

DUNGEONS & DRAGONS

Character Sheet

Player Name Graham

Nine	3	Battlemind	2,250					
Character Name			Total XP					
Mul	Medium	34	Level Class					
Race	Height	Weight	Paragon Path					
	Age	Gender	Unaligned Alignment					
			Moradin Deity					
INITIATIVE			Epic Destiny					
SCORE	DEX	1/2 LVL	MISC					
4	Initiative	1	1	2				
CONDITIONAL MODIFIERS								
ABILITY SCORES								
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL					
10	STR Strength	0	1					
20	CON Constitution	5	6					
12	DEX Dexterity	1	2					
10	INT Intelligence	0	1					
14	WIS Wisdom	2	3					
10	CHA Charisma	0	1					
HIT POINTS								
MAX HP	HEALING SURGES							
47	BLOODED	SURGE VALUE	SURGES/DAY					
47	23	11	15					
1/2 HP	1/4 HP							
CURRENT HIT POINTS								
CURRENT SURGE USES								
SECOND WIND 1/ENCOUNTER USED <input checked="" type="checkbox"/>								
TEMPORARY HIT POINTS								
DEATH SAVING THROW FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>								
SAVING THROW MODS								
RESISTANCES								
CURRENT CONDITIONS AND EFFECTS								
SKILLS								
BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC			
2	Acrobatics	DEX 2	0	n/a	0			
1	Arcana	INT 1	0	n/a	0			
1	Athletics	STR 1	0	n/a	0			
1	Bluff	CHA 1	0	n/a	0			
1	Diplomacy	CHA 1	0	n/a	0			
3	Dungeoneering	WIS 3	0	n/a	0			
13	Endurance	CON 6	5	n/a	2			
3	Heal	WIS 3	0	n/a	0			
1	History	INT 1	0	n/a	0			
8	Insight	WIS 3	5	n/a	0			
1	Intimidate	CHA 1	0	n/a	0			
3	Nature	WIS 3	0	n/a	0			
8	Perception	WIS 3	5	n/a	0			
1	Religion	INT 1	0	n/a	0			
2	Stealth	DEX 2	0	n/a	0			
3	Streetwise	CHA 1	0	n/a	2			
2	Thievery	DEX 2	0	n/a	0			
DEFENSES								
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	11	7			1		
CONDITIONAL BONUSES								
17	FORT	11	5			1		
CONDITIONAL BONUSES								
13	REF	11	1			1		
CONDITIONAL BONUSES								
16	WILL	11	2	2		1		
CONDITIONAL BONUSES								
ACTION POINTS								
Action Points			MILESTONES	ACTION POINTS				
			0	1				
			1	2				
			2	3				
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS								
RACE FEATURES								
Born of Two Races - Select human or dwarf: can take feats that require that race								
Born of Two Races (Dwarf)								
Mul Vitality - Gain additional healing surge								
Tireless - Only need to sleep 6 hours in 72-hour period								
Incredible Toughness - You have the incredible toughness power								
CLASS / PATH / DESTINY FEATURES								
Level 1 The Transcendent Order Starting Feature -								
Gain a +2 bonus to initiative; when you roll initiative and do not have the highest result, use a free action to move up to your speed before anyone else's turn in the encounter.								
Psionic Augmentation - Gain augmentable at-wills instead of encounter powers.								
Psionic Defense - Gain battlemind's demand, blurred step, and mind spike powers								
Psionic Study								
Persistent Harrier - Gain the persistent harrier power								
MOVEMENT								
SCORE	BASE	ARMOR	ITEM	MISC				
5	Speed (Squares)	6	-1					
SPECIAL MOVEMENT								
SENSES								
SCORE	PASSIVE SENSE	BASE	SKILL BONUS					
18	Passive Insight	10	+ 8					
18	Passive Perception	10	+ 8					
SPECIAL SENSES								
ATTACK WORKSPACE								
ABILITY: Melee Basic Attack - Mordenkrad of Surrounding								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	
+ 4		1	0	2		1		
ABILITY: Melee Basic Attack - Unarmed								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	
+ 1		1	0					
DAMAGE WORKSPACE								
ABILITY: Melee Basic Attack - Mordenkrad of Surrounding								
DAMAGE	ABIL	FEAT	ENH	MISC	MISC			
2d6+3			0	2	1			
ABILITY: Melee Basic Attack - Unarmed								
DAMAGE	ABIL	FEAT	ENH	MISC	MISC			
1d4			0					
BASIC ATTACKS								
ATTACK	DEFENSE	WEAPON OR POWER			DAMAGE			
4	vs AC	Mordenkrad of Surrounding -			2d6+3			
1	vs AC	Unarmed (Melee)			1d4			
2	vs AC	Unarmed (Range)			1d4+1			
	vs							
FEATS								
Blurred Speed - Shift 2 sq. with blurred step								
Dwarven Weapon Training - +2 to damage and proficiency with axes and hammers								
LANGUAGES KNOWN								
Common, Dwarven								

