

DUNGEONS & DRAGONS

Character Sheet

Player Name / RPGA Number

3

Level

Khellek
Longtooth Shifter Rune Priest

Medium

2250

Age Height Weight Size Deity

Total XP Next Level at: 3750

Defenses

21 AC	16 FORT	15 REF	17 WILL
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Conditional Bonuses:

Hit Points

Max HP (Bloodied 18) 36	Temp HP
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Current Hit Points

Healing Surges

Surge Value Surges/day

9	9
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Surges Left

Current Conditions:

Combat Statistics and Senses

Initiative

2

Conditional Modifiers:

Speed

5

Special Movement:

Passive Insight

14

Passive Perception

14

Special Senses: Low-light

Action Points

Action Points Milestones Action Points

<input type="text"/>	0	1
<input type="text"/>	1	2
<input type="text"/>	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

Current Conditions and Effects

Basic Attacks

Melee

Vicious Triple-headed flail +1

9	1d10+5
Strength vs. AC	Damage

Ranged

Unarmed

2	1d4+1
Dexterity vs. AC	Damage

Language(s) known

Common, Elven

Portrait



Abilities

Ability	Score	Check
STR Strength	18	5
CON Constitution	14	3
DEX Dexterity	13	2
INT Intelligence	8	0
WIS Wisdom	16	4
CHA Charisma	10	1

Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity		0
Arcana	Intelligence		0
Athletics	Strength	✓	10
Bluff	Charisma		1
Diplomacy	Charisma		1
Dungeoneering	Wisdom		4
Endurance	Constitution	✓	11
Heal	Wisdom	✓	9
History	Intelligence		0
Insight	Wisdom		4
Intimidate	Charisma		1
Nature	Wisdom		4
Perception	Wisdom		4
Religion	Intelligence	✓	5
Stealth	Dexterity		0
Streetwise	Charisma		1
Thievery	Dexterity		0

Khellek

Player Name

Character Name



Racial Features

Longtooth Shifting

Use longtooth shifting as an encounter power

Athletics Bonus

Endurance Bonus

Class/Other Features

Rune Master

Gain either Rune of Destruction or Rune of Protection rune state

Rune of Destruction

Allies gain +1 to attack against enemies adjacent to you or others in rune state

Rune of Protection

Allies adjacent to you gain resist 2/all, 4/all at 11th level, 6/all at 21st level

Rune of Mending

Gain rune of mending power

Runic Artistry

Follow path of Defiant Word or way of Wrathful Hammer

Defiant Word

Gain bonus to damage rolls equal to Wis modifier when enemy misses you

Feats

Shield Proficiency: Heavy

Proficiency with heavy shields

Weapon Proficiency (Triple-headed flail)

Gain proficiency with the Triple-headed flail.



Player Name

Khellek

Character Name

Character Details

Mannerisms and Appearance

Personality Traits

Theme

Background

Broken Lands

Great canyons and towering earth spires, spectacularly striated rock, dry and thirsty soil

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head Slot

Neck Slot

Healer's Brooch +1

Arm Slot

Lunia's Bracelet (heroic tier)

Hand Slot

Ring Slot

Ring Slot

Off Hand Slot

Heavy Shield

Main Hand

Vicious Triple-headed flail +1

Waist Slot

Armor

Dwarven Scale Armor +1

Feet Slot

Tattoo Slot

Ki Slot

Other Equipment

Total Weight (lbs.)

66

Carrying Capacity (lbs.)

Coins and Other Wealth

Normal

180

Heavy

360

Max

900

Melee Basic Attack

At-Will ♦ Standard Action

Vicious Triple-headed flail +1: +9 vs. AC, 1d10+5 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 (+4) damage.

Level 21: 2[W] + Str modifier (+4) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +2 vs. AC, 1d4+1 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 (+1) damage.

Level 21: 2[W] + Dex modifier (+1) damage.

Additional Effects

Basic Attack

Longtooth Shifting

Encounter ♦ Minor Action

Unarmed: +1 vs. , damage

Personal

You unleash the beast within and take on a savage countenance.

Keyword: Healing

Requirement: You must be bloodied.

Effect: Until the end of the encounter, you gain a +2 bonus to damage rolls. In addition, while you are bloodied, you gain regeneration 2.

Additional Effects

Longtooth Shifter Racial Power

Used

Rune of Mending

Encounter (Special) ♦ Minor Action

Unarmed: +1 vs. , damage

Close burst 5 (10 at 11th level, 15 at 21st level) **Target:** You or one ally in burst level)

The healing rune flares with a cold blue fire as you trace it in the air. The rune then appears on your allies' armor.

Keywords: Divine, Healing, Runic

Effect: The target can spend a healing surge.

Rune of Destruction: You and each ally in the burst gain a +2 power bonus to damage rolls (+4 power bonus at 11th level and +6 power bonus at 21st level) until the end of your next turn.

Rune of Protection: You and each ally in the burst gain a +1 bonus to all defenses until the end of your next turn.

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter, but only once per round.

