

# DUNGEONS & DRAGONS<sup>®</sup>

## CHARACTER RECORD SHEETS



ROLEPLAYING GAME CHARACTER SHEETS & POWER CARDS



# DUNGEONS & DRAGONS™







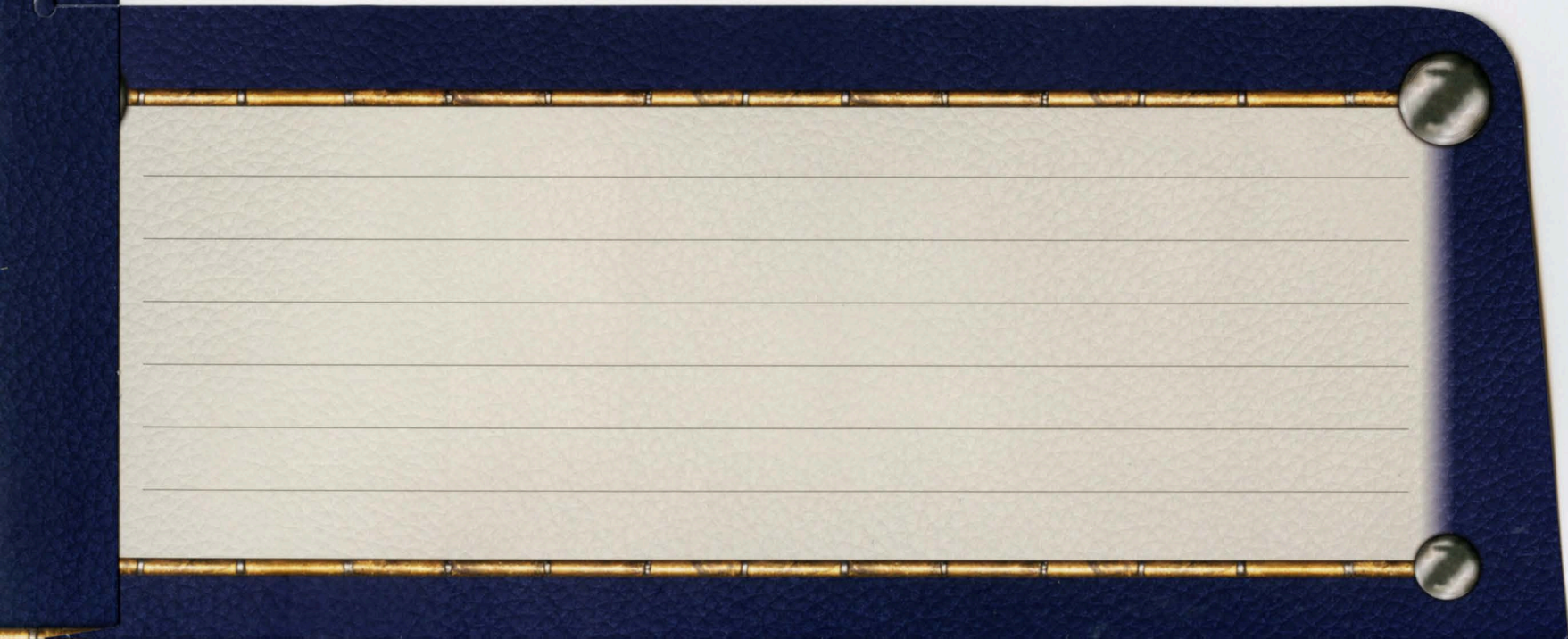
Dungeons & Dragons, D&D Insider, d20 System, Wizards of the Coast, and their respective logos are trademarks in the U.S.A. and other countries. © 2008 Wizards.

Importe au Canada par Wizards of the Coast, Inc. PO Box 707, Renton WA 98057-0707, USA.

