DUNGEONS	PERMANENT CHARACTER RECORD
WINDER OF THE PROPERTY OF THE	Character Name Player Name
"JRAGONS	Race Current Level
4th Edition Permanent character record v1.5	Alignment Class
*	Sex Deight Weight Age
 	Paragon Path Epic Destiny
	Patron Deity Region
	Regional Benefit
	Vision Size Base Speed
	Languages Fandiness
	ABILITY SCORES HIT POINTS
†	Total Base Race Level Misc Modifier MAX HP Blooded Surge Value Surges/Day
₩	STR =
DESCRIPTION	CON = ½HP ¼HP
	DEX =
SkinApparent Age	Current HP Temporary HP Surges Used
Distinguishing Marks	WIS =
	CHA =Ability. See a section of the latest with the conversal also defend to a section of the latest with the l
Personality	Ability Scores are color coordinated with the appropriate defensive saves HP per level Second Wind
	DEFENSES 16. Agree Should Ability
Mannerisms	1/2 Armor Shield Ability Total Base Level Bonus Bonus Mod Class Feat ENH MISC Armor Droficiencies
	= 10+
EXPERIENCE POINTS	AC Score 16 Ability Shield
	Score ½ Ability Shield Total Base Level Mod Bonus Class Feat Racial ENH MISC Equipped Armor
Current EXP	FORT = 10 NA
SENSES	REF = 10 Armor Check Denalty
Score Passive Sense Base Skill Bonus	WILL = 10 NA Equipped Shield
Passive Insight 10 +	Death Saving Chrow Sailures
Passive Perception 10 +	Saving Throw Bonuses Resistances
	,
SKILLS Ability ½	
Skill Name Bonus Mod Level TRN MISC	
Acrobatics* DEX	OFFENSIVE DEX 1/2
Arcana NT	Total Mod Level Feat Racial MISC Milestones Action Points
Athletics* STR	Action Points 1/2 2/3
Bluff CHA	Total ½ Ability Weapon Name Attack Level Mod Class Prof Feat ENH MISC Base Damage Damage Bonuses Damage Type
Diplomacy CHA	⊕MELEE.
Dungeoneering wis	
Endurance* CON	Ammo 0 0 0 0 0 0 0 0 0
Heal wis	Total Ability ½ Base Ability Attack Attack Mod Level Class Feat ENH MISC MISC
Heal ws A A A A A A A A A A A A A A A A A A	STRENGTH Weapon Proficiencies
Insight ws	CONSTITUTION
numidate chall /	DEXTERITY
Nature ws 50	INTELLIGENCE
Perception ws	WISDOM
Religion	CHARISMA Score Base Armor Item MISC
Stealth* DEX	On the above block fill out only the Cleric Fighter Paladin Ranger Rogue Warlock Warlord Wizard needed abilities for your class or STR STR STR STR DEX CON STR INT CHA DEX CHA
Streetwise CHA	Race & Class Seatures
Thievery* DEX	
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* These skills are effected by any armor penalties imposed

PAGE ONE

		PC)WERS		
	Level		Level		Level
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Fifects		Fifects		- Fffects	
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Miss/Special		Miss/Special		Miss/Special	
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	Weapon				
	Armor				
	Head				
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	Arms				
	Hands				
	Waist				
	Ring				
	Ring				
	Feet				
			Total Weight Carried		LBS
			Load Rating	Normal	Heavy

MOVEMENT & WEIGHTS

Movement	Rate	Overla	nd	Rate
Walk (Base)	Sq	Per Day		Miles
Run (+2)	Sq	Per Hour		Miles
Crawl (½)	Sq	Per Minute		Feet
Load	Forr	nula	W	/eight
Normal	Streng	th × 10		LBS
Heavy	Streng	th × 20		LBS
Drag	Streng	th × 50		LBS

EXTRA WEAPONS

Weapon Name	Attack	Damage	Range	Wt	Location	Droperties
			Sq	LBS		
			Sq	LBS		
			Sq	LBS		
			Sq	LBS		
			Sq	LBS		

Weapon Notes _____ Armor Notes ____

PERSONAL HISTORY			TREASURE		
uring Company			One Gold Piece	e = 100cp, 10sp, 1gp, 1/100	Opp, 1/10000ad Weight = 1/50L
	Platinum	Gold	Silver	Copper	Gems
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Current Level	Prepared Daily	Prepared Utility	Spell Books	
			·	No VVIII
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T			Pact Type	
			Pact Notes	
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Critical			Curse extra damage	
-			Deity Alignment	
Dower				
			Censure Type	
			Companion Spirit Type	
			Sorcerer Source Type	
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		MAGI	C ITEMS	The state of the s
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8	Түре		Level Type	
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Droperty			Droperty	Droperty
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			Enbancement	Enbancement
Droperty			Droperty	Droperty
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Name			Name	Name
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	anctitieo Incense (Ise esiduum (Any):	ngion/:	Gold Gold				

			MOUNTS / ANIMA	L COMPANIONS
	Mount's Name	·	Mount's Species	Si3e
	Base Mod			
	STR	Perception	Vision	Alignment
	CON	Initiative	Speed	
	DEX	Score	SIY	
	INT	FORT	Total Base Barding	
- Walley Colors	WIS	REF	AC Base Barding	
	CHA	WILL		
		** ,	₩	
	Max HP Bloodied	Current HP	(1) Attacks	
			Tillucks	
	Dotes			
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WAGONS / PAC	rks			
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Saddle / Wagon Notes				
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	RANGER ANIA	MAL COMPANION		
Animal's Name		3e	Vision	
Animal's Species		peed /	··	_
Colorina		Max HP Bloodied		
General Description		Current HP	HP Per Level	7
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CON		REF = +		-
DEX		WILL = +		-
INIT				-
	Bonus Att	Base Level +	-	_
WIS	Bo	nus +	-	
CHA				
① Attack		Combat Advantage		
				Misc
Opportunity Attacks		Charge		— DUNGEONS
		Base Damage		WINDAGONS!



		CONTAINERS			
		BACKPACK			
Item	Wt	Item	Wt	Item	Wt
				Total Weight in Dack	LBS
		BAG OF HOLDING			
Item	Wt	Item	Wt	Item	Wt
				Total Weight in Bag	LBS
				Weight cannot exceed	200 LBS
Adventure Notes					
					_

