

Player Name Fran

P't'k't'l 1 Monk
Character Name Level Class
Halfing Small 25 Male 4'2" 80 Good
Race Size Age Gender Height Weight Alignment Deity
Adventuring Company RPGA Number
Epic Destiny Total XP 0

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	Initiative	4	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	10	4				2	

CONDITIONAL BONUSES

+2 AC against opportunity attacks

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
16	STR Strength	3	3
12	CON Constitution	1	1
18	DEX Dexterity	4	4
10	INT Intelligence	0	0
12	WIS Wisdom	1	1
10	CHA Charisma	0	0

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	FORT	10	3	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	10	4	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	WILL	10	1	1				1

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10 +	1

11	Passive Perception	10	+	1
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Ki Focused Spear

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 5	0	3		2			

ABILITY: Melee Basic Attack - Spear

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 5	0	3		2			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Ki Focused Spear

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+3	3				

ABILITY: Melee Basic Attack - Spear

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+3	3				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
5	vs AC	Ki Focused Spear	1d8+3
5	vs AC	Spear	1d8+3
6	vs AC	Ki Focused Sling	1d6+4
7	vs AC	Ki Focused Shuriken	1d4+4

FEATS

Skill Focus (Nature) - +3 to Nature checks

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
24	12	SURGE VALUE 6 SURGES/DAY 8
		1/2 HP 1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

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SAVING THROW MODS +5 Racial bonus against fear

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Bold - +5 to saving throws against fear.

Second Chance - Use second chance as an encounter

power.

Nimble Reaction - +2 AC against opportunity attacks.

CLASS / PATH / DESTINY FEATURES

Monastic Tradition - Choose a Flurry of Blows and

become more resilient

Stone Fist

Unarmed Combatant - Gain Monk Unarmed Strike +3

attack, 1d8 damage

Unarmored Defense - +2 AC in cloth or no armor

LANGUAGES KNOWN

Common, Dwarven

CHARACTER NAME

P't'k't'l

PLAYER NAME

Fran

RACE

Halfling

CLASS

Monk

LEVEL

1

SCORE

ABILITY

MOD

HP

24

STR

16

+3

AC

16

CON

12

+1

Fort

14

Spd

6

DEX

18

+4

Ref

15

Init

+4

INT

10

+0

Will

13

WIS

12

+1

CHA

10

+0

11

Passive

Insight

11

Passive

Perception

Skills

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

ADDITIONAL EFFECTS

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.

PLAY DATA

DUNGEONS & DRAGONS

PLAY DATA

DUNGEONS & DRAGONS

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

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↗

Personal

ACTION

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✱

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

Melee Basic Attack

KEYWORDS

USED

Weapon

Standard

✱

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↗

Melee weapon

ACTION

↶

✱

RANGE

5

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+3) damage. Increase damage to 2[W] + Strength modifier (+3) at 21st level.
Special: You can use an unarmed attack as a weapon to make a melee basic attack.

 Spear: +5 attack, 1d8+3 damage
 Monk Unarmed Strike: +6 attack, 1d8+3 damage
 Dagger: +6 attack, 1d4+3 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

Ranged Basic Attack

KEYWORDS

USED

Weapon

Standard

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Ranged weapon

ACTION

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✱

RANGE

6

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+4) damage. Increase damage to 2[W] + Dexterity modifier (+4) at 21st level.
Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

 Shuriken: +7 attack, 1d4+4 damage
 Dagger: +7 attack, 1d4+4 damage
 Sling: +6 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

AT-WILL POWER

DUNGEONS & DRAGONS

AT-WILL POWER

DUNGEONS & DRAGONS

Stone Fist Flurry of Blows

KEYWORDS

USED

Psionic

Free

✱

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Melee 1

ACTION

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✱

RANGE

vs

See below

ATTACK

DEFENSE

TARGET

Trigger: You hit with an attack during your turn
Target: One creature
 Level 11: One or two creatures
 Level 21: Each enemy adjacent to you
Effect: The target takes damage equal to 3 + your Strength 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

CLASS

LEVEL

BOOK

PH3

Crane's Wings

KEYWORDS

USED

Full Discipline, Implement, Psionic

Standard

✱

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Melee touch

ACTION

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✱

RANGE

4

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

Attack: Dexterity vs. Fortitude
Hit: 1d10 + Dexterity modifier (+4) damage, and you push the target 1 square.
 Level 21: 2d10 + Dexterity modifier (+4) damage.
Movement Technique
Move Action Personal
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.

