CHARACTER | PLAYER | DATE

DUNGEONS & DRAGONS

4E CHARACTER RECORD SHEET 1.02

WWW.NECEROS.COM

RACE | GENDER | HEIGHT | WEIGHT | AGE | SIZE

ALIGNMENT | DEITY | DESCRIPTION

ADD ½ LEVEL TO ATTACKS, DEFENSES, SKILL CHECKS, AND ABILITY CHECKS

ABILITIES

ABILITY SCORE	TOTAL	MODIFIER	+ ½ LEVEL	BASE	LEVEL UP	
STR STRENGTH						
CON CONSTITUTION						
DEX DEXTERITY						
INT INTELLIGENCE						
WIS WISDOM						
CHA CHARISMA						

RACIAL MODS

HEALTH & HEALING

TOTAL | HP HITPOINTS | CLASS | CON | MISC | BLOODIED

HEALING SURGES

NUMBER DAILY

AMOUNT HEALED

❑❑❑❑❑❑❑❑❑❑

❑❑❑❑❑❑❑❑❑❑

SECOND WIND

❑❑❑

CURRENT HITPOINTS

TEMPORARY HITPOINTS

CLASS & PROGRESSION

LEVEL

★ HEROIC CLASS ★

★★ PARAGON PATH ★★

★★★ EPIC DESTINY ★★★

CURRENT EXPERIENCE | EXPERIENCE REQUIRED TO LEVEL

SKILLS

TRAINED SKILLS

TOTAL | ½ LEVEL | ABILITY | TRAINED

	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				

TOTAL | TAKE 10 SKILL MODIFIERS

	PASSIVE INSIGHT	10	
	PASSIVE PERCEPTION	10	

TRAINED SKILLS GET A +5 BONUS. SKILL LISTS ARE PRINTED UNDER YOUR CLASS ENTRY.

DEFENSE & OFFENSE

TOTAL		½ LVL	CLASS	RACIAL	ABILITY	ARMOR	SHIELD	
	AC ARMOR CLASS							

10 + ½ LVL + CLASS + RACIAL + ABIL/ARMOR + SHIELD + FEAT + MISC

CIRCUMSTANTIAL MODIFIERS

TOTAL		½ LVL	CLASS	RACIAL	ABILITY			
	FORT FORTITUDE							
	REF REFLEX							
	WILL WILLPOWER							

10 + ½ LVL + CLASS + RACIAL + ABIL + FEAT + MISC

RESISTANCES & VULNERABILITIES

BASIC ATTACKS	ABILITY	BONUS	ATTACK	DEFENSE	DAMAGE	CRITICAL	RANGE	GROUP	PROPERTIES	AMMO
										❑❑❑❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑❑❑❑
										❑❑❑❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑❑❑❑
										❑❑❑❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑❑❑❑

D20 + ½ LVL + CLASS + RACIAL + ABIL + PROF + ITEM + FEAT + MISC

CLASS & RACIAL & FEATS

TYPE	ABILITY NAME & REFERENCE	TYPE	ABILITY NAME & REFERENCE

USE THE TYPE COLUMN TO SORT WHERE YOUR ABILITIES COME FROM. F FOR FEAT, R FOR RACIAL, C FOR CLASS ABILITY, 0 - 9 FOR LEVEL FEATS, B FOR BONUS FEATS, ETC.

MISCELLANEOUS

TOTAL | INIT INITIATIVE | DEX | ½ LEVEL | SPEED SQUARES

ACTION POINTS & AP USES

❑❑❑❑❑❑❑

MILESTONES

❑❑❑❑❑

LANGUAGES

COMMON + RACIAL

PROFICIENCIES

TYPE | PROFICIENCY LIST

ARMOR

WEAPONS

OTHER

DAILY MAGIC ITEM USES

USE MAY ONLY USE DAILY MAGIC ITEM POWERS PER DAY AS SHOWN BELOW

HEROIC (1-10) ❑

PARAGON (11-20) ❑❑

EPIC (21-30) ❑❑❑

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EQUIPMENT

BAG	QTY	ITEM NAME & DESCRIPTION	WORTH	WEIGHT	BAG	QTY	ITEM NAME & DESCRIPTION	WORTH	WEIGHT
		WEAPON							
		ARMOR							
		NECK							
		HEAD							
		ARMS							
		HANDS							
		WAIST							
		RING							
		RING							
		FEET							

BAGS & CONTAINERS

BAG	NAME & DESCRIPTION	VOLUME OR CAPACITY	WEIGHT

BAGS & CONTAINERS: ASSIGN YOUR CONTAINERS A SYMBOL OR LETTER AND APPLY THAT SYMBOL TO YOUR EQUIPMENT LISTINGS TO ORGANIZE YOUR EQUIPMENT.

WEALTH

COINS & CURRENCY	TREASURE & GEMS
ASTRAL DIAMONDS	
PLATINUM	
GOLD	
SILVER	
COPPER	TOTAL WEIGHT

ENCUMBRANCE & LIFTING: A NORMAL LOAD LIMIT IS EQUAL TO YOUR STRENGTH SCORE X 10 IN POUNDS; MAXIMUM LOAD = 20 X STRENGTH; LIFT & DRAG = 50 X STRENGTH

POWERS

SOURCE

TYPE	NAME & REFERENCE

RITUALS

LEVEL	NAME & REFERENCE

NOTES

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