Print Form

Dungeons & Dragons — Character Sheet

Player Name: Mark Braspenning

Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP
Gründahl Hammersmith	01	Paladin			0

Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company or Other Affiliations
Dwarf	M	32	M			Good	Moradin	

INITIATIVE

SCORE		DEX	1/2 LEVEL	MISC
0	Initiative			

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	STR Strength	3	3
14	CON Constitution	2	2
11	DEX Dexterity	0	0
8	INT Intelligence	-1	-1
16	WIS Wisdom	3	3
14	CHA Charisma	2	2

DEFENSES

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

CONDITIONAL BONUSES

MOVEMENT

SCORE		BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5			

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	+ 3
13	Passive Perception	10	+ 3

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Str based melee attacks Warhamme

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 5	0	3		2			

ABILITY: Cha based attacks/powers with War

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

HIT POINTS

MAX HP	BLOODIED (1/2 HP)	SURGE VALUE (1/4 HP)	SURGES/DAY
29	14	7	12

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

Action Points

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

ABILITY SCORE MODS

Cast-Iron Stomach: +5 Poison Save

Dwarven Resilience: Use 2nd Wind as mi

Proficient with throwing hammer and warh

Encumbered Speed: Not slowed by armor

Stand Your Ground: -1 to forced moves, s

CLASS / PATH / DESTINY FEATURES

Channel Divinity: Use one ability once/En

C. Divinity-Divine Mettle: Target saves at

C.Divinity-Divine Strength: +3 damage on

Divine Challenge: Marks one target within

target is -2 to attack others while marked,

target takes 5 damage if it attacks others

Lay on Hands: Spend surges to heal othe

LANGUAGES KNOWN

Common

Dwarven

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			

SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
-4	Acrobatics	DEX	0		-4	
-1	Arcana	INT	-1		n/a	
-1	Athletics	STR	3		-4	
2	Bluff	CHA	2		n/a	
2	Diplomacy	CHA	2		n/a	
5	Dungeoneering	WIS	3		n/a	2
5	Endurance	CON	2	5	-4	2
8	Heal	WIS	3	5	n/a	
-1	History	INT	-1		n/a	
3	Insight	WIS	3		n/a	
7	Intimidate	CHA	2	5	n/a	
3	Nature	WIS	3		n/a	
3	Perception	WIS	3		n/a	
4	Religion	INT	-1	5	n/a	
-4	Stealth	DEX	0		-4	
2	Streetwise	CHA	2		n/a	
-4	Thievery	DEX	0		-4	

FEATS

Healing Hands

Add Cha Mod to lay on hands

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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

Enfeebling Strike

Valiant Strike

ENCOUNTER POWERS

Shielding Smite ☐

Channel Divinity ☐

DAILY POWERS

Paladin's Judgement ☐

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	Warhammer	☐
WEAPON		☐
WEAPON		☐
WEAPON		☐
ARMOR		☐
ARMS	Plate	☐
FEET		☐
HANDS	Heavy Shield	☐
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

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

OTHER EQUIPMENT

Standard Adventurer's Kit

Holy Symbol

RITUALS

COINS AND OTHER WEALTH

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