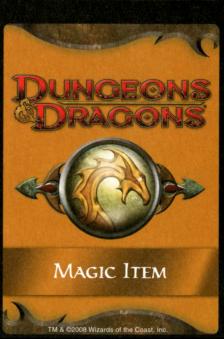


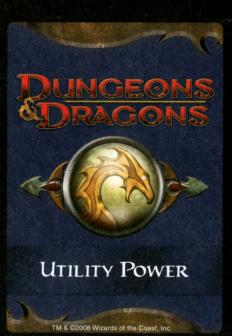


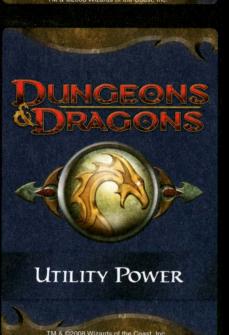


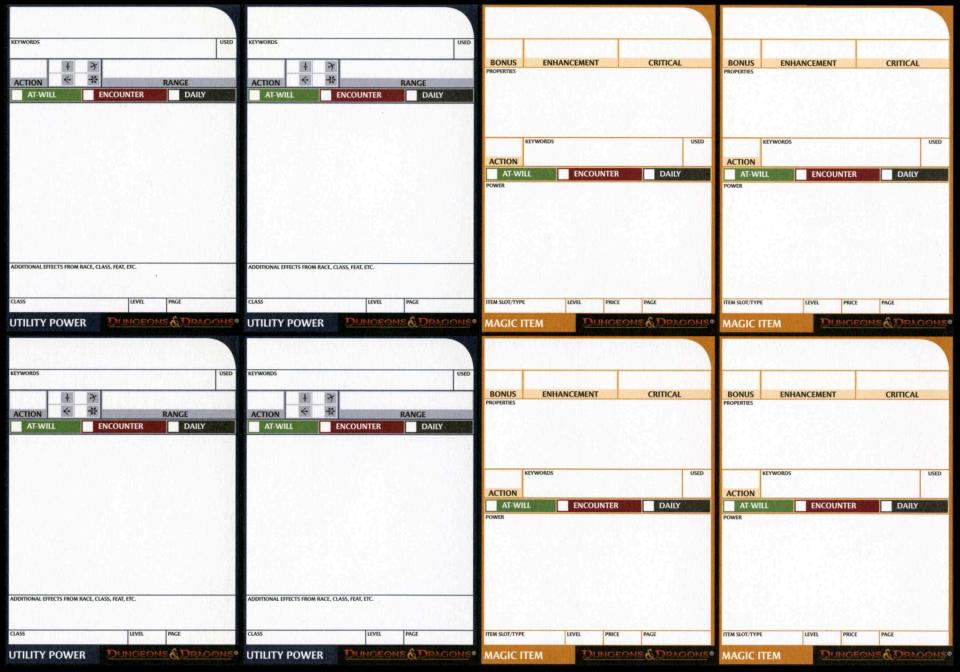


TM & ©2008 Wizards of the Coast, Inc

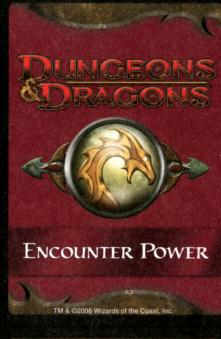




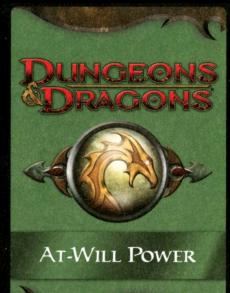


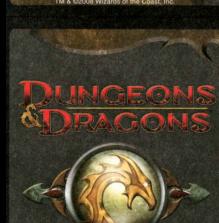




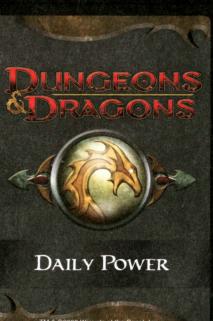


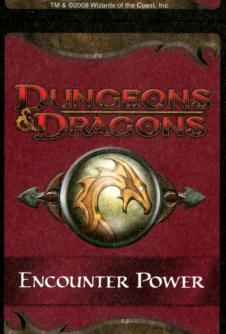


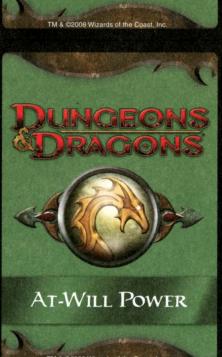


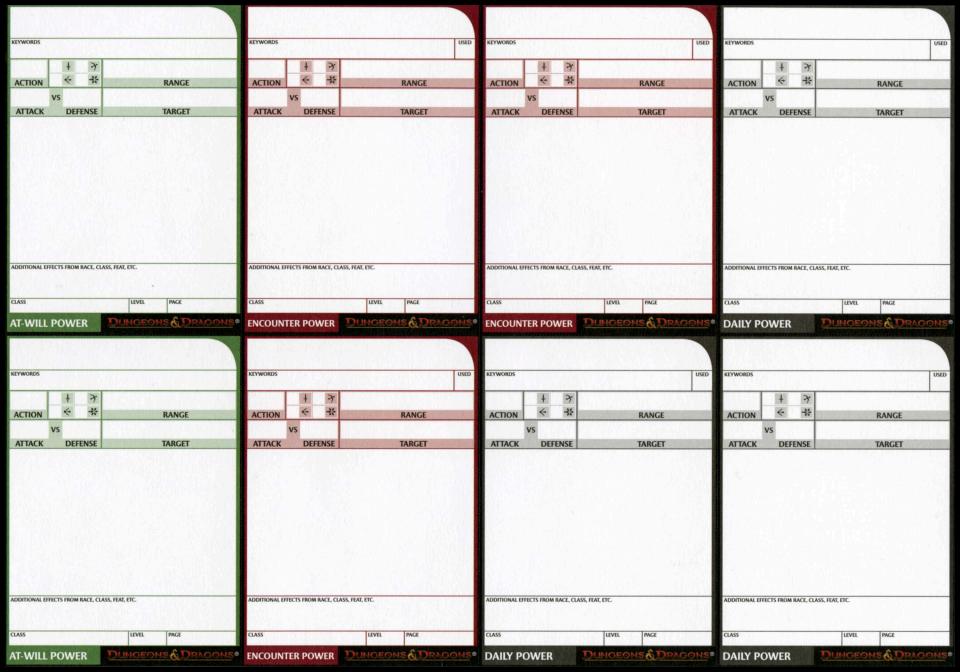


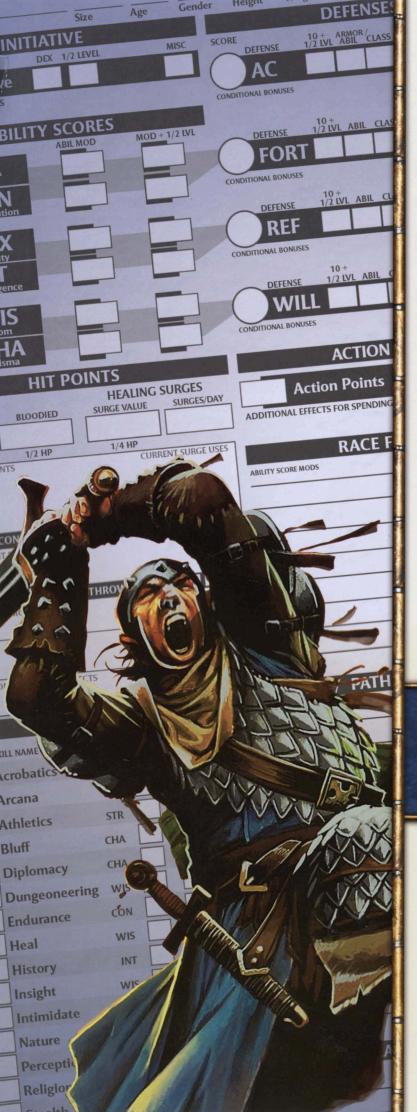
Daily Power











STAY ORGANIZED

This Dungeons & Dragons^m accessory presents official character record sheets for the $D\&D^{m}$ Roleplaying Game. These sheets are designed for optimal playability and support characters of all classes from 1st to 30th level.

This accessory also includes 64 color-coded cards on which players can record their attack powers, utility powers, and magic item powers to speed play and reduce page-flipping during the game.

BONUS! This package also includes widescreen-style versions of the official character record sheet. These sheets reorganize the information presented on the standard sheet into a horizontal format that doesn't crowd the middle of the table—that precious territory the DM keeps telling you to clear off so he can lay out the next room in the dungeon.

These pages and cards are contained in an attractive, illustrated folder for storing your character sheet and all the campaign notes you gather while adventuring.

For use with these 4th Edition Dungeons & Dragons® core products:

Player's Handbook® Dungeon Master's Guide®

Monster Manual® D&D® Miniatures





Wizards of the Coast, Dungeons & Dragons, Player's Handbook, Dungeon Master's Guide, Monster Manual, D&D, D&D Insider, d20 System, and all respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. © 2008 Wizards. P.O. Box 707, Renton, WA 98057

Please retain this information for future reference

