Dungeons & Dragons — Character Sheet

Player Name

Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP
Flint Cole	1	Monk			

Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company or Other Affiliations
Elf	M	21	M	6'2"	160	Good		

INITIATIVE

SCORE		DEX	1/2 LEVEL	MISC
5	Initiative	+5		

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
13	STR Strength	+1	
10	CON Constitution	+0	
16	DEX Dexterity	+5	
12	INT Intelligence	+1	
14	WIS Wisdom	+4	
11	CHA Charisma	+0	

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR / ABIL	CLASS	FEAT	ENH	MISC	MISC
10	AC	10						
11	FORT	10		+1				
11	REF	10		+1				
11	WILL	10		+1				

CONDITIONAL BONUSES

MOVEMENT

SCORE		BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	6			

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE		SKILL BONUS
14	Passive Insight	10	+	+4
14	Passive Perception	10	+	+4

SPECIAL SENSES

Low-Light

ATTACK WORKSPACE

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+							

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+							

HIT POINTS

MAX HP	BLOODIED (1/2 HP)	HEALING SURGES: SURGE VALUE (1/4 HP)	SURGES/DAY
22	11	5	7

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED ☐

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES ☐ ☐ ☐

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

		MILESTONES	ACTION POINTS
1	Action Points	0	1
		1	2
		2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC

RACE FEATURES

ABILITY SCORE MODS

Group Awareness, Wild Step, Elven Accuracy, Fey Origin, Elven Weapon Proficiency.

BASIC ATTACKS

ATTACK		DEFENSE	WEAPON OR POWER	DAMAGE
	vs			
	vs			
	vs			
	vs			

SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
10	Acrobatics	DEX	+5	+5		
1	Arcana	INT	+1		n/a	
1	Athletics	STR	+1			
0	Bluff	CHA			n/a	
0	Diplomacy	CHA			n/a	
4	Dungeoneering	WIS	+4		n/a	
0	Endurance	CON				
9	Heal	WIS	+4	+5	n/a	
1	History	INT	+1		n/a	
4	Insight	WIS	+4		n/a	
0	Intimidate	CHA			n/a	
7	Nature	WIS	+4		n/a	+2
11	Perception	WIS	+4	+5	n/a	+2
1	Religion	INT	+1		n/a	
10	Stealth	DEX	+5	+5		
0	Streetwise	CHA			n/a	
5	Thievery	DEX	+5			

CLASS / PATH / DESTINY FEATURES

Monastic Tradition (Stone Fist)

Unarmed Combatant, Unarmed Defense

LANGUAGES KNOWN

Common, Elven

FEATS

Crashing Tempest Style

©2008 Wizards of the Coast, Inc. Permission granted to photocopy for personal use only.

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Crane's wings, Dragon's Tail

ENCOUNTER POWERS

Awaken the slumbering hurt ☐

DAILY POWERS

Spinning Leopard ☐

UTILITY POWERS

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON ☐
WEAPON ☐
WEAPON ☐
WEAPON ☐
ARMOR ☐
ARMS ☐
FEET ☐
HANDS ☐
HEAD ☐
NECK ☐
RING ☐
RING ☐
WAIST ☐

Daily Item Powers Per Day

Heroic (1-10)	☐	Milestone	☐/☐/☐/☐
Paragon (11-20)	☐☐	Milestone	☐/☐/☐/☐
Epic (21-30)	☐☐☐	Milestone	☐/☐/☐/☐

PERSONALITY TRAITS

Adaptability
Loyalty
Self Control

MANNERISMS AND APPEARANCE

Greets everyone with a hug
Blowing Breath out of mouth when annoyed
Prefers to work in groups

CHARACTER BACKGROUND

A loner looking for companions to help solve the past behind the disappearance of his older brother.

COMPANIONS AND ALLIES

NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES

OTHER EQUIPMENT

Cloth Armor
Standard Adventure Kit
Unarmed attack

RITUALS

SESSION AND CAMPAIGN NOTES

COINS AND OTHER WEALTH

©2008 Wizards of the Coast, Inc. Permission granted to photocopy for personal use only.