

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

10

Level

Foobhopper male Dwarf Monk

Age Height Weight Medium Moradin
Size Deity

20500

Total XP

26000

Defenses

25	22	22	25
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied)	73	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
18	10

Current Conditions:

Combat Statistics and Senses

Initiative	9
Conditional Modifiers:	
Speed	6
Passive Insight	19
Passive Perception	19

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

+5 Saving Throws against poison

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Monk unarmed strike

12	1d8+4
Strength vs. AC	Damage

Ranged

Mountain Ki Focused Shuriken

15	1d4+6
Dexterity vs. AC	Damage

Languages

Common, Dwarven



Abilities

STR Strength	8	Check 4
CON Constitution	16	8
DEX Dexterity	19	9
INT Intelligence	10	5
WIS Wisdom	18	9
CHA Charisma	10	5

Skills

Acrobatics	Dexterity	✓	14
Arcana	Intelligence		5
Athletics	Strength	✓	9
Bluff	Charisma		5
Diplomacy	Charisma		5
Dungeoneering	Wisdom		11
Endurance	Constitution	✓	15
Heal	Wisdom		9
History	Intelligence	✓	10
Insight	Wisdom		9
Intimidate	Charisma		5
Nature	Wisdom		9
Perception	Wisdom		9
Religion	Intelligence	✓	13
Stealth	Dexterity	✓	14
Streetwise	Charisma		5
Thievery	Dexterity		9

Player Name

Foobhopper

Character Name



Character Details

Background

Cloistered Priest

Theme

Elemental Initiate

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Amulet of Resolution +2

Arms

Hands

Rings

Rings

Main Hand

Off Hand

Feet

Waist

Armor

Wall Cloth Armor (Basic...)

Tattoo

Ki Focus

Rain of Hammers Mountain ki...

Other Equipment

Monk unarmed strike

Shuriken (4)

Total Weight (lbs.)

6

Carrying Capacity (lbs.)

Treasure

100 gp
0 gp banked

Normal

80

Heavy

160

Max

400

Player Name

Foobhopper

Character Name



Racial Features

Cast-Iron Stomach

+5 bonus to saving throws against poison.

Dwarven Resilience

You have the dwarven resilience power

Dwarven Weapon Proficiency

Proficient with hammers.

Encumbered Speed

Armor or heavy load doesn't reduce your speed.
(Other effects still can.)

Stand Your Ground

Can move 1 less when forced to move.
Immediate saving throw to avoid being knocked prone.

Class/Other Features

Centered Breath

Centered Flurry of Blows and Mental Equilibrium

Elemental Initiate Starting Feature

Gain +2 proficiency bonus with unarmed attacks; unarmed attacks deal 1d6 damage; gain the disciplined counter power; gain proficiency with ki focuses

Monastic Tradition

Choose a Flurry of Blows and become more resilient

Unarmed Combatant

Gain Monk Unarmed Strike +3 attack, 1d8 damage

Unarmored Defense

+2 AC in cloth or no armor

Elemental Initiate Level 5 Feature

Gain training in Arcana, History, Nature, or Religion

Elemental Initiate Level 10 Feature

Gain a +1 power bonus to Will

Feats

Unarmored Agility

+2 AC while wearing cloth armor or no armor

Initiate of the Faith

Cleric: Religion skill, healing word 1/day

Divine Channeler (Cleric)

Gain one Channel Divinity power from the cleric class

Deadly Draw

Combat advantage against enemy you pull or slide adjacent

Fluid Motion

+1 to speed

Implement Focus (Ki focuses)

+1 feat bonus per tier to implement damage rolls with a Ki focuses

Ki Focus Expertise

+1/2/3 (by tier) to implement/weapon attack rolls made w/ ki focus. +1/2/3 (by tier) to dmg rolls of attacks made w/ ki focus vs. bloodied enemy

Solid Footing

You gain the earth walk ability

Superior Implement Training (Mountain ki focus)

Can use Mountain ki focuss

Winter Walker

Gain ice walk. +5 to Endurance checks to resist effects of cold weather, +5 to Acrobatics checks to balance on icy surfaces

Superior Will

+2/3/4 (by tier) to Will. Additional saving throw vs. dazed or stunned at start of turn, even if condition is not (save ends)

Internalize the Basic Kata

Use Dex mod for melee basic attacks and you can use flurry of blows with opportunity attacks

Foobhopper

Level 10 Dwarf Monk

HP	Score	Ability Mod	AC
73	8	STR -1	25
Spd	16	CON 3	Fort
6	19	DEX 4	22
Init	10	INT 0	Ref
+9	18	WIS 4	22
	10	CHA 0	Will
	19		25
19 Passive Insight			
19 Passive Perception			

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Monk unarmed strike: +12 vs. AC, 1d8+4 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (-1) damage.

