

DUNGEONS & DRAGONS

Character Sheet

Player Name /RPGA Number Francisco

2

Level

P't'k't'l

Good male Halfling Monk

25 Age 4'2" Height 80 Weight Small Size Deity

1000

Total XP Next Level at: 2250

Defenses

17	15	16	14
AC	FORT	REF	WILL

Conditional Bonuses:
+5 Saving Throws against fear

Hit Points

Max HP (Bloodied 14)	29	Temp HP
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Current Hit Points

Healing Surges	Surges Left
Surge Value 7	Surges/day 8

Current Conditions:

Combat Statistics and Senses

Initiative	5
Conditional Modifiers:	
Speed	6
Special Movement:	
Passive Insight	12
Passive Perception	12

Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
<input type="checkbox"/>	0	1
<input type="checkbox"/>	1	2
<input type="checkbox"/>	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 fear

Resistances

Current Conditions and Effects

Basic Attacks

Melee

Spear

6	1d8+3
Strength vs. AC	Damage

Ranged

Dagger

8	1d4+4
Dexterity vs. AC	Damage

Languages

Common, Thri-Kreen

Portrait



Abilities

Ability	Score	Check
STR Strength	16	4
CON Constitution	12	2
DEX Dexterity	18	5
INT Intelligence	10	1
WIS Wisdom	12	2
CHA Charisma	10	1

Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity	✓	12
Arcana	Intelligence		1
Athletics	Strength	✓	9
Bluff	Charisma		1
Diplomacy	Charisma		1
Dungeoneering	Wisdom		2
Endurance	Constitution		2
Heal	Wisdom		2
History	Intelligence		1
Insight	Wisdom		2
Intimidate	Charisma		1
Nature	Wisdom	✓	10
Perception	Wisdom		2
Religion	Intelligence		1
Stealth	Dexterity	✓	10
Streetwise	Charisma		1
Thievery	Dexterity	✓	12

Francisco

Player Name

P't'k't'l

Character Name



Racial Features

Bold

+5 to saving throws against fear.

Second Chance

Use second chance as an encounter power.

Nimble Reaction

+2 AC against opportunity attacks.

Acrobatics Bonus

Thievery Bonus

Class/Other Features

Monastic Tradition

Choose a Flurry of Blows and become more resilient

Stone Fist

Gain Stone Fist Flurry of Blows and Mental Bastion.

Unarmed Combatant

Gain Monk Unarmed Strike +3 attack, 1d8 damage

Unarmored Defense

+2 AC in cloth or no armor

Feats

Skill Focus (Nature)

+3 to Nature checks

Skill Training (Stealth)

Gain training in Stealth

Francisco

Player Name

P't'k't'l

Character Name



Character Details

Mannerisms and Appearance

Personality Traits

Theme

Elemental Priest (Theme)

Background

Forest Ridge - Spirit Guided

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Spear

Rings

Rings

Main Hand

Spear

Off Hand

Feet

Tattoo

Ki Focus

Other Equipment

1 Monk Unarmed Strike

1 Dagger

1 Sling

20 Shuriken

1 Thieves' Tools

1 Ki Focus

1 Adventurer's Kit

1 Filter mask

1 Desert Clothing

Total Weight (lbs.)

48

Carrying

Capacity (lbs.)

Normal

160

Heavy

320

Max

800

Coins and Other Wealth

42 Gold

P't'k't'l
Level 2 Halfling Monk

HP	29	SCORE	ABILITY	MOD	AC
		16	STR	3	17
Spd	6	12	CON	1	Fort
		18	DEX	4	15
Init	+5	10	INT	0	Ref
		12	WIS	1	16
		10	CHA	0	Will
					14

12 Passive Insight
12 Passive Perception

Player Name: Francisco

Skills		
Acrobatics	Dexterity	• 12
Arcana	Intelligence	1
Athletics	Strength	• 9
Bluff	Charisma	1
Diplomacy	Charisma	1
Dungeoneering	Wisdom	2
Endurance	Constitution	2
Heal	Wisdom	2
History	Intelligence	1
Insight	Wisdom	2
Intimidate	Charisma	1
Nature	Wisdom	• 10
Perception	Wisdom	2
Religion	Intelligence	1
Stealth	Dexterity	• 10
Streetwise	Charisma	1
Thievery	Dexterity	• 12

• indicates a trained skill.

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

Melee Basic Attack
At-Will ♦ Standard Action

Spear: +6 vs. AC, 1d8+3 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 (+3) damage.
Level 21: 2[W] + Str modifier (+3) damage.