Additional Effects

Rune priest Feature

Used

Word of Exchange

At-Will ♦ Standard Action

Vicious Triple-headed flail +1: +9 vs. AC, 1d10+5 damage

Melee weapon **Target:** One creature

The rune of exchange embodies the opposing forces contained within the divine runic alphabet. What one creature gains, another must lose.

Keywords: Divine, Runic, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) damage.

Rune of Destruction: Before the end of your next turn, the next attack against the target from one of your allies deals extra damage to the target equal to your Wis modifier (+3), and the ally gains temporary hit points equal to your Wis modifier (+3).

Rune of Protection: The target takes a -2 penalty to all defenses until the end of your next turn, and the next ally to hit the target before the end of your next turn gains a power bonus to AC equal to your Wis modifier (+3). The bonus lasts until the end of your next turn.

Additional Effects

Rune priest Attack 1

Word of Diminishment

At-Will ♦ Standard Action

Vicious Triple-headed flail +1: +9 vs. AC, 1d10+5 damage

Melee weapon **Target:** One creature

Your weapon flares with golden energy as you invoke the rune of diminishment. That energy ripples forth as you strike your enemy.

Keywords: Divine, Runic, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) damage.

Rune of Destruction: Until the end of your next turn, the target has vulnerable 2 to all damage, but vulnerable 5 against opportunity attacks.

Rune of Protection: Until the end of your next turn, the target takes a penalty to damage rolls equal to your Con modifier (+2).

Additional Effects

Rune priest Attack 1

Executioner's Call

Encounter ♦ Standard Action

Vicious Triple-headed flail +1: +9 vs. AC, 1d10+5 damage

Melee weapon **Target:** One creature

Your weapon batters your foe, branding it with the rune of the executioner.

Keywords: Divine, Runic, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) damage. Your allies gain a +2 bonus to damage rolls against the target until the end of your next turn.

Rune of Destruction: One ally within 5 squares of you gains a +4 power bonus to the next attack roll he or she makes against the target before the start of your next turn.

Rune of Protection: The target takes a -2 penalty to attack rolls until the end of your next turn.

Additional Effects

Rune priest Attack 1

Used

Rune of the...

Daily ♦ Standard Action

Vicious Triple-headed flail +1: +9 vs. AC, 1d10+5 damage

Close burst 3 **Target:** Each enemy in burst

In the ancient days, the gods created a mighty rune to protect their astral domains against the primordial. You strike this rune into the ground, creating a consecrated space.

Keywords: Divine, Radiant, Weapon, Zone

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) radiant damage.

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of your next turn. You and your allies gain a +2 power bonus to all defenses while within the zone.

Sustain Minor: The zone persists.

Additional Effects

Rune priest Attack 1

Used

Shield of Sacrifice

Daily ♦ Minor Action

Unarmed: +1 vs. , damage

Close burst 5 **Target:** You or one ally in burst

You invoke the rune of sacrifice, ensuring that he or she who gives strength in the name of the gods will also receive their protection.

Keywords: Divine, Healing

Effect: The target loses a healing surge. One or two allies within 5 squares of the target regain hit points as if they had each spent a healing surge. The target and each ally who regained hit points gain a +5 power bonus to AC until the end of your next turn.

Additional Effects

Rune priest Utility 2

Used

Symbol of Wrath Reversed

Encounter ♦ Standard Action



Vicious Triple-headed flail +1: +9 vs. AC, 1d10+5 damage

Melee weapon

Target: One creature

You brand your foe with the symbol of wrath reversed. The more the enemy struggles against you, the more the symbol lends strength to you and your allies.

Keywords: Divine, Healing, Runic, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) damage.

Rune of Destruction: The target's first attack during its next turn provokes an opportunity attack from you or an ally of your choice.

Rune of Protection: If the target makes any attacks during its next turn, you and each ally within 3 squares of it regain hit points equal to your Con modifier (+2).

Additional Effects

Rune priest Attack 3

Used

Vicious Triple-headed flail +1

Weapon ♦ Level 2

Damage: 1d10

Proficiency Bonus: 3

Properties: Versatile

Enhancement: +1 attack rolls and damage rolls

Critical: +1d12 damage

Dwarven Scale Armor +1

Armor ♦ Level 2

Armor Bonus: 7

Speed: -1

Enhancement: +1 AC

Property: Gain a +1 item bonus to Endurance checks.

Power (Daily • Healing): Free Action.

Regain hit points as if you had spent a healing surge.

Healer's Brooch +1

Neck Slot Item ♦ Level 4

Enhancement: +1 Fortitude, Reflex, and Will

Property: When you use a power that enables you or an ally to regain hit points, add the brooch's enhancement bonus to the hit points gained.

Lunia's Bracelet (heroic tier)

Arms Slot Item ♦ Level 3

Property: Treat weapons you wield (including ammunition, thrown weapons, and the like) as silvered (Player's Handbook, page 220).

Power (Daily): Free Action. Trigger: You hit a shapechanger with a weapon attack. Effect: The creature reverts to its natural form and can't use polymorph powers (save ends).