Print Form

Dungeons & Dragons — Character Sheet

Player Name: Xavier

Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP
Eowan	01	Swordmage			0

Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company or Other Affiliations
Eladrin	M	59	M	1.79	76	Good	Corellon	

INITIATIVE

SCORE		DEX	1/2 LEVEL	MISC
1	Initiative	1	0	

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
13	STR Strength	1	1
15	CON Constitution	2	2
12	DEX Dexterity	1	1
18	INT Intelligence	4	4
13	WIS Wisdom	1	1
9	CHA Charisma	-1	-1

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR / ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	07	03					00
12	FORT	10	02					
14	REF	10	04					
14	WILL	10	01	02			01	00

CONDITIONAL BONUSES

MOVEMENT

SCORE		BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6			

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10 +	1
16	Passive Perception	10 +	6

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee attacks with Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	0	4		3			

ABILITY: Implement attacks with Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	0	4					

HIT POINTS

MAX HP	BLOODIED (1/2 HP)	SURGE VALUE (1/4 HP)	SURGES/DAY
30	15	7	10

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

1 Action Points

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC

RACE FEATURES

ABILITY SCORE MODS: +2 dex / +2 int

Eladrin Education (extra skill)

Eladrin Will: +1 Will, +5 Charm Saves

Fey Origin

Trance (4 hrs to rest, aware of surr.)

Fey Step: Teleport 5, 1/Encounter

BASIC ATTACKS

ATTACK		DEFENSE	WEAPON OR POWER	DAMAGE
14	vs	AC	Longsword	1d8+1
	vs			
	vs			
	vs			

SKILLS

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

CLASS / PATH / DESTINY FEATURES

Swordbond: Recall Sword to hand (minor)

Swordm. Ward.: +1 AC (+3 AC free hand)

Swordm. Aegis: Marks 1 target in 2. target get -2 to attacks, on hit, reduce damage dealt by 7 (5 + con)

Aegis of Shielding

LANGUAGES KNOWN

Common

Elven

FEATS

Armor Proficiency Hide
(removes non-proficient penalty)

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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

Booming Blade

Swordburst

ENCOUNTER POWERS

Flame Cyclone ☐

Fey Step ☐

DAILY POWERS

Frost Backlash ☐

UTILITY POWERS

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 ☐

WEAPON ☐

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ARMOR ☐

ARMS ☐

FEET ☐

HANDS ☐

HEAD ☐

NECK ☐

RING ☐

RING ☐

WAIST ☐

Daily Item Powers Per Day

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

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

Has an athletic build, looks attractive and has long, silky hair in a silver color. Wears it long and loose. Has deep pearly green eyes (lacking pupils) and a pale skin.

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

OTHER EQUIPMENT

Bedroll

Flint & Steel

Rations, trail

Sunrods (5)

Waterskin

Rope, Hemp 50'

Longsword

Hide Armor

RITUALS

COINS AND OTHER WEALTH

34 gold

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