

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

Sean Talts

9

Level

### Saeros

Good male Elf Monk

128 Age    6'0" Height    170 Weight    Medium Size    Labelas Enoreth Deity

16500

Total XP

20500

### Defenses

<b>27</b>	<b>17</b>	<b>22</b>	<b>21</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

<b>Max HP</b> (Bloodied )	<b>63</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value	Surges/Day
15	7

Current Conditions:

### Combat Statistics and Senses

Initiative	10
Conditional Modifiers:	
Speed	8
Passive Insight	18
Passive Perception	25

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

Accurate Ki Focused Monk unarmed...

10	1d8+2
Strength vs. AC	Damage

#### Ranged

Accurate Ki Focused Dagger

16	1d4+8
Dexterity vs. AC	Damage

### Languages

Common, Elven



### Abilities

STR Strength	10	Check
CON Constitution	11	4
DEX Dexterity	22	10
INT Intelligence	8	3
WIS Wisdom	18	8
CHA Charisma	10	4

### Skills

Acrobatics	Dexterity	<input checked="" type="checkbox"/>	15
Arcana	Intelligence		3
Athletics	Strength		4
Bluff	Charisma		4
Diplomacy	Charisma		4
Dungeoneering	Wisdom		8
Endurance	Constitution		4
Heal	Wisdom		8
History	Intelligence		3
Insight	Wisdom		8
Intimidate	Charisma		4
Nature	Wisdom		10
Perception	Wisdom	<input checked="" type="checkbox"/>	15
Religion	Intelligence		3
Stealth	Dexterity	<input checked="" type="checkbox"/>	15
Streetwise	Charisma		4
Thievery	Dexterity	<input checked="" type="checkbox"/>	15

Sean Talts

Player Name

## Saeros

Character Name



### Character Details

#### Background

#### Theme

#### Mannerisms and Appearance

#### Personality Traits

#### Adventuring Company

#### Companions and Allies

#### Session and Campaign Notes

Other Notes

### Equipment

#### Head

Circlet of Indomitability (heroic...)

#### Neck

#### Arms

Bracers of Brachiation (heroic...)

#### Hands

#### Rings

#### Off Hand

Shielding Blade Dagger +2

#### Main Hand

Monk unarmed strike

#### Waist

#### Armor

Flowform Cloth Armor (Basic...)

#### Tattoo

#### Feet

Rushing Cleats

#### Ki Focus

Blurred Strike Accurate ki focus...

### Other Equipment

Adventurer's Kit  
Screaming Bow Longbow +2  
Siberys Shard of the Mage (heroic tier)

Total Weight (lbs.)

42

Carrying Capacity (lbs.)

Treasure

76 pp; 1 gp  
0 gp banked

Normal

100

Heavy

200

Max

500

Sean Talts

Player Name

# Saeros

Character Name



## Racial Features

### Elven Accuracy

Use elven accuracy as an encounter power.

### Elven Weapon Proficiency

Proficient with longbow and shortbow.

### Fey Origin

Your origin is fey, not natural

### Group Awareness

Non-elf allies within 5 get +1 to Perception.

### Wild Step

Ignore difficult terrain when shifting (even when shifting multiple squares).

## Class/Other Features

### Centered Breath

Centered Flurry of Blows and Mental Equilibrium

### 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

### Versatile Expertise (Ki Focuses)

+1/+2/+3 feat bonus to attack rolls with ki focuses.

### Versatile Expertise (Light blade)

+1/+2/+3 feat bonus to attack rolls with Light blades.

## Feats

### Versatile Expertise

+1/2/3 bonus (per tier) to attacks with weapons and implements of your choice

### Unarmored Agility

+2 AC while wearing cloth armor or no armor

### Fluid Motion

+1 to speed

### Superior Implement Training (Fluid ki focus)

Can use Fluid ki focus

### Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

## Saeros

Level 9 Elf Monk

HP	Score	Ability	Mod	AC
Spd	10	STR	0	27
Init	11	CON	0	Fort
	22	DEX	6	17
	8	INT	-1	Ref
	18	WIS	4	22
	10	CHA	0	Will
	18			21
<b>18</b> Passive Insight				
<b>25</b> Passive Perception				

Player Name: Sean Talts

### Melee Basic Attack

At-Will ♦ Standard Action

**Accurate Ki Focused Monk unarmed strike:** +10 vs. AC, 1d8+2 damage  
**Monk unarmed strike:** +7 vs. AC, 1d8 damage  
**Accurate Ki Focused Dagger:** +10 vs. AC, 1d4+2 damage  
**Shielding Blade Dagger +2:** +10 vs. AC, 1d4+2 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 (+0) damage.

**Level 21:** 2[W] + Str modifier (+0) damage.

Additional Effects

+2 item bonus to attack rolls to bull rush attacks - Rushing Cleats.

