

Dungeons & Dragons

CHARACTER SHEET

Player Name **Curtis**

Richard Pyles

1 Wizard

0

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Human

M

43

M

5'6"

240

Good

loun

Race Size Age Gender Height Weight Alignment Deity Adventuring Company or Other Affiliations

INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
1	1	0	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	10	6					

CONDITIONAL REMARKS

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	+0	+0
11	CON Constitution	+0	+0
12	DEX Dexterity	+1	+1
18	INT Intelligence	+4	+4
14	WIS Wisdom	+2	+2
13	CHA Charisma	+1	+1

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
11	FORT	10	0			1	

CONDITIONAL REMARKS

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	10	4			1	

CONDITIONAL REMARKS

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	10	2	2		1	

CONDITIONAL REMARKS

SENSES

SCORE	PASSIVE SCORE	SKILL BONUS
17	Passive Insight	10 + 7
12	Passive Perception	10 + 2

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Spell Attacks

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

ABILITY: Melee Weapon Attacks with Quarterstaff

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES DAY
21	10	5	6	

CURRENT HIT POINTS	CURRENT SURGE USES
SECOND WIND 1/ENCOUNTER	USED <input type="checkbox"/>
TEMPORARY HIT POINTS	
DEATH SAVING THROW FAILURES	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
SAVING THROW MODIFIERS	
RESISTANCES	
CURRENT CONDITIONS AND EFFECTS	

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
<input type="checkbox"/>	0 1 2	1 2 3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

ABILITY SCORE MODS

Bonus At-Will Power"

Bonus Feat

Bonus Class Skill

Human Defense: +1 Fort, +1 Ref and +1 Will

CLASS / PATH / DESTINY FEATURES

Arcane Implement Mastery

Cantrips

Ritual Casting

Spellbook

Orb of Imposition

LANGUAGES KNOWN

Common Dwarven

SKILLS

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

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		

FEATS

Expanded Spellbook

Add additional Daily to spellbook

Armor Proficiency Leather

Removes non-proficient penalty

