DUNGEONS & DRAGONS
Character Sheet

6 Level

Zem
Unaligned male Wood Elf Cleric (Templar)

45			Medium	Kord
Age	Height	Weight	Size	Deity

7500

Total XP   10000

Defenses

20	16	15	20
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied 24) **49**

Temp HP

Current Hit Points

Healing Surges

Surge Value	Surges/Day
12	8

Current Conditions:

Combat Statistics and Senses

Initiative	3

Conditional Modifiers:

Speed	6

Passive Insight	17

Passive Perception	23

Special Senses: Low-light

Action Points

Action Points

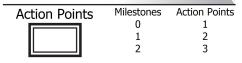| Milestones	Action Points
0	1
1	2
2	3

Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Second Wind (one per encounter)

☐ Used

Effect: You spend a healing surge and regain hit points equal to your surge value. You gain a +2 bonus to all defenses until the start of your next turn.

Death Saving Throw Failures

☐ ☐ ☐

Saving Throw Mods	0

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Holy Healer's Mace +2

10	1d8+4
Strength vs. AC	Damage

Ranged

Unarmed

3	1d4
Dexterity vs. AC	Damage

Languages

Common, Draconic, Elven

Abilities

			Check
STR	Strength	14	5
CON	Constitution	12	4
DEX	Dexterity	10	3
INT	Intelligence	12	4
WIS	Wisdom	19	7
CHA	Charisma	14	5

Skills

Acrobatics	Dexterity		2
Arcana	Intelligence	✔	9
Athletics	Strength		4
Bluff	Charisma		5
Diplomacy	Charisma	✔	10
Dungeoneering	Wisdom		7
Endurance	Constitution		3
Heal	Wisdom	✔	14
History	Intelligence	✔	9
Insight	Wisdom		7
Intimidate	Charisma		5
Nature	Wisdom		9
Perception	Wisdom		13
Religion	Intelligence	✔	9
Stealth	Dexterity		2
Streetwise	Charisma		5
Thievery	Dexterity		2