

player

character

Dungeons & Dragons 4th Edition

LEVEL RACE CLASS

GENDER ALIGNMENT DEITY

Ability Scores

Base	Mod	Check (Mod+Level/2)	
<input type="text"/>	<input type="text"/>	<input type="text"/>	STR ength
<input type="text"/>	<input type="text"/>	<input type="text"/>	CON stitution
<input type="text"/>	<input type="text"/>	<input type="text"/>	DEX terity
<input type="text"/>	<input type="text"/>	<input type="text"/>	INT elligence
<input type="text"/>	<input type="text"/>	<input type="text"/>	WIS dom
<input type="text"/>	<input type="text"/>	<input type="text"/>	CHA risma

Hit Points

Max HP

Bloodied

Surge Heal

Surges/Day

surges used

Second Wind

Death ST's

Action Points

current hit points

Reactions

Initiative (Level/2+Dex+Feat)

Speed Base + Misc + Armour Penalty


SPEED

special movement

Passive Insight

Passive Perception

Defenses

 **Armour Class** $10 + \text{Level}/2 + \text{Dex or Int} + \text{Misc}$

Fortitude $10 + \text{Level}/2 + \text{Str or Con} + \text{Class} + \text{Feat/Magic} + \text{Misc}$

Reflex $10 + \text{Level}/2 + \text{Dex or Int} + \text{Class} + \text{Feat/Magic} + \text{Misc}$

Will $10 + \text{Level}/2 + \text{Wis or Cha} + \text{Class} + \text{Feat/Magic} + \text{Misc}$

Basic Attacks

melee **To Hit** = $\text{Level}/2 + \text{Str} + \text{Prof} + \text{Feat/Magic} + \text{Misc}$

Damage **Range** $\text{Dice} + (\text{Str} + \text{Feat/Magic} + \text{Misc})$

melee **To Hit** = $\text{Level}/2 + \text{Str} + \text{Prof} + \text{Feat/Magic} + \text{Misc}$

Damage **Range** $\text{Dice} + (\text{Str} + \text{Feat/Magic} + \text{Misc})$

ranged **To Hit** = $\text{Level}/2 + \text{Dex} + \text{Prof} + \text{Feat/Magic} + \text{Misc}$

Damage **Range** $\text{Dice} + (\text{Dex} + \text{Feat/Magic} + \text{Misc})$

ranged **To Hit** = $\text{Level}/2 + \text{Dex} + \text{Prof} + \text{Feat/Magic} + \text{Misc}$

Damage **Range** $\text{Dice} + (\text{Dex} + \text{Feat/Magic} + \text{Misc})$

Skills

(Skill Value = Level/2 + Mod + AC Check + Misc)
Trained skills gain +5 to total.

Skill Name	Total	Ability	Mod	Misc	Armour Check	Trained
Acrobatics	<input type="text"/>	Dex	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Arcana	<input type="text"/>	Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Athletics	<input type="text"/>	Str	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Bluff	<input type="text"/>	Cha	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Diplomacy	<input type="text"/>	Cha	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Dungeoneering	<input type="text"/>	Dex	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Endurance	<input type="text"/>	Con	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Heal	<input type="text"/>	Wis	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
History	<input type="text"/>	Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Insight	<input type="text"/>	Wis	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Intimidate	<input type="text"/>	Cha	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Nature	<input type="text"/>	Wis	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Perception	<input type="text"/>	Wis	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Religion	<input type="text"/>	Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Stealth	<input type="text"/>	Dex	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Streetwise	<input type="text"/>	Cha	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Thievery	<input type="text"/>	Dex	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Session Sheet

character / player

campaign / date

Hit Points

Max HP

current hit points

Second Wind

Death ST's

Action Points

Action Points Unused

Session Notes

Bloodied

Surge Heal

Surges/Day

surges unused

Ammo Type

Ammo Count

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Ammo Type

Ammo Count

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Encounter Status Effects

Equipment Gained / Lost