### Basic Attack

### Five Storms

At-Will ♦ Standard Action

**Accurate Ki Focused Monk unarmed strike:** +13 vs. Reflex, 1d8+8 damage  
**Monk unarmed strike:** +10 vs. Reflex, 1d8+6 damage  
**Blurred Strike Accurate ki focus +2:** +13 vs. Reflex, 1d8+8 damage  
**Accurate Ki Focused Dagger:** +13 vs. Reflex, 1d8+8 damage  
**Shielding Blade Dagger +2:** +13 vs. Reflex, 1d8+8 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 (+6) damage.

Additional Effects

+2 item bonus to attack rolls to bull rush attacks - Rushing Cleats.

### Monk Attack 1

## Skills

Acrobatics	Dexterity	• 15
Arcana	Intelligence	3
Athletics	Strength	4
Bluff	Charisma	4
Diplomacy	Charisma	4
Dungeoneering	Wisdom	8
Endurance	Constitution	4
Heal	Wisdom	8
History	Intelligence	3
Insight	Wisdom	8
Intimidate	Charisma	4
Nature	Wisdom	10
Perception	Wisdom	• 15
Religion	Intelligence	3
Stealth	Dexterity	• 15
Streetwise	Charisma	4
Thievery	Dexterity	• 15

• indicates a trained skill.

### Ranged Basic Attack

At-Will ♦ Standard Action

**Accurate Ki Focused Dagger:** +16 vs. AC, 1d4+8 damage  
**Shielding Blade Dagger +2:** +16 vs. AC, 1d4+8 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 (+6) damage.

**Level 21:** 2[W] + Dex modifier (+6) damage.

Additional Effects

+2 item bonus to attack rolls to bull rush attacks - Rushing Cleats.

### Basic Attack

### Drunken Monkey

Encounter ♦ Standard Action

**Accurate Ki Focused Monk unarmed strike:** +13 vs. Will, 1d8+8 damage  
**Monk unarmed strike:** +10 vs. Will, 1d8+6 damage  
**Blurred Strike Accurate ki focus +2:** +13 vs. Will, 1d8+8 damage  
**Accurate Ki Focused Dagger:** +13 vs. Will, 1d8+8 damage  
**Shielding Blade Dagger +2:** +13 vs. Will, 1d8+8 damage

**Melee touch**      **Target:** One enemy

You lurch seemingly out of control. Your enemies are bewildered as they try to hit your swaying form, and with a cunning jab, you cause one of your foes to attack its companion.

**Keywords:** Full Discipline, Implement, Psionic

**Attack:** Dexterity vs. Will

**Hit:** 1d8 + Dex modifier (+6) damage, and you slide the target 1 square. The target then makes a melee basic attack as a free action against one enemy of your choice. The target gains a bonus to the attack roll equal to your Wis modifier (+4).

Additional Effects

+2 item bonus to attack rolls to bull rush attacks - Rushing Cleats.

### Monk Attack 1

## 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

### Dragon's Tail

At-Will ♦ Standard Action

**Accurate Ki Focused Monk unarmed strike:** +13 vs. Fortitude, 1d6+8 damage

**Monk unarmed strike:** +10 vs. Fortitude, 1d6+6 damage  
**Blurred Strike Accurate ki focus +2:** +13 vs. Fortitude, 1d6+8 damage

**Accurate Ki Focused Dagger:** +13 vs. Fortitude, 1d6+8 damage  
**Shielding Blade Dagger +2:** +13 vs. Fortitude, 1d6+8 damage

**Melee touch**      **Target:** One creature

Your hand lashes out like a dragon's tail, and with the lightest touch unleashes power that knocks your foe to the ground.

**Keywords:** Full Discipline, Implement, Psionic

**Attack:** Dexterity vs. Fortitude

**Hit:** 1d6 + Dex modifier (+6) damage, and you knock the target prone.

Additional Effects

+2 item bonus to attack rolls to bull rush attacks - Rushing Cleats.

### Monk Attack 1

### Eternal Mountain

Encounter ♦ Standard Action

**Accurate Ki Focused Monk unarmed strike:** +13 vs. Fortitude, 2d8+8 damage

**Monk unarmed strike:** +10 vs. Fortitude, 2d8+6 damage  
**Blurred Strike Accurate ki focus +2:** +13 vs. Fortitude, 2d8+8 damage

**Accurate Ki Focused Dagger:** +13 vs. Fortitude, 2d8+8 damage  
**Shielding Blade Dagger +2:** +13 vs. Fortitude, 2d8+8 damage

**Close burst 1**      **Target:** Each enemy in the burst

You focus your mind, calling on your iron discipline to walk, fight, and shrug off attacks with a mountain's enduring spirit.

