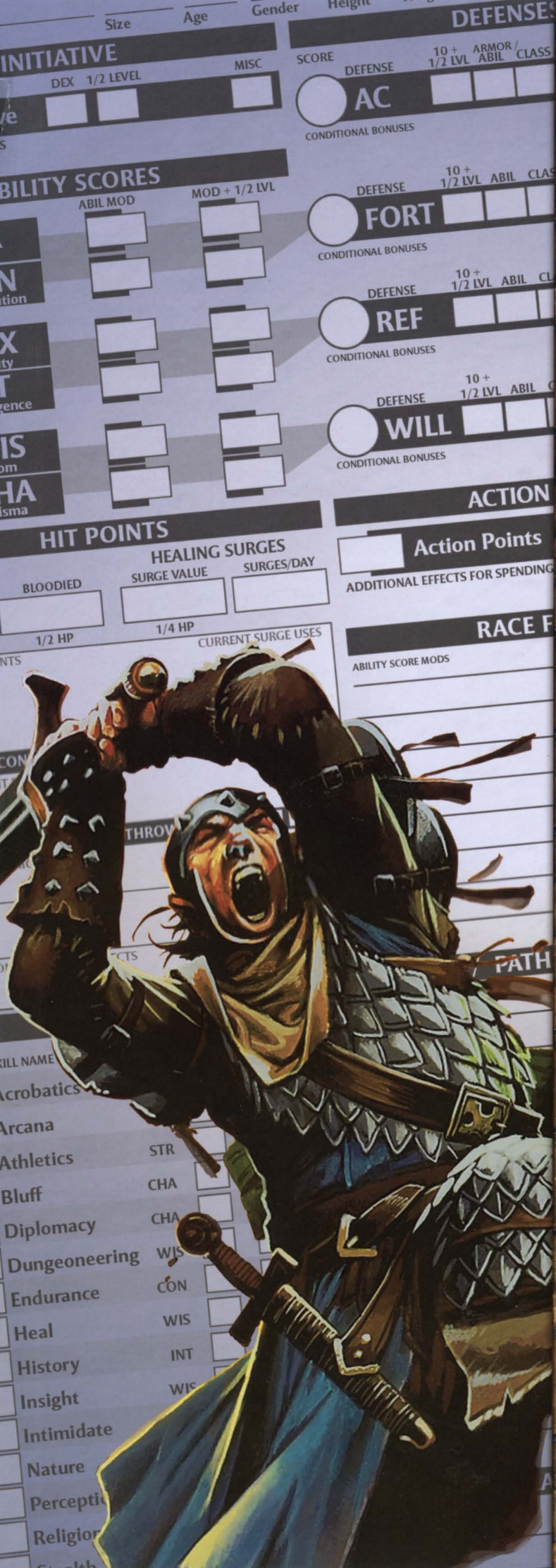


DUNGEONS & DRAGONS[®]

CHARACTER RECORD SHEETS



ROLEPLAYING GAME CHARACTER SHEETS & POWER CARDS



STAY ORGANIZED

This DUNGEONS & DRAGONS™ accessory presents official character record sheets for the D&D® Roleplaying Game. These sheets are designed for optimal playability and support characters of all classes from 1st to 30th level.

This accessory also includes 64 color-coded cards on which players can record their attack powers, utility powers, and magic item powers to speed play and reduce page-flipping during the game.

BONUS! This package also includes widescreen-style versions of the official character record sheet. These sheets reorganize the information presented on the standard sheet into a horizontal format that doesn't crowd the middle of the table—that precious territory the DM keeps telling you to clear off so he can lay out the next room in the dungeon.

These pages and cards are contained in an attractive, illustrated folder for storing your character sheet and all the campaign notes you gather while adventuring.