Level 21: 2[W] + Str modifier (-1) damage.

Additional Effects

Basic Attack

Five Storms

At-Will ♦ Standard Action

Rain of Hammers Mountain ki focus +2: +12 vs. Reflex, 1d8+7 damage

Monk unarmed strike: +9 vs. Reflex, 1d8+4 damage

Close burst 1 **Target:** Each enemy you can see in the burst

You move like a whirlwind, spinning as you unleash an array of kicks and punches, which slam into your foes like a storm crashing onto the shore.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Reflex

Hit: 1d8 + Dex modifier (+4) damage.

Additional Effects

+1 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Monk Attack 1

Skills

Acrobatics	Dexterity	• 14
Arcana	Intelligence	5
Athletics	Strength	• 9
Bluff	Charisma	5
Diplomacy	Charisma	5
Dungeoneering	Wisdom	11
Endurance	Constitution	• 15
Heal	Wisdom	9
History	Intelligence	• 10
Insight	Wisdom	9
Intimidate	Charisma	5
Nature	Wisdom	9
Perception	Wisdom	9
Religion	Intelligence	• 13
Stealth	Dexterity	• 14
Streetwise	Charisma	5
Thievery	Dexterity	9

• indicates a trained skill.

Ranged Basic Attack

At-Will ♦ Standard Action

Mountain Ki Focused Shuriken: +15 vs. AC, 1d4+6 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+4) damage.

Level 21: 2[W] + Dex modifier (+4) damage.

Additional Effects

+1 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Basic Attack

Disciplined Counter

Encounter ♦ Immediate Reaction

Monk unarmed strike: +12 vs. Reflex, 1d8+0 damage

Melee 1 **Target:** The triggering enemy

An enemy's miss allows you to rebalance the flow of energy by making an instant counterattack.

Keywords: Elemental, Psionic, Weapon

Trigger: An adjacent enemy misses you with a melee attack.

Attack: Highest ability modifier vs. Reflex

Hit: 1[W] damage, and you slide the target up to 2 squares. The target grants combat advantage until the end of your next turn.

Additional Effects

Elemental Initiate Attack

Action Point

Base action points: 1



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.

Encounter Special

Fallen Needle

At-Will ♦ Standard Action

Rain of Hammers Mountain ki focus +2: +12 vs. Reflex, 1d10+7 damage

Monk unarmed strike: +9 vs. Reflex, 1d10+4 damage

Melee touch **Target:** One creature

A single, sharp blow readies you to step away at a moment's notice.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Reflex

Hit: 1d10 + Dex modifier (+4) damage, and the target takes a -2 penalty to attack rolls against you until the end of your next turn.

Additional Effects

+1 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Monk Attack 1

Call up the Savage Wind

Encounter ♦ Standard Action

Rain of Hammers Mountain ki focus +2: +12 vs. Fortitude, 1d8+7 damage

Monk unarmed strike: +9 vs. Fortitude, 1d8+4 damage

Close blast 3 **Target:** Each creature in the blast

A stiff gust rises up to scatter your enemies and speed you over treacherous terrain.

Keywords: Elemental, Full Discipline, Implement, Psionic

Attack: Dexterity vs. Fortitude

Hit: 1d8 + Dex modifier (+4) damage.

Effect: You can slide each target 1 square.

Additional Effects

+1 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Monk Attack 1

Used

Wind Through the Willows

Encounter ♦ Standard Action

Rain of Hammers Mountain ki focus +2: +12 vs. Reflex, 2d8+7 damage

Monk unarmed strike: +9 vs. Reflex, 2d8+4 damage

Close blast 3

Target: Each creature in the blast

You move like a furious wind through the line of your enemies, hobbling them.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Reflex

Hit: 2d8 + Dex modifier (+4) damage, and the target is slowed and cannot charge until the end of your next turn.

Effect: You shift up to 3 squares to a square in the blast or adjacent to it.

