CHARACTER | PLAYER | DATE | DUNGEON MASTER

RACE | GENDER | HEIGHT | WEIGHT | AGE | SIZE

DUNGEONS & DRAGONS

4E EXTENDED CHARACTER RECORD SHEET 1.00

WWW.NECEROS.COM

ALIGNMENT | DEITY | DESCRIPTION

HEROIC CLASS | LEVEL | PARAGON PATH | EPIC DESTINY

CURRENT EXPERIENCE | EXPERIENCE TO NEXT LEVEL | LANGUAGES

ABILITIES

ABILITY SCORE	TOTAL	MODIFIER	BASE	RACIAL	LEVEL UP	
STR STRENGTH						
CON CONSTITUTION						
DEX DEXTERITY						
INT INTELLIGENCE						
WIS WISDOM						
CHA CHARISMA						

SPECIAL

HEALTH & HEALING

TOTAL | HP HITPOINTS | CLASS | CON | MISC | BLOODIED

HEALING SURGES

NUMBER DAILY

AMOUNT HEALED

❑❑❑❑❑❑❑❑❑❑

❑❑❑❑❑❑❑❑❑❑

SECOND WIND 1/ENCOUNTER ❑

DEATH SAVE ❑❑❑

CURRENT HITPOINTS

TEMPORARY HITPOINTS

MISCELLANEOUS

INITIATIVE | DEX | ½ LEVEL | MISC | SPEED | ARMOR | MISC

ACTION POINTS & AP USES ❑❑❑❑❑❑❑

MILESTONES ❑❑❑❑❑

SENSES

PASSIVE INSIGHT | PASSIVE PERCEPTION | VISION

SKILLS

TRAINED SKILLS

TOTAL		ARMOR CHECK	½ LEVEL	ABILITY	TRAINED	MISC
	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				

SKILLS MARKED WITH A ◆ ARE SUBJECT TO ARMOR PENALTY.

DEFENSE

TOTAL		½ LVL	CLASS	RACIAL	ABILITY	ARMOR	SHIELD	ENHANCE	FEAT	MISC	CIRCUMSTANTIAL MODIFIERS
	AC ARMOR CLASS										

10 + ½ LVL + CLASS + RACIAL + ABIL/ARMOR + SHIELD + ENHANCEMENT + FEAT + MISC

TOTAL		½ LVL	CLASS	RACIAL	ABILITY	SHIELD	ENHANCE	FEAT	MISC	MISC
	FORT FORTITUDE									
	REF REFLEX									
	WILL WILLPOWER									

10 + ½ LVL + CLASS + RACIAL + ABIL/ARMOR + SHIELD + ENHANCEMENT + FEAT + MISC

ARMOR & SHIELD	AC	ENHANCE	SPEED	CHK PNLTY	PROPERTIES

RESISTANCES & VULNERABILITIES | MODIFIERS & NOTES

ATTACKS

WEAPON & IMPLEMENT NAME	ATTACK	DEFENSE	DAMAGE	CRITICAL	RANGE	GROUP	PROPERTIES

d20 + ½ LVL + CLASS + RACIAL + ABIL + PROF + ITEM + FEAT + MISC

ATTACK WORKSPACE:

DAMAGE WORKSPACE:

FEATS & FEATURES

TYPE	ABILITY NAME & REFERENCE	TYPE	ABILITY NAME & REFERENCE

COMBAT NOTES

THINGS YOU NEED TO REMEMBER BETWEEN ROUNDS

PROFICIENCIES

TYPE | PROFICIENCY LIST

ARMOR

WEAPONS

OTHER

DAILY MAGIC ITEM USES

SEE PHB 226 FOR DETAILS ON MAGIC ITEM POWERS USAGE

HEROIC (1-10)	☐	☐	☐	☐
PARAGON (11-20)	☐☐	☐☐	☐☐	☐☐
EPIC (21-30)	☐☐☐	☐☐☐	☐☐☐	☐☐☐

USE THE TYPE COLUMN TO SORT WHERE YOUR ABILITIES COME FROM. F FOR FEAT, R FOR RACIAL, C FOR CLASS ABILITY, 0 - 9 FOR LEVEL FEATS, B FOR BONUS FEATS, ETC.

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MAGIC ITEMS

USE	LVL		PG
AW			
EN	LOCATION		
DA	PROPERTIES		

USE	LVL		PG
AW			
EN	LOCATION		
DA	PROPERTIES		

USE	LVL		PG
AW			
EN	LOCATION		
DA	PROPERTIES		

USE	LVL		PG
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EN	LOCATION		
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EN	LOCATION		
DA	PROPERTIES		

USE	LVL		PG
AW			
EN	LOCATION		
DA	PROPERTIES		

USE	LVL		PG
AW			
EN	LOCATION		
DA	PROPERTIES		

NORMAL LOAD: STRENGTH X 10

MAXIMUM LOAD: STRENGTH X 20

LIFT & DRAG: STRENGTH X 50

EQUIPMENT

LVL	QTY	ITEM NAME & DESCRIPTION	BAG	WORTH	WEIGHT

TOTAL WEIGHT

BAGS & CONTAINERS

BAG	NAME & DESCRIPTION	VOLUME OR CAPACITY	WEIGHT

BAGS & CONTAINERS: ASSIGN YOUR CONTAINERS A SYMBOL OR LETTER AND APPLY THAT SYMBOL TO YOUR EQUIPMENT LISTINGS TO ORGANIZE YOUR EQUIPMENT.

WEALTH

COINS & CURRENCY	TREASURE & GEMS
PLAT	
GOLD	
SILVER	
COPPER	

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POWERS

SOURCE

SEE CLASS ENTRY FOR FULL POWER DESCRIPTIONS - AW: AT-WILL; EN: ENCOUNTER; DA: DAILY

USE ☐ LVL PG

AW ☐ EN ☐ DA ☐ ACTION ATTACK DAMAGE

TARGET & AREA & RANGE

DESCRIPTION

READIED ☐

USE ☐ LVL PG

AW ☐ EN ☐ DA ☐ ACTION ATTACK DAMAGE

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TARGET & AREA & RANGE

DESCRIPTION

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RITUALS

LEVEL	NAME	PAGE	COMPONENTS

CHARACTER

QUOTE

BIRTHDATE

BIRTHPLACE

PICTURE

HOMETOWN

HERITAGE

IMPORTANT PEOPLE

NEMESIS

HISTORY

GOALS

LONG DESCRIPTION

CAMPAIGN HOOK

NOTES & INFORMATION

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