

Player Name **Kung Fu Panda**

Po	26	Monk	Firstborn of Moradin	Champion of Prophecy	450,000
Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP
Dwarf	Medium	19	Male	6'0"	250 lb.
Race	Size	Age	Gender	Height	Weight
				Good	Deity
				Furious 5	Adventuring Company
					RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
21	Initiative	8	13

CONDITIONAL MODIFIERS

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
40	AC	23	10			5	2		

CONDITIONAL BONUSES
+2 AC against opportunity attacks

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
15	STR Strength	2	15
14	CON Constitution	2	15
26	DEX Dexterity	8	21
12	INT Intelligence	1	14
26	WIS Wisdom	8	21
10	CHA Charisma	0	13

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	MISC
40	FORT	23	2	1	2	5			7
39	REF	23	8	1	2	5			
39	WILL	23	8	1	2	5			

CONDITIONAL BONUSES

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
36	Passive Insight	10	+
31	Passive Perception	10	+

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE									
ABILITY: Melee Basic Attack - Monk Unarmed Strike									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC	MISC
+ 23	13	2		3		5			
ABILITY: Melee Basic Attack - Unarmed									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC	MISC
+ 20	13	2				5			

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
178	89	46	13
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES			
SAVING THROW MODS +5 Racial bonus against poison, +2 Feat bonus against effects that make you dazed, dominated, or stunned, +2 Feat bonus against ongoing damage +2 to all death saving throws			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

ACTION POINTS		
MILESTONES	ACTION POINTS	
0	1	1
1	2	2
2	3	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

CLASS / PATH / DESTINY FEATURES	
Monastic Tradition	- Choose a Flurry of Blows and become more resilient
Centered Breath	- Centered Flurry of Blows and Mental Equilibrium
Unarmed Combatant	- Gain Monk Unarmed Strike +3 attack, 1d8 damage
Unarmored Defense	- +2 AC in cloth or no armor
Stonebones	- Roll a d20 when you take a critical hit and turn it into a normal hit on a 10 or higher
Strength of the Earth	- Spend a healing surge when you spend an action point
Dwarven Resurgence	- Make a saving throw against each effect that a save can end when you use second wind

DAMAGE WORKSPACE					
ABILITY: Melee Basic Attack - Monk Unarmed Strike					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d8+7	2		5		
ABILITY: Melee Basic Attack - Unarmed					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d4+7	2		5		

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
23	vs AC	Ki Focused Monk Unarmed St	2d8+7
23	vs AC	Monk Unarmed Strike	2d8+7
20	vs AC	Unarmed (Melee)	2d4+7
26	vs AC	Unarmed (Range)	2d4+13

SKILLS						
BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
21	Acrobatics	DEX	21	0	n/a	0
14	Arcana	INT	14	0	n/a	0
22	Athletics	STR	15	5	n/a	2
13	Bluff	CHA	13	0	n/a	0
13	Diplomacy	CHA	13	0	n/a	0
23	Dungeoneering	WIS	21	0	n/a	2
17	Endurance	CON	15	0	n/a	2
26	Heal	WIS	21	5	n/a	0
14	History	INT	14	0	n/a	0
26	Insight	WIS	21	5	n/a	0
13	Intimidate	CHA	13	0	n/a	0
21	Nature	WIS	21	0	n/a	0
21	Perception	WIS	21	0	n/a	0
14	Religion	INT	14	0	n/a	0
21	Stealth	DEX	21	0	n/a	0
13	Streetwise	CHA	13	0	n/a	0
26	Thievery	DEX	21	5	n/a	0

RACE FEATURES	
Dwarven Weapon Proficiency	- Proficient with hammers.
Cast-Iron Stomach	- +5 bonus to saving throws against poison.
Encumbered Speed	- Armor or heavy load doesn't reduce your speed. (Other effects still can.)
Dwarven Resilience	- Second wind is minor action.
Stand Your Ground	- Can move 1 less when forced to move. Immediate saving throw to avoid being knocked prone.

LANGUAGES KNOWN	
Common, Dwarven	

CHARACTER NAME
Po

PLAYER NAME
Kung Fu Panda

RACE Dwarf CLASS Monk LEVEL 26

SCORE	ABILITY	MOD
HP 178	STR +2	AC 40
Spd 5	CON +2	Fort 40
Init +21	DEX +8	Ref 39
	INT +1	Will 39
	WIS +8	
	CHA +0	

36 Passive Insight **31** Passive Perception

Skills

21	Acrobatics	DEX
14	Arcana	INT
22	Athletics	STR (Trained)
13	Bluff	CHA
13	Diplomacy	CHA
23	Dungeoneering	WIS
17	Endurance	CON
26	Heal	WIS (Trained)
14	History	INT
26	Insight	WIS (Trained)
13	Intimidate	CHA
21	Nature	WIS
21	Perception	WIS
14	Religion	INT
21	Stealth	DEX
13	Streetwise	CHA
26	Thievery	DEX (Trained)

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

Strength of the Earth: When you spend an action point to take an extra action, you can also spend a healing surge.