Additional Effects

+1 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Monk Attack 3

Used

Water Gives Way

Daily ♦ Immediate Interrupt

Rain of Hammers Mountain ki focus +2: +12 vs. Fortitude, 3d10+7 damage

Monk unarmed strike: +9 vs. Fortitude, 3d10+4 damage

Melee 1

Target: The triggering enemy

Like a stone passing harmlessly through water, so do your enemies' attacks pass by you.

Keywords: Implement, Psionic

Trigger: An adjacent enemy hits you with a melee attack.

Attack: Dexterity vs. Fortitude. If the triggering attack is a charge, you gain a +2 bonus to the attack roll and deal 1d10 extra damage if you hit.

Hit: 3d10 + Dex modifier (+4) damage, and you slide the target up to 2 squares and knock it prone.

Miss: You regain the use of this power but cannot use it again during this encounter.

Additional Effects

+1 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Monk Attack 5

Used

Fallen Needle...

At-Will ♦ Minor Action

Personal

A single, sharp blow readies you to step away at a moment's notice.

Keywords: Full Discipline, Psionic

Effect: You shift 1 square or move 3 squares.

Additional Effects

Arc of the Flashing Storm

Encounter ♦ Standard Action

Rain of Hammers Mountain ki focus +2: +12 vs. Reflex, 2d10+7 damage

Monk unarmed strike: +9 vs. Reflex, 2d10+4 damage

Melee touch

Target: One creature

You can flash across the battlefield, lightning wrapping around you as you slam your foe back and disrupt its counterattacks.

Keywords: Full Discipline, Implement, Lightning, Psionic, Teleportation

Attack: Dexterity vs. Reflex

Hit: 2d10 + Dex modifier (+4) lightning damage, you push the target 2 squares, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Iron Soul: If you make the attack using a mace or a staff, the target's penalty to attack rolls against you instead equals your Con modifier (+3).

Additional Effects

+1 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Monk Attack 7

Used

Crane Dance

Daily ♦ Standard Action

Rain of Hammers Mountain ki focus +2: +12 vs. Reflex, 2d8+7 damage

Monk unarmed strike: +9 vs. Reflex, 2d8+4 damage

Melee touch

Target: One, two, three, or four creatures

You step carefully to reach your foes, measuring their posture and fighting stance to deliver just the right amount of power to send them toppling over.

Keywords: Implement, Psionic

Attack: Dexterity vs. Reflex

Hit: 2d8 + Dex modifier (+4) damage, and you knock the target prone.

Miss: Half damage.

Effect: You shift 2 squares after each attack.

Additional Effects

+1 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Monk Attack 9

Used

Five Storms...

At-Will ♦ Move Action

Personal

You move like a whirlwind, spinning as you unleash an array of kicks and punches, which slam into your foes like a storm crashing onto the shore.

Keywords: Full Discipline, Psionic

Effect: You shift 2 squares.

Additional Effects

Masterful Spiral

Daily ♦ Standard Action

Rain of Hammers Mountain ki focus +2: +12 vs. Reflex, 3d8+7 damage

Monk unarmed strike: +9 vs. Reflex, 3d8+4 damage

Close burst 2

Target: Each enemy in the burst

With a sudden burst of motion, you deliver crushing kicks and punches of psionic force to nearby enemies.

Keywords: Force, Implement, Psionic, Stance

Attack: Dexterity vs. Reflex

Hit: 3d8 + Dex modifier (+4) force damage.

Miss: Half damage.

Effect: You assume the spiral stance. Until the stance ends, your reach with melee touch attacks increases by 1.

Additional Effects

+1 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Monk Attack 1

Used

Centered Flurry of...

At-Will ♦ No Action

Melee 1

Target: One creature

Level 11: One or two creatures

Level 21: Each enemy adjacent to you

Your fists become a blur as you follow up your initial attack with another, shifting your foes' positions to your advantage.

Keyword: Psionic

Trigger: You hit with an attack during your turn

Effect: The target takes damage equal to 2 + your Wis modifier (+4), and you slide it 1 square to a square adjacent to you, or 1 square in any direction if the target wasn't targeted by the triggering attack.

Special: You can use this power only once per round.

Internalize the Basic Kata: Your flurry of blows power can be triggered when you hit with an opportunity attack made with your monk unarmed strike.

Additional Effects

Monk Feature

Arc of the Flashing Storm...

Encounter ♦ Move Action

Personal

Keywords: Full Discipline, Lightning, Psionic, Teleportation

Effect: You teleport your speed.

