Dungeons & Dragons

4E ONE-PAGE CHARACTER SHEET V1.03

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CHARACTER | RACE

PLAYER | HEROIC CLASS | LEVEL

ALIGNMENT | PARAGON PATH

DEITY | EPIC DESTINY

DESCRIPTION

ABILITIES

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

NOTES

DEFENSES

DEFENSE TYPE	TOTAL		CLASS	RACIAL	ABILITY	ENHANCE	MISC	MISC
AC ARMOR/ABILITY + SHIELD		10 +						
FORT STRENGTH OR CONSTITUTION		10 +						
REF DEXTERITY OR INTELLIGENCE		10 +						
WILL WISDOM OR CHARISMA		10 +						

ADD ½ LVL TO ALL FOUR

NOTES

COMBAT

COMBAT SCORE	BLOODIED	TOTAL	BASE	ABILITY	MISC
HP HITPOINTS					
INIT INITIATIVE			½ LVL		
SPEED SQUARES PER ROUND					

ACTION POINTS & USES ☐☐☐☐☐

CURRENT HITPOINTS | TEMPORARY HITPOINTS

HEALING SURGES

NUMBER DAILY

AMOUNT HEALED

☐☐☐☐ ☐☐☐☐ ☐☐☐☐

SECOND WIND ☐☐☐

ATTACKS

BASIC ATTACK	ATTACK	DEFENSE	DAMAGE	RANGE	PROPERTY

AT-WILL POWER	ATTACK	DEFENSE	DAMAGE	RANGE	ACTION	AREA/TARGET

NOTES & RITUALS

FEATS & FEATURES

SKILLS

ARMOR PENALTY APPLIES TO ◆ SKILLS

TOTAL	SKILL		½ LVL	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				

TOTAL		+	SKILL MODIFIER
	PASSIVE INSIGHT	10	
	PASSIVE PERCEPTION	10	

TRAINED SKILLS GET A +5 BONUS. SKILL LISTS ARE PRINTED UNDER YOUR CLASS ENTRY.

LANGUAGES

EQUIPMENT

QTY	NAME & DESCRIPTION	WORTH	WEIGHT