**Keywords:** Full Discipline, Implement, Psionic

**Attack:** Dexterity vs. Fortitude

**Hit:** 1d8 + Dex modifier (+6) damage, and you knock the target prone.

Additional Effects

+2 item bonus to attack rolls to bull rush attacks - Rushing Cleats.

### Monk Attack 3

Used

## Giant's Grasp

Encounter ♦ Standard Action

**Accurate Ki Focused Monk unarmed strike:** +13 vs. Reflex, 2d6+8 damage

**Monk unarmed strike:** +10 vs. Reflex, 2d6+6 damage

**Blurred Strike Accurate ki focus +2:** +13 vs. Reflex, 2d6+8 damage

**Accurate Ki Focused Dagger:** +13 vs. Reflex, 2d6+8 damage

**Shielding Blade Dagger +2:** +13 vs. Reflex, 2d6+8 damage

**Melee touch**

**Target:** One creature

*You snap your hand out to grab your foe. As you tighten your grip, the enemy howls in pain.*

**Keywords:** Full Discipline, Implement, Psionic

**Requirement:** You must have at least one hand free.

**Attack:** Dexterity vs. Reflex

**Hit:** 2d6 + Dex modifier (+6) damage, and you grab the target. Until the end of your next turn, the target takes a penalty to escape attempts equal to your Str modifier (+0).

**Additional Effects**

+2 item bonus to attack rolls to bull rush attacks - Rushing Cleats.

Monk Attack 7

Used

## Lightning Leap

Daily ♦ Standard Action

**Accurate Ki Focused Monk unarmed strike:** +13 vs. Reflex, 1d8+8 damage

**Monk unarmed strike:** +10 vs. Reflex, 1d8+6 damage

**Blurred Strike Accurate ki focus +2:** +13 vs. Reflex, 1d8+8 damage

**Accurate Ki Focused Dagger:** +13 vs. Reflex, 1d8+8 damage

**Shielding Blade Dagger +2:** +13 vs. Reflex, 1d8+8 damage

**Close burst 1**

*The lightning that scorches your enemies also speeds you away, and thunder offers a cacophonous accompaniment.*

**Keywords:** Elemental, Implement, Lightning, Psionic, Thunder

**Primary Target:** Each creature in the burst

**Primary Attack:** Dexterity vs. Reflex

**Hit:** 1d8 + Dex modifier (+6) lightning damage.

**Miss:** Half damage.

**Effects:** You jump up to 5 squares without provoking opportunity attacks. Then make the secondary attack.

**Secondary Target:** Each creature in the burst

**Secondary Attack:** Dexterity vs. Fortitude

**Hit:** 1d8 + Dex modifier (+6) thunder damage.

**Miss:** Half damage.

**Additional Effects**

+2 item bonus to attack rolls to bull rush attacks - Rushing Cleats.

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**

## Whirling Mantis Step

Daily ♦ Standard Action

**Accurate Ki Focused Monk unarmed strike:** +13 vs. Fortitude, 2d10+8 damage

**Monk unarmed strike:** +10 vs. Fortitude, 2d10+6 damage

**Blurred Strike Accurate ki focus +2:** +13 vs. Fortitude, 2d10+8 damage

**Accurate Ki Focused Dagger:** +13 vs. Fortitude, 2d10+8 damage

**Shielding Blade Dagger +2:** +13 vs. Fortitude, 2d10+8 damage

**Melee touch**

*With swift steps and overwhelming leverage, you shove aside your foes and cripple them with vicious kicks.*

**Keywords:** Implement, Psionic

**Effect:** You shift your speed. If you enter a square adjacent to any enemy during this shift, you slide that enemy 1 square. You can slide each enemy only once during the shift. After the shift, make the following attack.

**Target:** One, two, or three creatures

**Attack:** Dexterity vs. Fortitude

**Hit:** 2d10 + Dex modifier (+6) damage, and the target is slowed (save ends).

**Miss:** Half damage, and the target is slowed until the end of your next turn.

**Additional Effects**

+2 item bonus to attack rolls to bull rush attacks - Rushing Cleats.

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.

**Additional Effects**

Monk Feature

## Drunken Monkey...

Encounter ♦ Move Action

### Personal

*You lurch seemingly out of control. Your enemies are bewildered as they try to hit your swaying form, and with a cunning jab, you cause one of your foes to attack its companion.*

**Keywords:** Full Discipline, Psionic

**Effect:** You move your speed + 2. During this movement, you ignore difficult terrain and gain a power bonus to all defenses against opportunity attacks. The bonus equals your Wis modifier (+4).

**Additional Effects**

## Water Gives Way

Daily ♦ Immediate Interrupt

**Accurate Ki Focused Monk unarmed strike:** +13 vs. Fortitude, 3d10+8 damage

**Monk unarmed strike:** +10 vs. Fortitude, 3d10+6 damage

**Blurred Strike Accurate ki focus +2:** +13 vs. Fortitude, 3d10+8 damage

**Accurate Ki Focused Dagger:** +13 vs. Fortitude, 3d10+8 damage

**Shielding Blade Dagger +2:** +13 vs. Fortitude, 3d10+8 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 (+6) 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**

+2 item bonus to attack rolls to bull rush attacks - Rushing Cleats.