CHARACTER NAME

Nine

PLAYER NAME

Graham

RACE

Mul

CLASS

Battlemind

LEVEL

3

SCORE ABILITY MOD		
HP	10 STR +0	AC 19
47	20 CON +5	
Spd	12 DEX +1	Fort 17
5	10 INT +0	Ref 13
Init	14 WIS +2	Will 16
+4	10 CHA +0	
18 Passive Insight	18 Passive Perception	

PLAY DATA



Second Wind

KEYWORDS

USED

Standard Personal

ACTION RANGE

 AT-WILL ENOUNTER DAILY

Effect: You spend a healing surge and regain 11 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK PH

UTILITY POWER



Blurred Step

KEYWORDS Psionic

USED

Free Personal

ACTION RANGE

 VS TARGET ATTACK DEFENSE TARGET

Trigger: An adjacent enemy marked by you shifts

Effect: You shift 1 square.

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

Blurred Speed: When you use your blurred step, you shift 2 squares instead of 1 square.

Flavor Text: You bend reality with the power of your mind, flashing across the space between you and your enemy.

CLASS Battlemind

LEVEL

BOOK PH3

AT-WILL POWER



Skills

2 Acrobatics	DEX
1 Arcana	INT
1 Athletics	STR
1 Bluff	CHA
1 Diplomacy	CHA
3 Dungeoneering	WIS
13 Endurance	CON (Trained)
3 Heal	WIS
1 History	INT
8 Insight	WIS (Trained)
1 Intimidate	CHA
3 Nature	WIS
8 Perception	WIS (Trained)
1 Religion	INT
2 Stealth	DEX
3 Streetwise	CHA
2 Thievery	DEX

ADDITIONAL EFFECTS

PLAY DATA



Battlemind's Demand (Augment 0)

KEYWORDS

Augmentable, Psionic

USED

Minor

ACTION 3

ATTACK

DEFENSE

TARGET

Close burst 3

RANGE

One creature in burst

Effect: You mark the target until you use this power again or until the end of the encounter.

FLAVOR TEXT

You draw your foe's concentration, taunting the foe to strike at you.

CLASS Battlemind

LEVEL

BOOK PH3

AT-WILL POWER



Mind Spike

KEYWORDS

Force, Psionic, Psychic

USED

Imm React *

ACTION

ATTACK

DEFENSE

TARGET

Melee 1

RANGE

The triggering enemy

Trigger: An adjacent enemy marked by you deals damage to your ally with an attack that doesn't include you as a target

Effect: The target takes force and psychic damage equal to the damage that its attack dealt to your ally.

FLAVOR TEXT

You force your enemy to feel the pain that it inflicts on your friend.

CLASS Battlemind

LEVEL

BOOK PH3

AT-WILL POWER



Action Point

ADDITIONAL EFFECTS

**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



Battlemind's Demand (Augment 1)

KEYWORDS

Augmentable, Psionic

USED

Minor

ACTION 3

ATTACK

DEFENSE

TARGET

Close burst 3

RANGE

One or two creatures in burst

Effect: You mark the target until you use this power again or until the end of the encounter.

FLAVOR TEXT

You draw your foe's concentration, taunting the foe to strike at you.

CLASS Battlemind

LEVEL

BOOK PH3

AT-WILL POWER



Twisted Eye (Augment 0)

KEYWORDS

Augmentable, Psionic, Weapon

USED

Standard *

ACTION

ATTACK

DEFENSE

TARGET

Melee weapon

RANGE

One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier (+5) damage. Until the end of your next turn, the target takes a penalty to attack rolls equal to the number of your allies adjacent to it.

Mordenkrad of Surrounding +1: +9 attack, 2d6 +8 damage

FLAVOR TEXT

You flood the mind of your foe with psionic energy, befuddling its vision and distorting its perception of nearby threats. By increasing the flood to a torrent, you can blind the foe completely.