U.S., Canada,  
Asia, Pacific, & Latin America  
Wizards of the Coast, Inc.  
P. O. Box 707  
Renton, WA 98057-0707  
Questions? 1-800-324-6496

European Headquarters  
Hasbro UK Ltd  
Caswell Way  
Newport, Gwent NP9 0YH  
GREAT BRITAIN  
Please keep this address for your records





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

Player Name

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  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
<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<b>STR</b> Strength	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>
<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<b>CON</b> Constitution	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>
<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<b>DEX</b> Dexterity	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>
<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<b>INT</b> Intelligence	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>
<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<b>WIS</b> Wisdom	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>
<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<b>CHA</b> Charisma	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>

### FORT

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

CONDITIONAL BONUSES

### REF

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

CONDITIONAL BONUSES

### WILL

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

CONDITIONAL BONUSES

### SENSES

SCORE  PASSIVE SENSE  BASE  SKILL BONUS

**Passive Insight** 10 +

**Passive Perception** 10 +

SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY:

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

ABILITY:

### DAMAGE WORKSPACE

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

ABILITY:

### HIT POINTS

MAX HP  BLOODED  HEALING SURGES

1/2 HP  1/4 HP

CURRENT HIT POINTS  CURRENT SURGE USES

### ACTION POINTS

**Action Points**

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

SECOND WIND 1/ENCOUNTER  USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODIFIERS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### RACE FEATURES

ABILITY SCORE MODS

---



---



---



---



---



---



---



---



---



---

DAMAGE  ABIL  FEAT  ENH  MISC  MISC

ABILITY:

DAMAGE  ABIL  FEAT  ENH  MISC  MISC

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	VS <span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>		
<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	VS <span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>		
<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	VS <span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>		
<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	VS <span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>		

### SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<input type="checkbox"/>	Acrobatics	DEX	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	
<input type="checkbox"/>	Arcana	INT	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	n/a
<input type="checkbox"/>	Athletics	STR	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	
<input type="checkbox"/>	Bluff	CHA	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	n/a
<input type="checkbox"/>	Diplomacy	CHA	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	n/a
<input type="checkbox"/>	Dungeoneering	WIS	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	n/a
<input type="checkbox"/>	Endurance	CON	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	
<input type="checkbox"/>	Heal	WIS	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	n/a
<input type="checkbox"/>	History	INT	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	n/a
<input type="checkbox"/>	Insight	WIS	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	n/a
<input type="checkbox"/>	Intimidate	CHA	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	n/a
<input type="checkbox"/>	Nature	WIS	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	n/a
<input type="checkbox"/>	Perception	WIS	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	n/a
<input type="checkbox"/>	Religion	INT	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	n/a
<input type="checkbox"/>	Stealth	DEX	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	
<input type="checkbox"/>	Streetwise	CHA	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	n/a
<input type="checkbox"/>	Thievery	DEX	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	<span style="border: 1px solid black; display: inline-block; width: 30px; height: 15px;"></span>	

### CLASS / PATH / DESTINY FEATURES

---



---



---



---



---



---



---



---



---



---

### FEATS

---



---



---



---



---



---



---



---



---



---

### LANGUAGES KNOWN

---



---



---



---



---







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 + ARMOR / 1/2 LVL 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

