Dungeons & Dragons — Character Sheet

Player Name

Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP
Boots	7	Rogue			0

Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company or Other Affiliations
Kobold	Small		Male			Unaligned		

INITIATIVE

SCORE		DEX	1/2 LEVEL	MISC
10	Initiative	5	3	2

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	7
12	CON Constitution	1	4
20	DEX Dexterity	5	8
10	INT Intelligence	0	3
10	WIS Wisdom	0	3
8	CHA Charisma	-1	2

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR / ABIL	CLASS	FEAT	ENH	MISC	MISC
21	AC	13	7	0	0	1	0	0
19	FORT	13	4	0	0	2	0	0
22	REF	13	5	2	0	2	0	0
15	WILL	13	0	0	0	2	0	0

CONDITIONAL BONUSES +2 AC vs first attack

MOVEMENT

SCORE		BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6	0	0	0

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE		SKILL BONUS
13	Passive Insight	10	+	3
18	Passive Perception	10	+	8

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 12	3	5	0	3	0	1	0

ABILITY: Sneak Attack:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 14	3	5	0	3	0	1	2

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES: SURGE VALUE	SURGES/DAY
54	27 (1/2 HP)	14 (1/4 HP)	7

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED ☐

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES ☐ ☐ ☐

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

		MILESTONES	ACTION POINTS
1	Action Points	0 1 2	1 2 3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

ABILITY SCORE MODS +2 Con and Dex

+2 Defence vs Traps

Shifty (power)

DAMAGE WORKSPACE

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
6	5	0	1	0	0

ABILITY: Sneak Attack

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
10	5	4	1	0	0

BASIC ATTACKS

ATTACK		DEFENSE	WEAPON OR POWER	DAMAGE
	vs			
	vs			
	vs			
	vs			

SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
13	Acrobatics	DEX	8	5	0	0
3	Arcana	INT	3	0	n/a	0
12	Athletics	STR	7	5	0	0
2	Bluff	CHA	2	0	n/a	0
2	Diplomacy	CHA	2	0	n/a	0
8	Dungeoneering	WIS	3	5	n/a	0
4	Endurance	CON	4	0	0	0
3	Heal	WIS	3	0	n/a	0
3	History	INT	3	0	n/a	0
3	Insight	WIS	3	0	n/a	0
2	Intimidate	CHA	2	0	n/a	0
3	Nature	WIS	3	0	n/a	0
8	Perception	WIS	3	5	n/a	0
3	Religion	INT	3	0	n/a	0
15	Stealth	DEX	8	5	0	2
2	Streetwise	CHA	2	0	n/a	0
15	Thievery	DEX	8	5	0	2

CLASS / PATH / DESTINY FEATURES

First Strike

Brutal Scoundrel

Rogue Weapon Talent

Sneak Attack +2d8

FEATS

Backstabber

Mark of Passage

Slaying Action

Quick Draw

LANGUAGES KNOWN

Common

Draconic

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POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

- Deft Strike
- Piercing Strike
- Shifty

ENCOUNTER POWERS

- Sly Lunge ☐
- Blade Vault ☐
- Sand in the Eyes ☐

DAILY POWERS

- Easy Target ☐
- Staggering Assault ☐

UTILITY POWERS

- Fleeting Ghost (a/w, Movement) ☐
- Chameleon (a/w, Imm Int) ☐

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

- WEAPON: +1 Thieving Dagger (AV 80) ☐
- ARMOR: +1 Darkleaf Leather Armor (PH 228) ☐
- FEET: Boots of the Fencing Master (AV 127) ☐
- HANDS: Hedge Wizard's Gloves (AV 135) ☐
- NECK: +2 Necklace of Keys (AV2 67) ☐

Daily Item Powers Per Day

Heroic (1-10)	☐	Milestone ☐/☐/☐/☐
Paragon (11-20)	☐ ☐	Milestone ☐/☐/☐/☐
Epic (21-30)	☐ ☐ ☐	Milestone ☐/☐/☐/☐

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES

SESSION AND CAMPAIGN NOTES

OTHER EQUIPMENT

RITUALS

COINS AND OTHER WEALTH

120g

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