

DUNGEONS & DRAGONS

Character Sheet

Player Name /RPGA Number

Level

Alignment

Age

Height

Weight

Size

Deity

Total XP

Next Level at:

Portrait

Ability Scores

Ability	Score	Check
STR Strength	<input type="text"/>	<input type="text"/>
CON Constitution	<input type="text"/>	<input type="text"/>
DEX Dexterity	<input type="text"/>	<input type="text"/>
INT Intelligence	<input type="text"/>	<input type="text"/>
WIS Wisdom	<input type="text"/>	<input type="text"/>
CHA Charisma	<input type="text"/>	<input type="text"/>

Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity	<input type="checkbox"/>	<input type="text"/>
Arcana	Intelligence	<input type="checkbox"/>	<input type="text"/>
Athletics	Strength	<input type="checkbox"/>	<input type="text"/>
Bluff	Charisma	<input type="checkbox"/>	<input type="text"/>
Diplomacy	Charisma	<input type="checkbox"/>	<input type="text"/>
Dungeoneering	Wisdom	<input type="checkbox"/>	<input type="text"/>
Endurance	Constitution	<input type="checkbox"/>	<input type="text"/>
Heal	Wisdom	<input type="checkbox"/>	<input type="text"/>
History	Intelligence	<input type="checkbox"/>	<input type="text"/>
Insight	Wisdom	<input type="checkbox"/>	<input type="text"/>
Intimidate	Charisma	<input type="checkbox"/>	<input type="text"/>
Nature	Wisdom	<input type="checkbox"/>	<input type="text"/>
Perception	Wisdom	<input type="checkbox"/>	<input type="text"/>
Religion	Intelligence	<input type="checkbox"/>	<input type="text"/>
Stealth	Dexterity	<input type="checkbox"/>	<input type="text"/>
Streetwise	Charisma	<input type="checkbox"/>	<input type="text"/>
Thievery	Dexterity	<input type="checkbox"/>	<input type="text"/>

Defenses



AC



FORT



REF



WILL

Conditional Bonuses:

Action Points

Action Points

Milestones

0
1
2

Action Points

1
2
3

Combat Statistics and Senses

Initiative

Conditional Modifiers

Speed

Special Movement

Passive Insight

Passive Perception

Special Senses

Basic Attacks

Melee

Strength vs. AC

Damage

Ranged

Dexterity vs. AC

Damage

Language(s) known

Hit Points

Max HP

(Bloodied)

Temp HP

Current Hit Points

Healing Surges

Surge Value

Surges/day

Surges Remaining

Current Conditions:

Second Wind (one per encounter)

☐ Used

Death Saving Throw Failures

☐ ☐ ☐

Saving Throw Mods

Resistances

Current Conditions and Effects

Player Name

Character Name



Racial Features

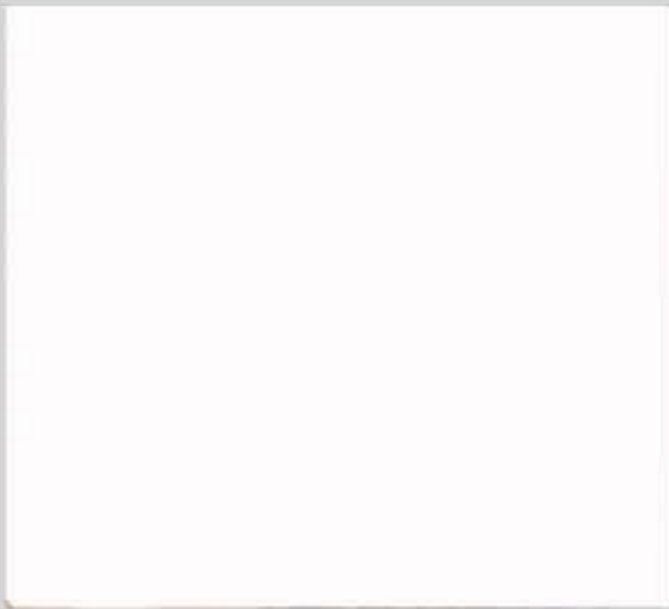
Class/Other Features

Feats

Powers

Player Name

Character Name



Character Details

Adventuring Company

Theme

Background

Personality Traits

Companions and Allies

Mannerisms and Appearance

Session and Campaign Notes

Other Notes

Equipment

Head Slot

Neck Slot

Arm Slot

Hand Slot

Ring Slot

Ring Slot

Off Hand Slot

Main Hand

Waist Slot

Body Slot

Tattoo Slot

Feet Slot

Ki Slot

Other Equipment

Total Weight (lbs.)

Carrying Capacity (lbs.)

Normal

Heavy

Max

Coins and Other Wealth