

DUNGEONS & DRAGONS

Character Sheet

Player Name /RPGA Number	1				
Age	Height	Weight	Size	Deity	Level
25	4'2"	80	Small		1
					0
Total XP					Next Level at: 2250

Defenses

16	14	15	13
AC	FORT	REF	WILL

Conditional Bonuses:

Hit Points

Max HP (Bloodied 12)	24	Temp HP
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Current Hit Points

Healing Surges	Surge Value	Surges/day	Surges Left
	6	8	

Current Conditions:

Combat Statistics and Senses	Conditional Modifiers
Initiative	4
Special Movement	
Speed	6
Special Senses	
Passive Insight	11
Passive Perception	11
Normal	

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 fear

Resistances

Current Conditions and Effects

Basic Attacks

Melee

Spear

5	1d8+3
Strength vs. AC	Damage

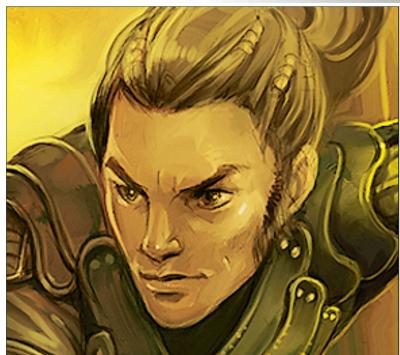
Ranged

7	1d4+4
Dexterity vs. AC	Damage

Language(s) known

Common

Portrait



Ability	Score	Check
STR Strength	16	3
CON Constitution	12	1
DEX Dexterity	18	4
INT Intelligence	10	0
WIS Wisdom	12	1
CHA Charisma	10	0

Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity	✓	11
Arcana	Intelligence		0
Athletics	Strength	✓	8
Bluff	Charisma		0
Diplomacy	Charisma		0
Dungeoneering	Wisdom		1
Endurance	Constitution		1
Heal	Wisdom		1
History	Intelligence		0
Insight	Wisdom		1
Intimidate	Charisma		0
Nature	Wisdom	✓	9
Perception	Wisdom		1
Religion	Intelligence		0
Stealth	Dexterity		4
Streetwise	Charisma		0
Thievery	Dexterity	✓	11

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

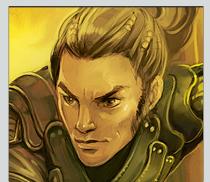
Feats

Skill Focus (Nature)

+3 to Nature checks

Player Name

P't'k't'l
Character Name



Character Details

Adventuring Company

Theme

Elemental Priest (Theme)

Background

Forest Ridge - Spirit Guided

Personality Traits

Companions and Allies

Mannerisms and Appearance

Session and Campaign Notes

Other Notes

Equipment

Head Slot

Neck Slot

Arm Slot

Hand Slot

Ring Slot

Ring Slot

Main Hand

Spear

Off Hand Slot

Feet Slot

Waist Slot

Body Slot

Cloth Armor (Basic Clothing)

Tattoo Slot

Ki Slot

Other Equipment

Monk Unarmed Strike
Dagger
Sling
Shuriken
Thieves' Tools
Ki Focus
Adventurer's Kit
Filter mask
Desert Clothing

Total Weight (lbs.)

48

Carrying Capacity (lbs.)