 Ki Focus: +4 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH3

Five Storms

KEYWORDS

USED

Full Discipline, Implement, Psionic

Standard

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Close burst 1

ACTION

1

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✱

RANGE

4

vs

Reflex

Each enemy you can see in burst

ATTACK

DEFENSE

TARGET

Attack: Dexterity vs. Reflex
Hit: 1d8 + Dexterity modifier (+4) damage.
 Level 21: 2d8 + Dexterity modifier (+4) damage.
Movement Technique
Move Action Personal
Effect: You shift 2 squares.

 Ki Focus: +4 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH3

AT-WILL POWER

DUNGEONS & DRAGONS

AT-WILL POWER

DUNGEONS & DRAGONS

AT-WILL POWER

DUNGEONS & DRAGONS

Second Chance

KEYWORDS

USED

Imm Interr

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Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: When an attack hits you, force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower.

ADDITIONAL EFFECTS

CLASS

Racial Power

LEVEL

*

BOOK

PH

ENCOUNTER POWER

DUNGEONS & DRAGONS

Rising Storm

KEYWORDS

Full Discipline, Implement, Psionic, Thunder

USED

Standard

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Melee touch

ACTION

RANGE

4

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

Attack: Dexterity vs. Fortitude
Hit: 2d8 + Dexterity modifier (+4) thunder damage, and each enemy adjacent to the target takes thunder damage equal to your Strength modifier (+3).
Movement Technique
Move Action **Personal**
Effect: You fly your speed. If you don't land at the end of this movement, you fall.

Ki Focus: +4 attack, 2d8+4 damage

ADDITIONAL EFFECTS

CLASS

Monk

LEVEL

1

BOOK

PH3

ENCOUNTER POWER

DUNGEONS & DRAGONS

Spinning Leopard Maneuver

KEYWORDS

Implement, Psionic

USED

Standard

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Melee 1

ACTION

RANGE

4

vs

Reflex

ATTACK

DEFENSE

TARGET

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: 3d8 + Dexterity modifier (+4) damage.
Miss: Half damage.

Ki Focus: +4 attack, 3d8+4 damage

ADDITIONAL EFFECTS

CLASS

Monk

LEVEL

1

BOOK

PH3

DAILY POWER

DUNGEONS & DRAGONS

Monk Unarmed Strike

1d8

3

Unarmed

DAMAGE

PROFICIENT

GROUP

RANGE

PROPERTIES

Melee Basic Attack: +6 attack, 1d8+3 damage

NOTES

ITEM SLOT

Off-hand

WEIGHT

0

PRICE

0

BOOK

PH3

WEAPON

DUNGEONS & DRAGONS

Dagger

1d4

3

Light Blade

5/10

DAMAGE

PROFICIENT

GROUP

RANGE

PROPERTIES

Light Thrown (A basic attack with a light thrown weapon uses your Dexterity. Light thrown weapons don't deal as much damage as heavy thrown weapons, but some powers let you hurl several of them at once or in rapid succession.).
Off-Hand (An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.).

Melee Basic Attack: +6 attack, 1d4+3 damage
Ranged Basic Attack: +7 attack, 1d4+4 damage

NOTES

ITEM SLOT

Off-hand

WEIGHT

1

PRICE

1

BOOK

PH

WEAPON

DUNGEONS & DRAGONS

Sling

1d6

2

Sling

10/20

DAMAGE

PROFICIENT

GROUP

RANGE

PROPERTIES

Load Free (Ranged weapons that loose projectiles, including bows, crossbows, and slings, take some time to load. When a weapon shows "load free" on the ranged weapons table, that means you draw and load ammunition as a free action, effectively part of the action used to attack with the weapon. Any weapon that has the load property requires two hands to load, even if you can use only one hand to attack with it. (The sling, for example, is a one-handed weapon, but you need a free hand to load it.) The crossbow is "load minor," which means it requires a minor action to load a bolt into the weapon. If a power allows you to hit multiple targets, the additional load time is accounted for in the power.).