**FORT**

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

CONDITIONAL BONUSES

**REF**

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

CONDITIONAL BONUSES

**WILL**

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

CONDITIONAL BONUSES

**SENSES**

SCORE PASSIVE SENSE BASE SKILL BONUS

Passive Insight 10 +

Passive Perception 10 +

SPECIAL SENSES

**ACTION POINTS**

Action Points

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

**SKILLS**

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<input type="checkbox"/>	Acrobatics	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Arcana	INT	<input type="text"/>	<input type="text"/>	n/a
<input type="checkbox"/>	Athletics	STR	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Bluff	CHA	<input type="text"/>	<input type="text"/>	n/a
<input type="checkbox"/>	Diplomacy	CHA	<input type="text"/>	<input type="text"/>	n/a
<input type="checkbox"/>	Dungeoneering	WIS	<input type="text"/>	<input type="text"/>	n/a
<input type="checkbox"/>	Endurance	CON	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Heal	WIS	<input type="text"/>	<input type="text"/>	n/a
<input type="checkbox"/>	History	INT	<input type="text"/>	<input type="text"/>	n/a
<input type="checkbox"/>	Insight	WIS	<input type="text"/>	<input type="text"/>	n/a
<input type="checkbox"/>	Intimidate	CHA	<input type="text"/>	<input type="text"/>	n/a
<input type="checkbox"/>	Nature	WIS	<input type="text"/>	<input type="text"/>	n/a
<input type="checkbox"/>	Perception	WIS	<input type="text"/>	<input type="text"/>	n/a
<input type="checkbox"/>	Religion	INT	<input type="text"/>	<input type="text"/>	n/a
<input type="checkbox"/>	Stealth	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Streetwise	CHA	<input type="text"/>	<input type="text"/>	n/a
<input type="checkbox"/>	Thievery	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>

**RACE FEATURES**

ABILITY SCORE MODS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**CLASS / PATH / DESTINY FEATURES**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**FEATS**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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
<input type="text"/>	VS <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	VS <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	VS <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	VS <input type="text"/>	<input type="text"/>	<input type="text"/>



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

---

**AT-WILL POWERS**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

---

**ENCOUNTER POWERS**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

---

**DAILY POWERS**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

---

**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

WEAPON

WEAPON

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**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**CHARACTER BACKGROUND**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**COMPANIONS AND ALLIES**

NAME NOTES

NAME NOTES

NAME NOTES

NAME NOTES

NAME NOTES

NAME NOTES

NAME NOTES

NAME NOTES

**OTHER EQUIPMENT**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**RITUALS**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

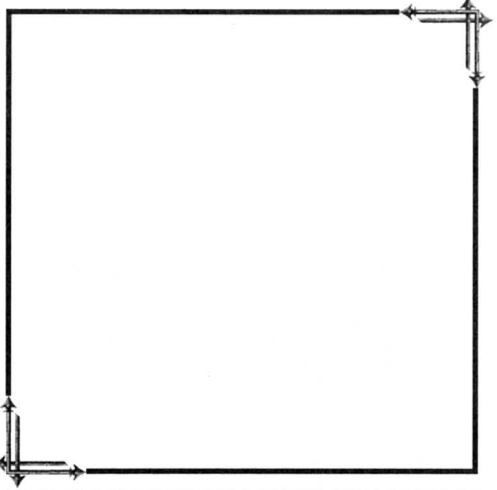
**COINS AND OTHER WEALTH**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



**SESSION AND CAMPAIGN NOTES**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



DUNGEONS  
& DRAGONS



MAGIC ITEM

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS  
& DRAGONS



MAGIC ITEM

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS  
& DRAGONS



UTILITY POWER

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS  
& DRAGONS



UTILITY POWER

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS  
& DRAGONS



MAGIC ITEM

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS  
& DRAGONS



MAGIC ITEM

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS  
& DRAGONS



UTILITY POWER

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS  
& DRAGONS



UTILITY POWER

TM & ©2008 Wizards of the Coast, Inc.



KEYWORDS		USED				
<table border="1"> <tr> <td>+</td> <td>→</td> </tr> <tr> <td>←</td> <td>*</td> </tr> </table>		+	→	←	*	RANGE
+	→					
←	*					
ACTION						
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY				
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.						
CLASS	LEVEL	PAGE				

UTILITY POWER **DUNGEONS & DRAGONS**

KEYWORDS		USED				
<table border="1"> <tr> <td>+</td> <td>→</td> </tr> <tr> <td>←</td> <td>*</td> </tr> </table>		+	→	←	*	RANGE
+	→					
←	*					
ACTION						
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY				
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.						
CLASS	LEVEL	PAGE				

