CHARACTER CARD FOR **DUNGEONS & DRAGONS** 4TH EDITION

REVISION 8.5

Name | Player | Alignment | Deity

Race | Class | Experience : XP | Next Level : XP

Paragon Path | Epic Destiny | Action Points

Size | Age | Height | Gender | Weight

Languages | Vision

Background

APPEARANCE & NOTES

SPECIFY BUILD, COLOR OF SKIN, HAIR AND EYES, ETC.

SKILLS

		½ LEVEL	ABILITY	RACE/BACK-GROUND	TRAINED (+5)	FEAT	ITEM	–ARMOR/ –SHIELD
	ATHLETICS		STR					
	ENDU-RANCE		CON					
	ACROBA-TICS		DEX					
	THIEVERY							
	STEALTH							
	HISTORY		INT					
	ARCANA							
	RELIGION							

MARK CLASS SKILLS

SKILLS

		½ LEVEL	ABILITY	RACE/BACK-GROUND	TRAINED (+5)	FEAT	ITEM	PASSIVE SENSES
	PERCEP-TION		WIS					+10=
	HEAL							
	NATURE							
	INSIGHT							+10=
	DUNGEO-NEERING							
	BLUFF		CHA					
	DIPLO-MACY							
	INTIMI-DATE							
	STREET-WISE							

MARK CLASS SKILLS

ABILITIES

		BASE	RACE	LEVEL
	STR STRENGTH			
	CON CONSTITUTION			
	DEX DEXTERITY			
	INT INTELLIGENCE			
	WIS WISDOM			
	CHA CHARISMA			

MODIFIER | VALUE | INCREASE:4,8,11,14,18,21,24,28

DEFENCES

		½ LEVEL	ABILITY	RACE	CLASS	FEAT	ENHANCEMENT/ ITEM	SHIELD
+10=	AC ARMOR CLASS		A,DEX,INT					
+10=	FORT FORTITUDE		STR,CON					
+10=	REF REFLEX		DEX,INT					
+10=	WILL WILLPOWER		WIS,CHA					

SPECIAL DEFENCES (EG. RESISTANCES) & SAVING THROW MODIFIERS

MOVE

BASE	–ARMOR	ITEM

RUN | SPECIAL MOVEMENT

HIT POINTS

MAXIMUM	TEMPO-RARY

PER LEVEL | BLOODIED(½) | CURRENT

INIT

½ LEVEL	ABILITY	FEAT	ITEM
	DEX		

HEALING SURGES

PER DAY

VALUE (¼)

SECOND WIND | FAILED DEATH SAVING THROWS

LOAD

NORMAL	HEAVY	MAX.DRAG
	10×STR	20×STR / 50×STR

ATTACKS

ATTACK MODIFIER		AC,FORT, REF,WILL	½ LEVEL	ABILITY	PROFI-CIENCY	FEAT	ENHANCEMENT/ ITEM	DAMAGE [W]	DAMAGE MODIFIER	ABILITY	FEAT	ENHANCEMENT/ ITEM	CRITICAL HIT	RANGE SHORT	RANGE LONG
	VS.							+							
	VS.							+							
	VS.							+							
	VS.							+							

EQUIPMENT SLOTS

	COST	WEIGHT
PRIMARY WEAPON		
SHIELD OR SECONDARY WEAPON		
RANGED WEAPON		
BACKUP WEAPON		
ARMOR		
ARMS		
FEET		
HANDS (USES SHIELD SLOT)		
HEAD		
NECK		
RING		
RING		
WAIST		

DAILY ITEM POWERS PER DAY: LEVEL 1-10 = **1**, 11-20 = **2**, 21-30 = **3**, **+1** PER MILESTONE.

OTHER EQUIPMENT

	COST	WEIGHT

COINS & TREASURE

SP

GP

PP

AD

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RACIAL FEATURES

CLASS FEATURES

WEAPON PROFICIENCY		ARMOR PROFICIENCY		
MELEE	RANGED	LIGHT	HEAVY	SHIELD
SIMPLE	SIMPLE	CLOTH	CHAIN	LIGHT
MILITARY	MILITARY	LEATHER	SCALE	HEAVY
SUPERIOR	SUPERIOR	HIDE	PLATE	

PARAGON PATH

EPIC DESTINY

FEATS

LEVEL			
1:	CLASS	14:	
1:	[HUMAN]	16:	
1:		18:	
2:		20:	
4:		21:	
6:		22:	
8:		24:	
10:		26:	
11:		28:	
12:		30:	

AT-WILL SPELLS

LEVEL	
1:	
1:	
1:	[HUMAN]
	CLASS
	CLASS
	CLASS
	CLASS

ENCOUNTER SPELLS

REPLACE: 13,17,23,27

LEVEL	
1:	
3:	
7:	
11:	PARAGON PATH
	RACE
	CLASS
	MULTICLASS

DAILY SPELLS

REPLACE: 15,19,25,29

PREPARED	LEVEL	
☐	1:	
		SPELLBOOK
		EXPANDED SPELLBOOK
☐	5:	
		SPELLBOOK
		EXPANDED SPELLBOOK
☐	9:	
		SPELLBOOK
		EXPANDED SPELLBOOK
	20:	PARAGON PATH

UTILITY SPELLS

PREPARED	LEVEL/TYPE	
☐	2:	
		SPELLBOOK
☐	6:	
		SPELLBOOK
☐	10:	
		SPELLBOOK
	12:	PARAGON PATH
☐	16:	
		SPELLBOOK
☐	22:	
		SPELLBOOK
	26:	EPIC DESTINY

NOTES

RITUALS

LEVEL

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RACIAL FEATURES

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MILITARY	MILITARY	LEATHER	SCALE	HEAVY
SUPERIOR	SUPERIOR	HIDE	PLATE	

PARAGON PATH

EPIC DESTINY

FEATS

LEVEL

1: CLASS:
1: [HUMAN]:
1:
2:
4:
6:
8:
10:
11:
12:
14:
16:
18:
20:
21:
22:
24:
26:
28:
30:

AT-WILL POWERS

LEVEL

1:
1:
1: [HUMAN]:

ENCOUNTER POWERS

LEVEL — REPLACE: 13,17,23,27

1:
3:
7:
11: PARAGON PATH:
RACE:
CLASS:
CLASS:
CLASS:
MULTICLASS:

DAILY POWERS

LEVEL — REPLACE: 15,19,25,29

1:
5:
9:
20: PARAGON PATH:

UTILITY POWERS

LEVEL/ TYPE

2:
6:
10:
12: PARAGON PATH:
16:
22:
26: EPIC DESTINY:

RITUALS

LEVEL

RESIDUUM

NOTES

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