Ranged Basic Attack: +6 attack, 1d6+4 damage

NOTES

ITEM SLOT

One-hand

WEIGHT

0

PRICE

1

BOOK

PH

WEAPON

DUNGEONS & DRAGONS

Shuriken

1d4

3

Light Blade

6/12

DAMAGE

PROFICIENT

GROUP

RANGE

PROPERTIES

Light Thrown (A basic attack with a light thrown weapon uses your Dexterity. Light thrown weapons don't deal as much damage as heavy thrown weapons, but some powers let you hurl several of them at once or in rapid succession.).

Ranged Basic Attack: +7 attack, 1d4+4 damage

NOTES

ITEM SLOT

One-hand

WEIGHT

0

PRICE

0

BOOK

PH

WEAPON

DUNGEONS & DRAGONS

Spear

1d8

2

Spear

DAMAGE

PROFICIENT

GROUP

RANGE

PROPERTIES

Versatile (Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon.
A Small character such as a halfling must use a versatile weapon two-handed, and doesn't deal extra damage.).

Melee Basic Attack: +5 attack, 1d8+3 damage

NOTES

ITEM SLOT

One-hand

WEIGHT

6

PRICE

5

BOOK

PH

WEAPON

DUNGEONS & DRAGONS

Cloth Armor (Basic Clothing)

-

-

1

AC BONUS

CHECK

SPEED

QUANTITY

PROPERTIES

NOTES

ITEM SLOT

Body

WEIGHT

4

PRICE

1

BOOK

PH

ITEM

DUNGEONS & DRAGONS

Thieves' Tools			
			1
AC BONUS	CHECK	SPEED	QUANTITY
<div>PROPERTIES</div> <p>To use the Thievery skill properly, you need the right picks and pries, skeleton keys, clamps, and so on. Thieves' tools grant a +2 bonus to Thievery checks to open a lock or to disarm a trap.</p>			
<div>NOTES</div>			
ITEM SLOT	WEIGHT 1	PRICE 20	BOOK PH
ITEM		DUNGEONS & DRAGONS	

Ki Focus			
			1
AC BONUS	CHECK	SPEED	QUANTITY
<div>PROPERTIES</div> <p>Using a nonmagical ki focus confers no benefit. You should use a non-magical ki focus if you have feats that give you a benefit with them, such as implement expertise (ki focus).</p>			
<div>NOTES</div>			
ITEM SLOT	Ki Focus	WEIGHT 0	PRICE 0
ITEM		DUNGEONS & DRAGONS	

Adventurer's Kit			
			1
AC BONUS	CHECK	SPEED	QUANTITY
<div>PROPERTIES</div> <p>This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.</p>			
<div>NOTES</div>			
ITEM SLOT		WEIGHT 33	PRICE 15
ITEM		DUNGEONS & DRAGONS	

KEYWORDS

USED

ACTION

vs

RANGE

ATTACK

DEFENSE

TARGET

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

AT-WILL POWER

DUNGEONS & DRAGONS

KEYWORDS

USED

ACTION

vs

RANGE

ATTACK

DEFENSE

TARGET

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

AT-WILL POWER

DUNGEONS & DRAGONS

KEYWORDS

USED

ACTION

vs

RANGE

ATTACK

DEFENSE

TARGET

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

ENCOUNTER POWER

DUNGEONS & DRAGONS

KEYWORDS

USED

ACTION

vs

RANGE

ATTACK

DEFENSE

TARGET

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

ENCOUNTER POWER

DUNGEONS & DRAGONS

KEYWORDS

USED

ACTION

vs

RANGE

ATTACK

DEFENSE

TARGET

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

DAILY POWER

DUNGEONS & DRAGONS

KEYWORDS

USED

ACTION

vs

RANGE

ATTACK

DEFENSE

TARGET

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

DAILY POWER

DUNGEONS & DRAGONS

KEYWORDS

USED

ACTION

vs

RANGE

AT-WILL

ENCOUNTER

DAILY

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

UTILITY POWER

DUNGEONS & DRAGONS

KEYWORDS

USED

ACTION

vs

RANGE

AT-WILL

ENCOUNTER

DAILY

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

UTILITY POWER

DUNGEONS & DRAGONS