UTILITY POWER **DUNGEONS & DRAGONS**

KEYWORDS		USED				
<table border="1"> <tr> <td>+</td> <td>→</td> </tr> <tr> <td>←</td> <td>*</td> </tr> </table>		+	→	←	*	RANGE
+	→					
←	*					
ACTION						
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY				
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.						
CLASS	LEVEL	PAGE				

UTILITY POWER **DUNGEONS & DRAGONS**

KEYWORDS		USED				
<table border="1"> <tr> <td>+</td> <td>→</td> </tr> <tr> <td>←</td> <td>*</td> </tr> </table>		+	→	←	*	RANGE
+	→					
←	*					
ACTION						
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY				
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.						
CLASS	LEVEL	PAGE				

UTILITY POWER **DUNGEONS & DRAGONS**

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		USED
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
ITEM SLOT/TYPE	LEVEL	PRICE
PAGE		

MAGIC ITEM **DUNGEONS & DRAGONS**

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		USED
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
ITEM SLOT/TYPE	LEVEL	PRICE
PAGE		

MAGIC ITEM **DUNGEONS & DRAGONS**

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		USED
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
ITEM SLOT/TYPE	LEVEL	PRICE
PAGE		

MAGIC ITEM **DUNGEONS & DRAGONS**

BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		USED
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
ITEM SLOT/TYPE	LEVEL	PRICE
PAGE		

MAGIC ITEM **DUNGEONS & DRAGONS**



DUNGEONS  
& DRAGONS



DAILY POWER

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS  
& DRAGONS



ENCOUNTER POWER

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS  
& DRAGONS



ENCOUNTER POWER

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS  
& DRAGONS



AT-WILL POWER

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS  
& DRAGONS



DAILY POWER

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS  
& DRAGONS



DAILY POWER

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS  
& DRAGONS



ENCOUNTER POWER

TM & ©2008 Wizards of the Coast, Inc.

DUNGEONS  
& DRAGONS



AT-WILL POWER

TM & ©2008 Wizards of the Coast, Inc.



KEYWORDS				USED
ACTION	↑	↘		
	←	✱	RANGE	
VS				
ATTACK	DEFENSE		TARGET	
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.				
CLASS	LEVEL	PAGE		

**AT-WILL POWER** 

KEYWORDS				USED
ACTION	↑	↘		
	←	✱	RANGE	
VS				
ATTACK	DEFENSE		TARGET	
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.				
CLASS	LEVEL	PAGE		

**ENCOUNTER POWER** 

KEYWORDS				USED
ACTION	↑	↘		
	←	✱	RANGE	
VS				
ATTACK	DEFENSE		TARGET	
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.				
CLASS	LEVEL	PAGE		

**ENCOUNTER POWER** 

KEYWORDS				USED
ACTION	↑	↘		
	←	✱	RANGE	
VS				
ATTACK	DEFENSE		TARGET	
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.				
CLASS	LEVEL	PAGE		

**DAILY POWER** 


KEYWORDS				USED
ACTION	↑	↘		
	←	✱	RANGE	
VS				
ATTACK	DEFENSE		TARGET	
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.				
CLASS	LEVEL	PAGE		

**AT-WILL POWER** 

KEYWORDS				USED
ACTION	↑	↘		
	←	✱	RANGE	
VS				
ATTACK	DEFENSE		TARGET	
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.				
CLASS	LEVEL	PAGE		