CLASS Battlemind

LEVEL

BOOK PH3

AT-WILL POWER



Twisted Eye (Augment 1)					
KEYWORDS Augmentable, Psionic, Weapon USED					
Standard	*		Melee weapon		
ACTION			RANGE		
9	vs	AC	One creature		
ATTACK	DEFENSE		TARGET		
Attack: Constitution vs. AC					
Hit: 1[W] + Constitution modifier (+5) damage. Until the end of your next turn, the target takes a penalty to attack rolls equal to the number of your allies adjacent to it.					
Special: When making an opportunity attack, you can use this power in place of a melee basic attack.					
Mordenkrad of Surrounding +1: +9 attack, 2d6 +8 damage					
FLAVOR TEXT <i>You flood the mind of your foe with psionic energy, befuddling its vision and distorting its perception of nearby threats. By increasing the flood to a torrent, you can blind the foe completely.</i>					
CLASS	Battlemind	LEVEL 1	BOOK PH3		
AT-WILL POWER					
Shade Strike (Augment 2)					
KEYWORDS Augmentable, Psionic, Weapon USED					
Standard	*		Melee weapon		
ACTION			RANGE		
9	vs	AC	One creature		
ATTACK	DEFENSE		TARGET		
Attack: Constitution vs. AC					
Hit: 2[W] + Constitution modifier (+5) damage. Until you end your turn in a square not adjacent to the target, you and allies adjacent to you have concealment against the target.					
Mordenkrad of Surrounding +1: +9 attack, 4d6 +8 damage					
FLAVOR TEXT <i>Wisps of shadow bind you to your foe, obscuring its attempts to strike back at you.</i>					
CLASS	Battlemind	LEVEL 3	BOOK Dragon 391		
AT-WILL POWER					
Bull's Strength (Augment 2)					
KEYWORDS Augmentable, Psionic, Weapon USED					
Standard	*		Melee weapon		
ACTION			RANGE		
9	vs	AC	Each enemy you can see in blast		
ATTACK	DEFENSE		TARGET		
Attack: Constitution vs. AC					
Hit: 1[W] + Constitution modifier (+5) damage, and you push the target 1 square.					
Close: blast 3					
Mordenkrad of Surrounding +1: +9 attack, 2d6 +8 damage					
FLAVOR TEXT <i>You slam your foe back as if it were a puny goblin. By enhancing your strength further, you can reach enemies farther away or even swat multiple foes.</i>					
CLASS	Battlemind	LEVEL 1	BOOK PH3		
AT-WILL POWER					

KEYWORDS		Augmentable, Psionic, Weapon		US
Standard	*			Melee weapon
ACTION				RANGE
9	vs	AC		One creature
ATTACK	DEFENSE			TARGET
Attack: Constitution vs. AC				
Hit: 1[W] + Constitution modifier (+5) damage, and the target is blinded until the end of your next turn.				
Mordenkrad of Surrounding +1: +9 attack, 2d6 +8 damage				
FLAVOR TEXT				
<i>You flood the mind of your foe with psionic energy, befuddling its vision and distorting its perception of nearby threats. By increasing the flood to a torrent, you can blind the foe completely.</i>				
CLASS	Battlemind	LEVEL	1	BOOK PH3
AT-WILL POWER		DUNGEONS & DRAGONS		
Bull's Strength (Augment 0)				
KEYWORDS		Augmentable, Psionic, Weapon		US
Standard	*			Melee weapon
ACTION				RANGE
9	vs	AC		One creature
ATTACK	DEFENSE			TARGET
Attack: Constitution vs. AC				
Hit: 1[W] + Constitution modifier (+5) damage, and you push the target 1 square.				
Mordenkrad of Surrounding +1: +9 attack, 2d6 +8 damage				
FLAVOR TEXT				
<i>You slam your foe back as if it were a puny goblin. By enhancing your strength further, you can reach enemies farther away or even swat multiple foes.</i>				
CLASS	Battlemind	LEVEL	1	BOOK PH3
AT-WILL POWER		DUNGEONS & DRAGONS		
Incredible Toughness				
KEYWORDS				US
No Action	*			Personal
ACTION				RANGE
	vs			
ATTACK	DEFENSE			TARGET
Trigger: You start your turn				
Effect: You end any ongoing damage or any dazed, slowed, stunned, or weakened condition currently affecting you.				
FLAVOR TEXT				
<i>Through dogged determination and sheer physical hardness, you shrug off an effect that would daunt a lesser person.</i>				
CLASS	Racial Power	LEVEL	*	BOOK DSCS
ENCOUNTER POWER		DUNGEONS & DRAGONS		