Normal 160

Heavy 320

Max 800

Coins and Other Wealth
44 Gold, 4 Silver

<h3>Melee Basic Attack</h3> <p>At-Will ◆ Standard action</p> <p>Spear: +5 vs. AC, 1d8+3 damage Melee weapon Target: One creature</p> <p>You resort to the simple attack you learned when you first picked up a melee weapon.</p> <p>Keyword: Weapon Attack: Strength vs. AC Hit: 1[W] + Str modifier (+3) damage. Level 21: 2[W] + Str modifier (+3) damage.</p> <p>Additional Effects</p>	<h3>Ranged Basic Attack</h3> <p>At-Will ◆ Standard action</p> <p>Dagger: +7 vs. AC, 1d4+4 damage Ranged weapon Target: One creature</p> <p>You resort to the simple attack you learned when you first picked up a ranged weapon.</p> <p>Keyword: Weapon Attack: Dexterity vs. AC Hit: 1[W] + Dex modifier (+4) damage. Level 21: 2[W] + Dex modifier (+4) damage.</p> <p>Additional Effects</p>	<h3>Spirit of Athas</h3> <p>Encounter ◆ Minor Action</p> <p>Spear: +4 vs. , 1d10+4 damage Ranged 5</p> <p>A spirit appears, defending you and your allies with its body.</p> <p>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.</p> <p>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.</p> <p>Additional Effects</p>
<p>Basic Attack</p>	<p>Basic Attack</p>	<p>Elemental Priest Feature</p> <p>Used <input type="checkbox"/></p>
<h3>Second Chance</h3> <p>Encounter ◆ Immediate Interrupt</p> <p>Personal</p> <p>Luck and small size combine to work in your favor as you dodge your enemy's attack.</p> <p>Trigger: You are hit by an attack.</p> <p>Effect: The attacker must reroll the attack and use the second roll, even if it is lower.</p> <p>Additional Effects</p>	<h3>Stone Fist Flurry of...</h3> <p>At-Will ◆ Free Action</p> <p>Melee 1 Target: One creature Level 11: One or two creatures Level 21: Each enemy adjacent to you</p> <p>You lash out at another enemy after your first attack, a casual reminder of your great strength.</p> <p>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).</p> <p>Special: You can use this power only once per round.</p> <p>Additional Effects</p>	<h3>Five Storms</h3> <p>At-Will ◆ Standard action</p> <p>Spear: +4 vs. Reflex, 1d8+4 damage Close burst 1 Target: Each enemy you can see in burst</p> <p>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.</p> <p>Keywords: Full Discipline, Implement, Psionic Attack: Dexterity vs. Reflex Hit: 1d8 + Dex modifier (+4) damage.</p> <p>Additional Effects</p>
<p>Halfling Racial Power</p> <p>Used <input type="checkbox"/></p>	<p>Monk Feature</p>	<p>Monk Attack 1</p>
<h3>Five Storms...</h3> <p>At-Will ◆ Move Action</p> <p>Personal</p> <p>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.</p> <p>Keywords: Full Discipline, Psionic Effect: You shift 2 squares.</p> <p>Additional Effects</p>	<h3>Crane's Wings</h3> <p>At-Will ◆ Standard action</p> <p>Spear: +4 vs. Fortitude, 1d10+4 damage Melee touch Target: One creature</p> <p>You leap across the battlefield and kick your foe, sending it staggering backward.</p> <p>Keywords: Full Discipline, Implement, Psionic Attack: Dexterity vs. Fortitude Hit: 1d10 + Dex modifier (+4) damage, and you push the target 1 square.</p> <p>Additional Effects</p>	<h3>Crane's Wings...</h3> <p>At-Will ◆ Move Action</p> <p>Personal</p> <p>You leap across the battlefield and kick your foe, sending it staggering backward.</p> <p>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.</p> <p>Additional Effects</p>

<h3>Rising Storm</h3> <p>Encounter ♦ Standard action</p> <p>Spear: +4 vs. Fortitude, 2d8+4 damage</p> <p>Melee touch Target: One creature</p> <p><i>The air around you hums with power as you focus the energy within you into a roar of thunder.</i></p> <p>Keywords: Full Discipline, Implement, Psionic, Thunder</p> <p>Attack: Dexterity vs. Fortitude</p> <p>Hit: 2d8 + Dex modifier (+4) thunder damage, and each enemy adjacent to the target takes thunder damage equal to your Str modifier (+3).</p> <p>Additional Effects</p>	<h3>Rising Storm [Movement...]</h3> <p>Encounter ♦ Move Action</p> <p>Personal</p> <p><i>The air around you hums with power as you focus the energy within you into a roar of thunder.</i></p> <p>Keywords: Full Discipline, Psionic</p> <p>Effect: You fly your speed. If you don't land at the end of this movement, you fall.</p> <p>Additional Effects</p>	<h3>Spinning Leopard...</h3> <p>Daily ♦ Standard action</p> <p>Spear: +4 vs. , 2d6+4 damage</p> <p>Melee 1</p> <p><i>Maintaining perfect balance, you weave a deadly path through the fray, dealing kicks and punches to each foe you pass.</i></p> <p>Keywords: Implement, Psionic</p> <p>Effect: You shift your speed and can make the following attack once against each enemy that you move adjacent to during the shift.</p> <p>Target: One enemy</p> <p>Attack: Dexterity vs. Reflex</p> <p>Hit: 2d6 + Dex modifier (+4) damage.</p> <p>Miss: Half damage.</p> <p>Additional Effects</p>
<p>Monk Attack 1 Used <input type="checkbox"/></p> <h3>Body Equilibrium</h3> <p>At-Will ♦ Move Action</p> <p>Personal</p> <p><i>You sense how to shift your weight from step to step, staying atop a tricky surface.</i></p> <p>Keyword: Psionic</p> <p>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.</p> <p>Additional Effects</p> <p>Wild Talent Cantrip</p>		<p>Monk Attack 1 Used <input type="checkbox"/></p>