Monk Attack 5

Used

## Dragon's Tail...

At-Will ♦ Move Action

**Melee 1**

**Target:** One ally or one prone enemy

*Your hand lashes out like a dragon's tail, and with the lightest touch unleashes power that knocks your foe to the ground.*

**Keywords:** Full Discipline, Psionic

**Effect:** You swap places with the target.

Monk Feature

## Elven Accuracy

Encounter ♦ Free Action

### Personal

*With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.*

**Trigger:** You make an attack roll and dislike the result.

**Effect:** Reroll the attack roll. Use the second roll, even if it's lower.

**Additional Effects**

Elf Racial Power

Used

## Eternal Mountain...

Encounter ♦ Move Action

### Personal

You focus your mind, calling on your iron discipline to walk, fight, and shrug off attacks with a mountain's enduring spirit.

**Keywords:** Full Discipline, Psionic

**Effect:** You gain resistance to all damage equal to your Str modifier (+0) until the end of your next turn. In addition, you shift 2 squares.

Additional Effects

## Giant's Grasp [Movement...]

Encounter ♦ Move Action

### Personal

**Keywords:** Full Discipline, Psionic

**Effect:** You move up to your speed. If you are grabbing a creature, the creature moves with you. This movement does not provoke opportunity attacks from creatures you have grabbed.

Additional Effects

## Swift Flight

Encounter ♦ Move Action

### Personal

Channeling psionic energy through palms pointed at the ground, your simple leap becomes a smooth glide across the battlefield.

**Keyword:** Psionic

**Effect:** You fly a number of squares equal to your speed + your Wis modifier (+4). If you don't land at the end of this movement, you fall.

Additional Effects

## Quicksilver Motion

Encounter ♦ Free Action

### Personal

You surge through combat in the blink of an eye.

**Keyword:** Psionic

**Effect:** You move your speed.

**Special:** You can use this power only as the first or the last action of your turn.

Additional Effects

Monk Utility 6

Used

## Rushing Cleats

Feet Slot Item ♦ Level 7

### Properties

Gain a +2 item bonus to bull rush attacks, and increase the push or slide effect of any close or melee attack you perform by 1 square.

## Circlet of Indomitability...

Head Slot Item ♦ Level 8

### Properties

Gain a +1 bonus to Will defense.

## Blurred Strike Accurate ki...

Ki Focus ♦ Level 10

**Properties:** Accurate

**Enhancement:** +2 attack rolls and damage rolls

**Critical:** +1d8 damage per plus

### Properties

You can use your Flurry of Blows power an additional time during your turn, but the two uses of that power must be triggered by two different attacks that you make with this ki focus.

### Power ♦ Daily (Free Action)

**Trigger:** You move at least half your speed during this turn.

**Effect:** You gain a +2 bonus to all defenses until the end of your next turn.

## Screaming Bow Longbow +2

Weapon ♦ Level 9

**Damage:** 1d10

**Proficiency Bonus:** 2

**Range:** 20/40

**Properties:** Load Free

**Enhancement:** +2 attack rolls and damage rolls

**Critical:** +1d6 thunder damage per plus

### Properties

When you use this weapon to hit an enemy with an attack power that doesn't have a damage type, the attack deals thunder damage, and the enemy is deafened until the end of your next turn.

### Power ♦ Daily (Free Action)

**Trigger:** You hit an enemy with this weapon.

**Effect:** That enemy gains vulnerable 5 thunder (save ends). Each creature adjacent to that enemy is deafened and gains vulnerable 5 thunder until the end of your next turn.

## Flowform Cloth Armor...

Armor ♦ Level 9

**Armor Bonus:** 0

**Enhancement:** +2 AC

### Power (Augmentable) ♦ Encounter (No Action)

**Trigger:** You're subjected to an effect that a save can end.

**Effect:** You make a saving throw against the effect.

**Augment 1:** You gain a bonus to the saving throw equal to the armor's enhancement bonus.

**Bracers of Brachiation...**

Arms Slot Item ♦ Level 5

**Properties**

You gain a climb speed equal to half your ground speed, and you can swing through the trees of a forest at your climb speed, during which time you do not leave any tracks.

**Shielding Blade Dagger +2**

Weapon ♦ Level 9

**Damage:** 1d4**Proficiency Bonus:** 3**Range:** 5/10**Properties:** Light Thrown, Off-Hand**Enhancement:** +2 attack rolls and damage rolls**Critical:** +1d6 damage per plus**Properties**

You gain a +1 shield bonus to AC.