Shade Strike (Augment 0)			
KEYWORDS Augmentable, Psionic, Weapon			USED
Standard	*		Melee weapon
ACTION			RANGE
9	vs	AC	One creature
ATTACK	DEFENSE		TARGET
Attack: Constitution vs. AC			
Hit: 1[W] + Constitution modifier (+5) damage. Until you end your turn in a square not adjacent to the target, you have concealment against the target.			
Mordenkrad of Surrounding +1: +9 attack, 2d6 +8 damage			
FLAVOR TEXT <i>Wisps of shadow bind you to your foe, obscuring its attempts to strike back at you.</i>			
CLASS	Battlemind	LEVEL 3	BOOK Dragon 391
AT-WILL POWER		DUNGEONS & DRAGONS	
Bull's Strength (Augment 1)			
KEYWORDS Augmentable, Psionic, Weapon			USED
Standard	*		Melee weapon
ACTION			RANGE
9	vs	AC	One creature
ATTACK	DEFENSE		TARGET
Attack: Constitution vs. AC			
Hit: 1[W] + Constitution modifier (+5) damage, and you push the target 1 square.			
Special: Your reach increases by 1 for this attack.			
Mordenkrad of Surrounding +1: +9 attack, 2d6 +8 damage			
FLAVOR TEXT <i>You slam your foe back as if it were a puny goblin. By enhancing your strength further, you can reach enemies farther away or even swat multiple foes.</i>			
CLASS	Battlemind	LEVEL 1	BOOK PH3
AT-WILL POWER		DUNGEONS & DRAGONS	
Persistent Harrier			
KEYWORDS Psionic, Teleportation, Weapon			USED
Imm React	*		Melee weapon
ACTION			RANGE
9	vs	AC	The triggering enemy
ATTACK	DEFENSE		TARGET
Trigger: An enemy hits or misses you with an attack for the first time during an encounter			
Special: You can attack the target with this melee attack even if the target is outside your melee reach.			
Attack: Constitution vs. AC			
Hit: 1[W] + Constitution modifier (+5) damage, and you teleport to a square adjacent to the enemy.			
Level 21: 2[W] + Constitution modifier (+5) damage.			
Mordenkrad of Surrounding +1: +9 attack, 2d6+8 damage			
FLAVOR TEXT <i>You slip the bonds of space to strike back at even a distant opponent.</i>			
CLASS	Battlemind	LEVEL PP	BOOK PP
ENCOUNTER POWER		DUNGEONS & DRAGONS	

Psonic Anchor

KEYWORDS Psionic, Teleportation, Weapon **USED**

Standard	*		Melee weapon
ACTION			RANGE
9	vs	AC	One creature
ATTACK	DEFENSE		TARGET

Attack: Constitution vs. AC

Hit: 2[W] + Constitution modifier (+5) damage. As a free action at the end of the target's turn, you can teleport the target to a square adjacent to you (save ends).

Miss: Half damage. As a free action at the end of the target's next turn, you can teleport the target to a square adjacent to you.

Mordenkrad of Surrounding +1: +9 attack, 4d6 +8 damage

FLAVOR TEXT
You bind your foe with an anchor of psionic energy so that you can draw it back to your side with only a thought.

CLASS Battlemind LEVEL 1 BOOK PH3

DAILY POWER

Mordenkrad of Surrounding +1

2d6	2	Hammer	RANGE
DAMAGE	PROFICIENT	GROUP	
+1 attack rolls and damage rolls	3	+1d6 damage	

ENHANCEMENT **LEVEL** **CRITICAL**

PROPERTIES

Brutal

Melee Basic Attack: +4 attack, 2d6+3 damage

AT-WILL ENOUNTER DAILY

POWER

Rarity: Uncommon

Power (Encounter * Teleportation): Free Action. Trigger: You hit an adjacent enemy with an attack using this weapon. Effect: You teleport to a different square adjacent to the enemy.

ITEM SLOT Two-Hands WEIGHT 12 PRICE 680 BOOK AV

MAGIC WEAPON

Cloak of the Walking Wounded +1

AC BONUS	CHECK	SPEED	1 QUANTITY
+1 Fortitude, Reflex, and Will	4	Neck Slot Item	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

If you use your second wind while bloodied, you can expend two healing surges instead of one (gaining hit points from both).

AT-WILL ENOUNTER DAILY

POWER

Rarity: Uncommon

ITEM SLOT Neck WEIGHT 0 PRICE 840 BOOK AV

MAGIC ITEM

Second Wind

KEYWORDS **USED**

Standard			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENOUNTER	<input type="checkbox"/> DAILY	

Effect: Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.

Cloak of the Walking Wounded +1: If you use your second wind while bloodied, you can expend two healing surges instead of one (gaining hit points from both).