**ENCOUNTER POWER** 

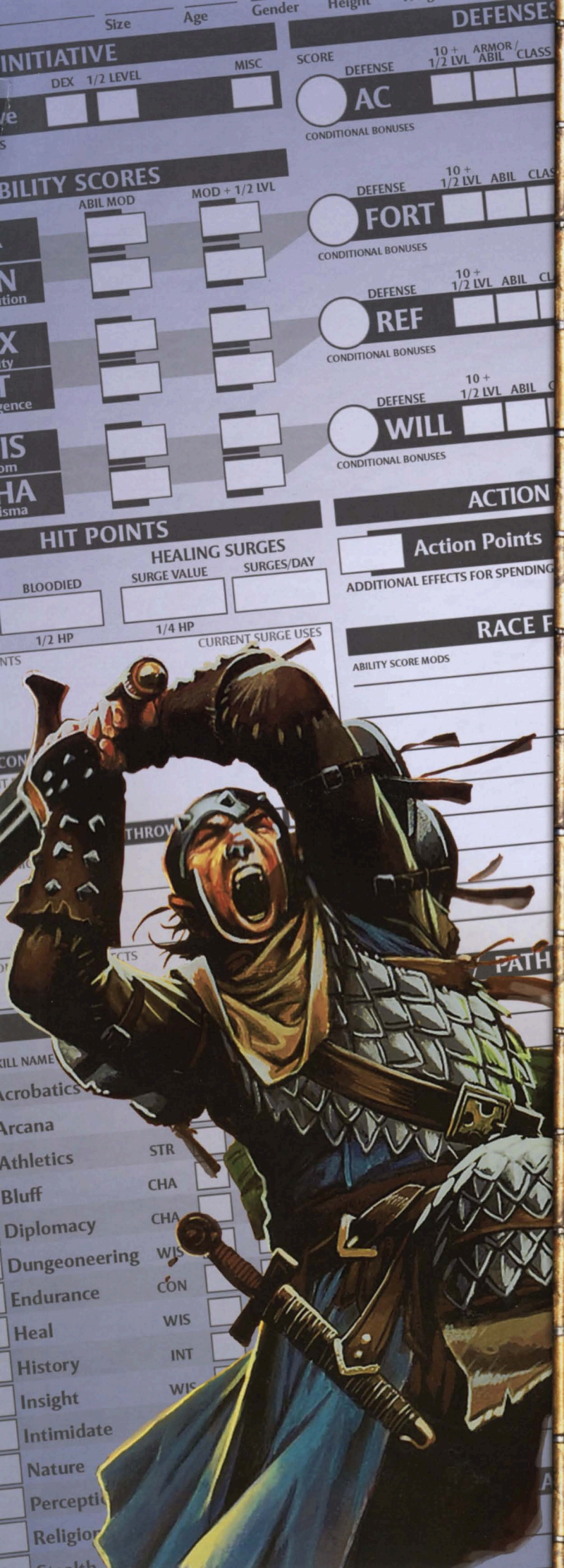
KEYWORDS				USED
ACTION	↑	↘		
	←	✱	RANGE	
VS				
ATTACK	DEFENSE		TARGET	
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.				
CLASS	LEVEL	PAGE		

**DAILY POWER** 

KEYWORDS				USED
ACTION	↑	↘		
	←	✱	RANGE	
VS				
ATTACK	DEFENSE		TARGET	
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.				
CLASS	LEVEL	PAGE		

**DAILY POWER** 





# 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.

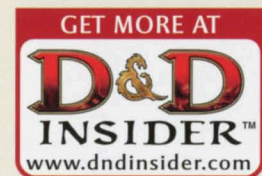
This accessory also includes 64 color-coded cards on which players can record their attack powers, utility powers, and magic item powers to speed play and reduce page-flipping during the game.

**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*



ISBN: 978-0-7869-4853-6



9 780786 948536  
 Sug. Retail: US \$9.95 CAN \$11.95  
 Printed in the U.S.A.

217217400

Wizards of the Coast, Dungeons & Dragons, Player's Handbook, Dungeon Master's Guide, Monster Manual, D&D, D&D Insider, d20 System, and all respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. © 2008 Wizards. P.O. Box 707, Renton, WA 98057

Please retain this information for future reference.