Additional Effects

Basic Attack

Five Storms
At-Will ♦ Standard Action

Spear: +5 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

Monk Attack 1

Ranged Basic Attack
At-Will ♦ Standard Action

Dagger: +8 vs. AC, 1d4+4 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

Basic Attack

Monk Attack 1

Rising Storm
Encounter ♦ Standard Action

Spear: +5 vs. Fortitude, 2d8+4 damage
Melee touch **Target:** One creature

The air around you hums with power as you focus the energy within you into a roar of thunder.

Keywords: Full Discipline, Implement, Psionic, Thunder
Attack: Dexterity vs. Fortitude
Hit: 2d8 + Dex modifier (+4) thunder damage, and each enemy adjacent to the target takes thunder damage equal to your Str modifier (+3).

Additional Effects

Crane's Wings
At-Will ♦ Standard Action

Spear: +5 vs. Fortitude, 1d10+4 damage
Melee touch **Target:** One creature

You leap across the battlefield and kick your foe, sending it staggering backward.

Keywords: Full Discipline, Implement, Psionic
Attack: Dexterity vs. Fortitude
Hit: 1d10 + Dex modifier (+4) damage, and you push the target 1 square.

Additional Effects

Monk Attack 1

Spinning Leopard...
Daily ♦ Standard Action

Spear: +5 vs. Reflex, 2d6+4 damage
Melee 1

Maintaining perfect balance, you weave a deadly path through the fray, dealing kicks and punches to each foe you pass.

Keywords: Implement, Psionic
Effect: You shift your speed and can make the following attack once against each enemy that you move adjacent to during the shift.
Target: One enemy
Attack: Dexterity vs. Reflex
Hit: 2d6 + Dex modifier (+4) damage.
Miss: Half damage.

Additional Effects

Monk Attack 1

Body Equilibrium
At-Will ♦ Move Action

Personal

You sense how to shift your weight from step to step, staying atop a tricky surface.

Keyword: Psionic

Effect: You move your speed. During the move, you gain a +5 power bonus to Acrobatics checks to balance and do not sink when moving over soft or brittle terrain, such as dust, silt, mud, snow, or thin ice.

Additional Effects

Wild Talent Cantrip

Crane's Wings...
At-Will ♦ Move Action

Personal

You leap across the battlefield and kick your foe, sending it staggering backward.

Keywords: Full Discipline, Psionic

Effect: You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start, and the distance of the jump isn't limited by your speed.

Additional Effects

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

Stone Fist Flurry of...
At-Will ♦ Free Action

Melee 1

Target: One creature
Level 11: One or two creatures
Level 21: Each enemy adjacent to you

You lash out at another enemy after your first attack, a casual reminder of your great strength.

Keyword: Psionic

Trigger: You hit with an attack during your turn

Effect: The target takes damage equal to 3 + your Str modifier (+3). If the target wasn't targeted by the triggering attack, the damage increases by 2 (4 at 11th level and 6 at 21st level).

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

Additional Effects

Monk Feature

Agile Recovery
At-Will ♦ Minor Action

With a quick leap, you are back on your feet and ready to act.

Effect: You stand up.

Prerequisite: You must be trained in Acrobatics.

Additional Effects

Rising Storm [Movement...]
Encounter ♦ Move Action

Personal

The air around you hums with power as you focus the energy within you into a roar of thunder.

Keywords: Full Discipline, Psionic

Effect: You fly your speed. If you don't land at the end of this movement, you fall.

Additional Effects

Second Chance
Encounter ♦ Immediate Interrupt

Personal

Luck and small size combine to work in your favor as you dodge your enemy's attack.

Trigger: You are hit by an attack.

Effect: The attacker must reroll the attack and use the second roll, even if it is lower.

Additional Effects

Halfling Racial Power

Spirit of Athas
Encounter ♦ Minor Action

Spear: +5 vs. Reflex, 1d10+4 damage

Ranged 5

A spirit appears, defending you and your allies with its body.

Keywords: Conjunction, Implement, Primal

Effect: You conjure a spirit of Athas. You and your allies gain a +1 power bonus to all defenses while adjacent to it. As a standard action, you can dismiss the spirit and make the following melee 1 attack from the spirit's square.

Target: One enemy

Attack: Primary ability vs. Reflex

Hit: 1d10 + ability modifier damage, and the target takes a -2 penalty to attack rolls and all defenses until the end of your next turn.

Additional Effects

Elemental Priest Feature

Used