

# Lomander's D&D 4e Worksheet

# Combat

Character Name

SCORE INITIATIVE DEX 1/2 LVL MISC  
CONDITIONAL MODIFIERS

## ARMOR

ARMOR	LEVEL	WEIGHT

## HIT POINTS

Max Hit Points	Bloodied (1/2 HP)	Current HP
Surge Value (1/4 HP)	Surges/Day	Current Surge Uses
Second Wind 1/Encounter	<input type="checkbox"/> Used	Temp HP
Death Saving Throw Failures	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
SAVING THROW MODS		
RESISTANCES		
CURRENT CONDITIONS AND EFFECTS		

SCORE SPEED BASE ARMOR ITEM MISC  
SPECIAL MOVEMENT

SCORE Passive Insight 10+ SKILL  
SPECIAL SENSES

SCORE Passive Perception 10+ SKILL

Action Points

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

ARMS	LEVEL	WEIGHT

FEET	LEVEL	WEIGHT

## ABILITY SCORES

SCORE	ABIL MOD	MOD+1/2 LVL
STR		
CON		
DEX		
INT		
WIS		
CHA		

## DEFENSES

10+	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
AC							
FORT							
REF							
WILL							

CONDITIONAL BONUSES

HANDS	LEVEL	WEIGHT

HEAD	LEVEL	WEIGHT

NECK	LEVEL	WEIGHT

## WEAPONS

LEVEL	WEIGHT

LEVEL	WEIGHT

LEVEL	WEIGHT

LEVEL	WEIGHT

RING	LEVEL	WEIGHT

RING	LEVEL	WEIGHT

LEVEL	WEIGHT

LEVEL	WEIGHT

WAIST	LEVEL	WEIGHT