

DUNGEONS & DRAGONS 4th Edition CHARACTER SHEET

Character Name Player

Race and Class Level Gender Alignment Deity

Ability Scores

Racial Bonus	Base	Modifier	(Add ½ Level when making Ability Checks)
<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	Strength
<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	Constitution
<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	Dexterity
<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	Intelligence
<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	Wisdom
<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	<input style="width: 30px; height: 25px;" type="text"/>	Charisma

Hit Points

Max HP

Current Hit Points

Second Wind
 Death Saving Throws

Conditions

Reactions

Bloodied ½ hp

Healing Surge ¼ hp

Surges/day

Surges Used

Action Points

Action Point Effects

Initiative (½ Level + Dex + Feat)

Speed (Base + Armor + Misc)
 Special Movement

Passive Insight

Passive Perception
 Vision Type

Immunities, Resistances, etc.

Defenses

Armor Class

Temporary Effects

Ten + ½ Level + Armor + Shield + Dex (if app.) + Feat/Enhancement + Misc

Fortitude

Conditional Bonuses

Ten + ½ Level + Str or Con + Class + Feat/Enhancement + Misc

Reflex

Conditional Bonuses

Ten + ½ Level + Dex or Int + Class + Feat/Enhancement + Misc (Shield)

Will

Conditional Bonuses

Ten + ½ Level + Wis or Cha + Class + Feat/Enhancement + Misc

Skills

Trained	Bonus	½ Level + Ability	Armor Penalty	Racial	Skill Modifiers, Notes, etc.
<input type="checkbox"/>	<input style="width: 30px; height: 20px;" type="text"/>	(Dex)	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 100px; height: 20px;" type="text"/>
<input type="checkbox"/>	<input style="width: 30px; height: 20px;" type="text"/>	(Int)	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 100px; height: 20px;" type="text"/>
<input type="checkbox"/>	<input style="width: 30px; height: 20px;" type="text"/>	(Str)	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 100px; height: 20px;" type="text"/>
<input type="checkbox"/>	<input style="width: 30px; height: 20px;" type="text"/>	(Cha)	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 100px; height: 20px;" type="text"/>
<input type="checkbox"/>	<input style="width: 30px; height: 20px;" type="text"/>	(Cha)	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 100px; height: 20px;" type="text"/>
<input type="checkbox"/>	<input style="width: 30px; height: 20px;" type="text"/>	(Wis)	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 100px; height: 20px;" type="text"/>
<input type="checkbox"/>	<input style="width: 30px; height: 20px;" type="text"/>	(Con)	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 100px; height: 20px;" type="text"/>
<input type="checkbox"/>	<input style="width: 30px; height: 20px;" type="text"/>	(Wis)	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 100px; height: 20px;" type="text"/>
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Trained Skills receive +5 to bonus

Basic Attacks

Melee Weapon To Hit = + ½ Level + Strength + Profic + Feat/Enhancement + Misc

Effects & Bonuses vs.

Damage (Weapon + Str + Misc)

Ranged Weapon To Hit = + ½ Level + Dexterity + Profic + Feat/Enhancement + Misc

Effects & Bonuses vs.

Damage (Weapon + Dex + Misc)

Misc Weapon To Hit = + ½ Level + Ability + Profic + Feat/Enhancement + Misc

Effects & Bonuses vs.

Damage (Weapon + Ability + Misc)

Other Combat Modifiers

Opportunity Attacks Combat Advantage Misc

Combat Notes

Race Features

Class Features

Other Notes