ADDITIONAL EFFECTS
You take a moment to catch your breath and gather your strength.

CLASS LEVEL * BOOK PH

UTILITY POWER

Scale Armor of Dwarven Vigor +1

7	-	-1	1 QUANTITY
AC BONUS	CHECK	SPEED	
+1 AC	2	Armor	

ENHANCEMENT **LEVEL** **TYPE**

PROPERTIES

Overlapping pieces of highly durable material, such as steel or even dragon scales, make up scale armor. Despite its heaviness, scale is surprisingly easy to wear; its straps and buckles make it adjustable and able to fit snugly on the body, allowing for flexibility and agility.

AT-WILL ENOUNTER DAILY

POWER

Special: If you're a dwarf, you can use this armor's power as a free action on your turn.

Rarity: Uncommon

Power (Daily • Healing): Minor Action. You use your second wind and regain an additional 1d6 hit points per plus.

ITEM SLOT Body WEIGHT 45 PRICE 520 BOOK PH

MAGIC ITEM

Potion of Healing (heroic tier)

AC BONUS	CHECK	SPEED	2 QUANTITY
+5		Potion	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

If you use your second wind while bloodied, you can expend two healing surges instead of one (gaining hit points from both).

AT-WILL ENOUNTER DAILY

POWER

Rarity: Common

Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

ITEM SLOT WEIGHT 0 PRICE 50 BOOK PH

MAGIC ITEM

Telepathic Challenge

KEYWORDS Psionic **USED**

Minor			Close burst 2
ACTION	2		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENOUNTER	<input type="checkbox"/> DAILY	

Target: Each enemy in burst

Effect: You mark each target until the end of your next turn.

ADDITIONAL EFFECTS
You loom large in your foes' minds, forcing the enemies to turn their attention toward you.

CLASS Battlemind LEVEL 2 BOOK PH3

UTILITY POWER

Demonskin Tattoo (heroic tier)

AC BONUS	CHECK	SPEED	1 QUANTITY
+3		Wondrous Item	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

When you spend an action point to take an extra action, choose acid, cold, fire, lightning, or thunder. You gain resist 5 to the chosen damage type until the end of the encounter.

AT-WILL ENOUNTER DAILY

POWER

Rarity: Uncommon

ITEM SLOT Tattoo WEIGHT 0 PRICE 680 BOOK AV2

MAGIC ITEM

Potion of Resistance (heroic tier)

AC BONUS	CHECK	SPEED	1 QUANTITY
+4		Potion	
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Rarity: Uncommon

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain resist 5 to damage of a specific type until the end of the encounter. The damage type (acid, cold, fire, lightning, necrotic, poison, psychic, or thunder) is determined when the potion is created. Only one potion of resistance can be in effect on you at once.

ITEM SLOT WEIGHT 0 PRICE 40 BOOK AV

MAGIC ITEM

Restful Bedroll

AC BONUS	CHECK	SPEED	QUANTITY
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
Whenever you complete an extended rest in the restful bedroll, you gain 1d8 temporary hit points.			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
Rarity: Common			
ITEM SLOT	WEIGHT 0	PRICE 360	BOOK MME
MAGIC ITEM	DUNGEONS & DRAGONS	ITEM SET	DUNGEONS & DRAGONS

Aleheart Companions' Gear

The Aleheart Companions' Gear is a set of items first crafted for a legendary Underdark adventuring group. The items in the set were designed by dwarves for the benefit of their nondwarf allies, so that those allies might be gifted with the innate qualities of the dwarf race.

2: You gain a +2 item bonus to Dungeoneering checks and Endurance checks.

4: You gain resist poison equal to 10+ your Constitution modifier (+5).

I worked as a miner in the Thayvian gold mines until just a few years ago. Then weird things started happening in the mines; the ghosts of dead miners re-appeared and warned us that something was coming that would devour the light. I had already been trained as a battle mind to defend miners against creatures of the dark, but now realized that I would need to venture to the outside world. A friend of mine who was a cleric of Moradin joined me and we captured one of the ghost miners. We could not get much out of his deceased mind, but he uttered the word "Waterdeep" and so that is where I headed to find answers ...

TREASURE

XP Start	XP Gained	XP Total
2250	+	0 = 2250

Region

Gold Start	Gold	Gold Total
360	+	0 = 360

3

Level At End

2023-06-13 10:23:07

TREASURE

XP Start	XP Gained	XP Total
	+	=

Region

Gold Start	Gold	Gold Total
	+	=

Level At End