Character Name | Level | Race | Gender | Alignment

Class | Paragon | Destiny

# Dungeons & Dragons

| | Score | Mod |
|---|---|---|
| Str | | |
| Con | | |
| Dex | | |
| Int | | |
| Wis | | |
| Cha | | |

| | |
|---|---|
| AC | |
| Fort | |
| Ref | |
| Will | |

AC = 10 + ½ Level + Ability Mod + Armor Bonus + Misc Mod + Misc Mod + Shield Bonus

Fort = 10 + ½ Level + Ability Mod + Class Bonus + Misc Mod + Misc Mod

Ref = 10 + ½ Level + Ability Mod + Class Bonus + Misc Mod + Misc Mod + Shield Bonus

Will = 10 + ½ Level + Ability Mod + Class Bonus + Misc Mod + Misc Mod

**Resistances**

**Saving Throw Bonuses**

**Defense & Healing Notes**

**HP**

½ HP

**Bloodied**

**Current HP**

**Temporary HP**

**Death Saves**

**Healing Surge** = ¼ HP + Misc Mod + Misc Mod

**Surges/Day** = Class Base + Con Mod + Bonus

**Second Wind**

**Surges Used**

## Combat

**Initiative** = ½ Level + Dex Mod + Misc Mod

**Speed** = Base − Armor Penalty + Misc Mod + Misc Mod

| Basic Attack / Power | At-Will | Encounter | Daily | Attack | vs | Defense | Damage |
|---|---|---|---|---|---|---|---|
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |

**Action Points**

Milestones

Additional AP Effects

### Combat & Power Notes

## Weapons & Implements

| Weapon / Implement | Range | Attack Mod | ½ Level | Prof | Enh | Misc Mod | Misc Mod | Damage | Feat | Enh | Misc Mod | Properties / Notes |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | | | |
| | | | | | | | | | | | | |
| | | | | | | | | | | | | |

## Skills

**Vision**

**Passive Insight**

**Passive Perception**

| | Skill Mod | ½ Level | Ability Mod | Trained | Racial Mod | Misc Mod | Armor Penalty |
|---|---|---|---|---|---|---|---|
| Acrobatics (Dex) | | | | | | | |
| Arcana (Int) | | | | | | | |
| Athletics (Str) | | | | | | | |
| Bluff (Cha) | | | | | | | |
| Diplomacy (Cha) | | | | | | | |
| Dungeoneering (Wis) | | | | | | | |
| Endurance (Con) | | | | | | | |
| Heal (Wis) | | | | | | | |
| History (Int) | | | | | | | |
| Insight (Wis) | | | | | | | |
| Intimidate (Cha) | | | | | | | |
| Nature (Wis) | | | | | | | |
| Perception (Wis) | | | | | | | |
| Religion (Int) | | | | | | | |
| Stealth (Dex) | | | | | | | |
| Streetwise (Cha) | | | | | | | |
| Thievery (Dex) | | | | | | | |

D&D 4e Character Sheet v1.2 - Created by: SHADO shadogenesis@gmail.com
creative commons license: http://creativecommons.org/licenses/by-nc-sa/3.0
Dungeons & Dragons is a trademark of Wizards of the Coast

Hair | Eyes | Height | Weight | Age | Size

Appearance | Deity

## Feats

| | Book & Page # | | Book & Page # |
|---|---|---|---|
| | | | |

## Features

| | Book & Page # | | Book & Page # |
|---|---|---|---|
| | | | |

## Valuables

| | |
|---|---|
| Platinum | |
| Gold | |
| Silver | |
| Copper | |

Astral Diamonds | Residuum

50 coins = 1 lbs  10 cp = 1 sp, 10 sp = 1 gp, 100 gp = 1 pp, 100 pp = 1 ad

## Languages

## Equipment

### Equipment Worn

| | | Armor Bonus | Speed Penalty | Check Penalty | Weight |
|---|---|---|---|---|---|
| Armor | | | | | |
| Notes | | | | | |

| | | | |
|---|---|---|---|
| Head | | Neck | |
| Notes | | Notes | |
| Arms | | Hands | |
| Notes | | Notes | |
| Left Ring | | Right Ring | |
| Notes | | Notes | |
| Waist | | Feet | |
| Notes | | Notes | |

### Equipment Carried

| | Weight | | Weight |
|---|---|---|---|
| | | | |

Normal Load Str x 10 | Heavy Load Str x 20 (slowed) | Maximum Drag Load Str x 50 (slowed) | Current Weight Carried

## Experience

Current XP | Next Level