Additional Effects

Used

Call up the Savage Wind...

Encounter ♦ Move Action

Personal

Keywords: Elemental, Full Discipline, Psionic

Effect: You move up to your speed, ignoring difficult terrain.

Additional Effects

Dwarven Resilience

Encounter ♦ Minor Action

Personal

Effect: You use your second wind.

Additional Effects

Wind Through the Willows...

Encounter ♦ Move Action

Melee 1

Target: One creature

You move like a furious wind through the line of your enemies, hobbling them.

Keywords: Full Discipline, Psionic

Effect: You shift 1 square and slide the target 1 square, swapping places.

Additional Effects

Restoring Touch

Encounter ♦ Standard Action

Unarmed

Melee 1 **Target:** One creature

Your knowledge of the body's natural energy flow allows you to heal minor injuries with a few skillful touches.

Keywords: Elemental, Healing, Psionic

Effect: The target can spend a healing surge and regain 1d6 additional hit points. The target can also end one poison, dazing, or stunning effect currently affecting it.

Prerequisite: Elemental Initiate

Additional Effects

Elemental Initiate Utility 6

Assurance of Prophecy

Encounter ♦ Immediate Reaction

Close burst 5

You call out choice verses of prophecy. The knowledge that destiny is on your side renews your ally's vigor.

Trigger: An ally within 5 squares of you spends a healing surge

Effect: The triggering ally gains 3d6 temporary hit points.

Prerequisite: You must be trained in Religion.

Additional Effects

Religion Utility 10

Healing Word

Daily ♦ Minor Action

Unarmed

Close burst 5 (10 at 11th level, 15 at 21st level) **Target:** You or one ally in the burst

You utter a soothing word that mends wounds of the body and spirit.

Keyword: Healing

Effect: The target can spend a healing surge and regain 1d6 additional hit points.

Level 6: 2d6 additional hit points.

Additional Effects

Cleric Utility

Turn Undead

Daily ♦ Standard Action

Rain of Hammers Mountain ki focus +2: +12 vs. Will, 1d10+7 damage

Monk unarmed strike: +9 vs. Will, 1d10+4 damage

Close burst 2 (3 at 11th level, 5 at 21st level) **Target:** Each undead creature in the burst

You sear undead foes, push them back, and root them in place.

Keywords: Channel Divinity, Divine, Implement, Radiant

Attack: Wisdom vs. Will

Hit: 1d10 + Wis modifier (+4) radiant damage, and you push the target a number of squares up to 3 + your Cha modifier (+0). The target is immobilized until the end of your next turn.

Miss: Half damage.

Special: You can use only one channel divinity power per encounter.

Additional Effects

+1 to damage rolls against a bloodied enemy - Ki Focus Expertise.

Cleric Feature

Inspiring Fortitude

Daily ♦ Standard Action

Close burst 5 **Target:** Each ally in the burst

Inspired by your resilience, your allies find the will to overcome challenges.

Requirement: Your second wind must be available for you to use

Effect: You use your second wind, and each target gains temporary hit points equal to 10 + your Con modifier (+3).

Prerequisite: You must be trained in Endurance.

Additional Effects

Wall Cloth Armor (Basic...)

Armor ♦ Level 8

Armor Bonus: 0

Enhancement: +2 AC

Power ♦ Daily (Immediate Reaction Action)

Trigger: An enemy hits or misses you with a bull rush or charge attack.

Effect: The triggering enemy takes 1d6 damage per plus and is knocked prone.

Symbol of Foe Turning +2

Holy Symbol ♦ Level 7

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus

Properties

When this item is created, choose angel, demon, devil, dragon, or giant. When you use your turn undead power, you can target creatures of the chosen kind instead of undead creatures.

Amulet of Resolution +2

Neck Slot Item ♦ Level 7

Enhancement: +2 Fortitude, Reflex, and Will

Power ♦ Daily (No Action)

Use this power when you fail a saving throw. Reroll the saving throw, using the second result even if it's lower.

Rain of Hammers Mountain...

Ki Focus ♦ Level 8

Properties: Forceful, Shielding

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus

Properties

Whenever you reduce an enemy to 0 hit points or fewer, one enemy adjacent to you takes damage equal to 2 + this focus's enhancement bonus damage.

Power ♦ Daily (Minor Action)

Make an at-will attack against an enemy that you already hit with an attack during this turn.