Dungeons Dragons

CHARACTER NAM

ABILITIES AND SKILLS

Strength		MODIFIER	CHECK
Strength measure	es your physical p	ower.	
Athletics	Trained	MISC.	CHECK
Constitut		MODIFIER	CHECK
Constitution repr	resents health, st	amina, and vital j	force.
Endurance	Trained	MISC.	CHECK
Dexterity		MODIFIER	CHECK
Dexterity measur	res coordination,	agility, and balar	nce.
Acrobatics	Trained	MISC.	CHECK
Stealth	Trained	MISC.	CHECK
Thievery	Trained	MISC.	CHECK
Intelligen		MODIFIER	CHECK
Arcana	Trained	MISC.	n. CHECK
History	Trained	MISC.	CHECK
Religion	Trained	MISÇ.	CHECK
Wisdom		MODIFIER	CHECK
Wisdom measure	es common sense,	, self-discipline, a	nd empathy.
Dungeoneering	Trained	MISC.	CHECK
Heal	Trained	MISC.	CHECK
Insight	Trained	MISC.	CHECK
Nature	Trained	MISC.	CHECK
Perception	Trained	MISC.	CHECK
Charisma		MODIFIER	СНЕСК
Charisma measu	res force of perso	nality and leader	ship.
Bluff	Trained	MISC.	CHECK
Diplomacy	Trained	MISC.	CHECK
Intimidate	Trained	MISC.	CHECK
Streetwise	Trained	MISC.	CHECK

POWERS AND FEATS

WEALTH

	EQUIPMEN
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COMBAT STATISTICS

DEFENSES

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

Initiative

01	Initi	ative	to	determine	
he	turn	order	in	combat.	

Armor Class (AC)

Class:	Level:
Race:	Gender:
Alignment:	-
Languages:	

CHARACTER NOTES

AC measures how hard it is to physically land an attack on you Fortitude Fortitude measures your toughness and resilience. Reflex Reflex measures your ability to deflect or dodge attacks. Will Will measures your strength of will, self-discipline, and devotion. Attack Bonus **Attack Bonus** 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 fallin 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 Used NT 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. 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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