For use with these 4th Edition DUNGEONS & DRAGONS® core products:

Player's Handbook® *Dungeon Master's Guide®*
Monster Manual® *D&D® Miniatures*



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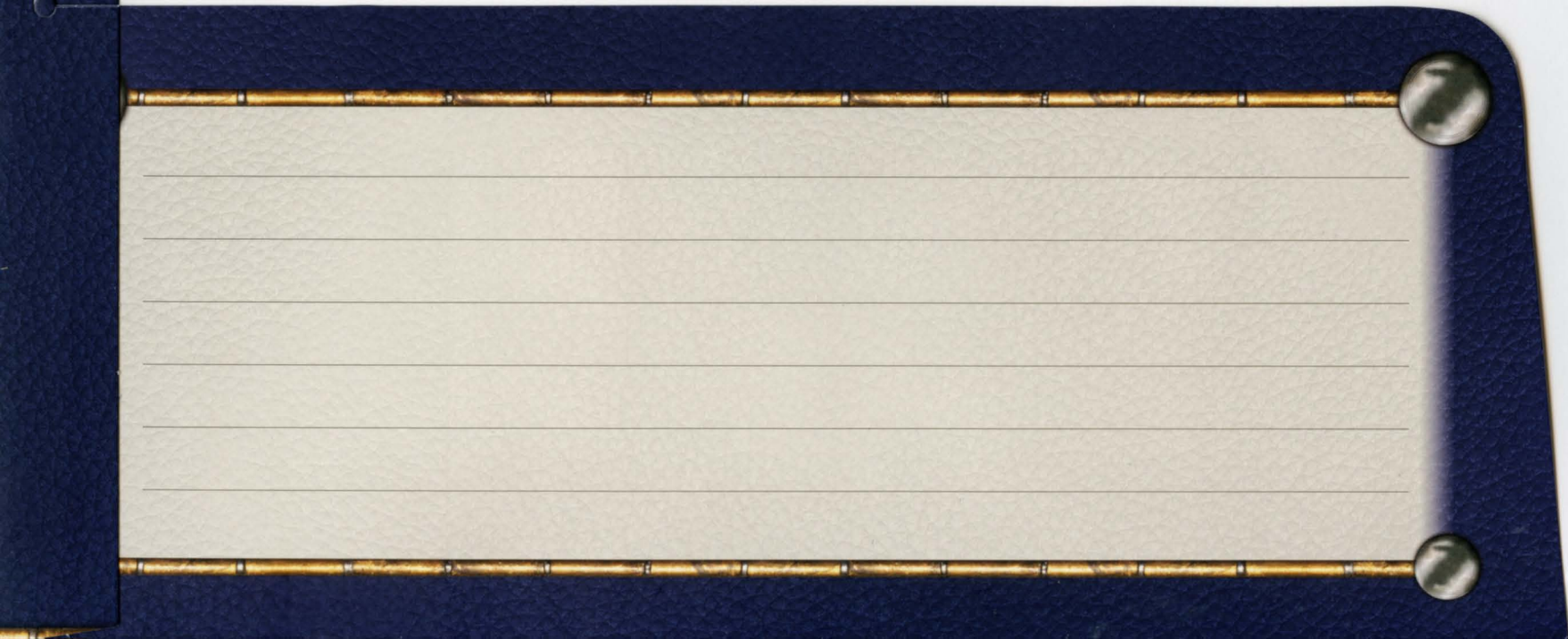


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Newport, Gwent NP9 0YH
GREAT BRITAIN
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TOTAL XP	LEVEL	TOTAL XP	LEVEL	TOTAL XP	LEVEL
0	1ST	26,000	11TH	175,000	21ST
1,000	2ND	32,000	12TH	210,000	22ND
2,250	3RD	39,000	13TH	255,000	23RD
3,750	4TH	47,000	14TH	310,000	24TH
5,500	5TH	57,000	15TH	375,000	25TH
7,500	6TH	69,000	16TH	450,000	26TH
10,000	7TH	83,000	17TH	550,000	27TH
13,000	8TH	99,000	18TH	675,000	28TH
16,500	9TH	119,000	19TH	825,000	29TH
20,500	10TH	143,000	20TH	1,000,000	30TH

POWER INDEX List your powers below. Check the box when the power is used. Clear the box when the power renews.		MAGIC ITEM INDEX List your powers below. Check the box when the power is used. Clear the box when the power renews.		
AT-WILL POWERS 		MAGIC ITEMS WEAPON ☐ WEAPON ☐ WEAPON ☐ WEAPON ☐ ARMOR ☐ ARMS ☐ FEET ☐ HANDS ☐ HEAD ☐ NECK ☐ RING ☐ RING ☐ WAIST ☐ 		
ENCOUNTER POWERS ☐ ☐ ☐ ☐ ☐ ☐				
DAILY POWERS ☐ ☐ ☐ ☐ ☐ ☐				
UTILITY POWERS ☐ ☐ ☐ ☐ ☐ ☐				PERSONALITY TRAITS
				MANNERISMS AND APPEARANCE
				CHARACTER BACKGROUND
		Daily Item Powers per Day Heroic (1-10) ☐ Milestone ☐ / ☐ / ☐ / ☐ Paragon (11-20) ☐ Milestone ☐ / ☐ / ☐ / ☐ Epic (21-30) ☐ Milestone ☐ / ☐ / ☐ / ☐		COMPANIONS AND ALLIES NAME NOTES NAME NOTES NAME NOTES NAME NOTES NAME NOTES NAME NOTES NAME NOTES
OTHER EQUIPMENT 		RITUALS 		SESSION AND CAMPAIGN NOTES
COINS AND OTHER WEALTH 				

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company or Other Affiliations

INITIATIVE

SCORE

DEX

1/2 LEVEL

MISC

Initiative

CONDITIONAL MODIFIERS

DEFENSES

SCORE

DEFENSE

10 + 1/2 LVL

ARMOR / ABIL

CLASS

FEAT

ENH

MISC

MISC

AC

CONDITIONAL BONUSES

MOVEMENT

SCORE

BASE

ARMOR

ITEM

MISC

Speed (Squares)

SPECIAL MOVEMENT

ABILITY SCORES

SCORE

ABILITY

ABIL MOD

MOD + 1/2 LVL

STR Strength

CON Constitution

DEX Dexterity

INT Intelligence

WIS Wisdom

CHA Charisma

SENSES

SCORE

PASSIVE SENSE

BASE

SKILL BONUS

Passive Insight

10

+

Passive Perception

10

+

SPECIAL SENSES

ACTION POINTS

Action Points

MILESTONES

ACTION POINTS

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

ABILITY SCORE MODS

FEATS

CLASS / PATH / DESTINY FEATURES

SKILLS

BONUS

SKILL NAME

ABIL MOD + 1/2 LVL

TRND (+5)

ARMOR PENALTY

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

LANGUAGES KNOWN

DUNGEONS & DRAGONS

CHARACTER SHEET

Player Name

HIT POINTS

MAX HP

HEALING SURGES

BLOODIED

SURGE VALUE

SURGES/DAY

1/2 HP

1/4 HP

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODIFIERS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ATTACK WORKSPACE

ABILITY:

ATTACK BONUS

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

ABILITY:

ATTACK BONUS

1/2 LVL

ABIL

CLASS

PROF

FEAT

ENH

MISC

DAMAGE WORKSPACE

ABILITY:

DAMAGE

ABIL

FEAT

ENH

MISC

MISC

ABILITY:

DAMAGE

ABIL

FEAT

ENH

MISC

MISC

BASIC ATTACKS

ATTACK

DEFENSE

WEAPON OR POWER

DAMAGE

VS

VS

VS

VS

POWER INDEX

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

[illegible][illegible][illegible][illegible]

MAGIC ITEM INDEX

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

[illegible]

Daily Item Powers per Day				
Heroic (1-10)	☐	Milestone	☐	☐
Paragon (11-20)	☐	Milestone	☐	☐
Epic (21-30)	☐	Milestone	☐	☐

RITUALS	

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

[illegible]

OTHER EQUIPMENT	

COINS AND OTHER WEALTH	

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MAGIC ITEM

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UTILITY POWER

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UTILITY POWER

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KEYWORDS

USED

↓

→

←

✱

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

LEVEL

PAGE

KEYWORDS

USED

↓

→

←

✱

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

LEVEL

PAGE

BONUS

ENHANCEMENT

CRITICAL

PROPERTIES

KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT/TYPE

LEVEL

PRICE

PAGE

BONUS

ENHANCEMENT

CRITICAL

PROPERTIES

KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT/TYPE

LEVEL

PRICE

PAGE

KEYWORDS

USED

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✱

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RANGE

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KEYWORDS

USED

ACTION

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT/TYPE

LEVEL

PRICE

PAGE

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DAILY POWER

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AT-WILL POWER

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KEYWORDS				USED	
ACTION	↓	↗	↖	RANGE	
VS					
ATTACK	DEFENSE	TARGET			
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.					
CLASS		LEVEL	PAGE		

KEYWORDS				USED	
ACTION	↓	↗	↖	RANGE	
VS					
ATTACK	DEFENSE	TARGET			
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.					
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