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

Second Wind

KEYWORDS: Minor, Personal, ACTION, RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 46 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS
Second wind is a minor action for dwarves.

CLASS Monk LEVEL 26 BOOK PH

PLAY DATA DUNGEONS & DRAGONS

Centered Flurry of Blows

KEYWORDS: Psionic, ACTION, RANGE

Free* vs Melee 1

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 2 + your Wisdom modifier (+8), and you slide it 1 square to a square adjacent to you, or 1 square in any direction if the target wasn't targeted by the triggering attack.
Special: You can use this power only once per round.

ADDITIONAL EFFECTS

CLASS Monk LEVEL 26 BOOK PH3

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Five Storms

KEYWORDS: Full Discipline, Implement, Psionic, ACTION, RANGE

Standard 1 vs Reflex

ATTACK DEFENSE TARGET

Attack: Dexterity vs. Reflex
Hit: 1d8 + Dexterity modifier (+8) damage.
Level 21: 2d8 + Dexterity modifier (+8) damage.
Movement Technique
Move Action Personal
Effect: You shift 2 squares.

Ki Focused Monk Unarmed Strike: +26 attack, 2d8 +13 damage
Monk Unarmed Strike: +26 attack, 2d8+13 damage
Dragon Scroll: +26 attack, 2d8+13 damage

ADDITIONAL EFFECTS
+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.
+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS Monk LEVEL 1 BOOK PH3

UTILITY POWER DUNGEONS & DRAGONS

Dragon's Tail

KEYWORDS: Full Discipline, Implement, Psionic, ACTION, RANGE

Standard 26 vs Fort

ATTACK DEFENSE TARGET

Attack: Dexterity vs. Fortitude
Hit: 1d6 + Dexterity modifier (+8) damage, and you knock the target prone.
Level 21: 2d6 + Dexterity modifier (+8) damage.
Movement Technique
Move Action Melee 1
Effect: You swap places with the target.

Ki Focused Monk Unarmed Strike: +26 attack, 2d6 +13 damage
Monk Unarmed Strike: +26 attack, 2d6+13 damage
Dragon Scroll: +26 attack, 2d6+13 damage

ADDITIONAL EFFECTS
+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.
+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS Monk LEVEL 1 BOOK PH3

AT-WILL POWER DUNGEONS & DRAGONS

Receive the Charge

KEYWORDS: Weapon, ACTION, RANGE

Imm React 23 vs AC

ATTACK DEFENSE TARGET

Trigger: An enemy enters a square adjacent to you
Effect: Before the attack, you shift 1 square.
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+2) damage.

Ki Focused Monk Unarmed Strike: +23 attack, 2d8+7 damage
Monk Unarmed Strike: +23 attack, 2d8+7 damage

ADDITIONAL EFFECTS
+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.
+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS Firstborn of Moradin LEVEL 11 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

Dance of the Stinging Hornet

KEYWORDS: Full Discipline, Implement, Psionic, ACTION, RANGE

Standard 26 vs Reflex

ATTACK DEFENSE TARGET

Attack: Dexterity vs. Reflex
Hit: 2d10 + Dexterity modifier (+8) damage, and you grab the target. Until the grab ends, the target grants cover to you, and if it is larger than you, you can end a move action in its space. If you do so, the target isn't immobilized by this grab, and you remain in its space when it moves (you don't provoke opportunity attacks as you move with it). Until you leave the target's space, its movement doesn't provoke opportunity attacks from you.
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. You can use the attack technique at any point during this movement.

Ki Focused Monk Unarmed Strike: +26 attack, 2d10+13 damage
Monk Unarmed Strike: +26 attack, 2d10+13 damage
Dragon Scroll: +26 attack, 2d10+13 damage

ADDITIONAL EFFECTS
+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.
+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS Monk LEVEL 13 BOOK PH3

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Three Winds Kick

KEYWORDS Full Discipline, Implement, Psionic, Teleportation USED

Standard	* ↓ ↻	Melee weapon
ACTION	↶ ↷	RANGE
26 vs Reflex		One, two, or three creatures
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. Reflex
Hit: 1d10 + Dexterity modifier (+8) + Wisdom modifier (+8) damage, and you shift 2 squares.
Movement Technique
Move Action Personal
Effect: Choose one enemy within 6 squares of you. You teleport to a square adjacent to that enemy.

Ki Focused Monk Unarmed Strike: +26 attack, 1d10+21 damage
 Monk Unarmed Strike: +26 attack, 1d10+21 damage
 Dragon Scroll: +26 attack, 1d10+21 damage

ADDITIONAL EFFECTS
 +1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.
 +1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS Monk LEVEL 17 BOOK PH3

ENCOUNTER POWER DUNGEONS & DRAGONS

Legion of One

KEYWORDS Full Discipline, Implement, Psionic USED

Standard	↓ ↻	Close burst 3
ACTION	3 ↶ ↷	RANGE
26 vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. Reflex
Hit: 2d10 + Dexterity modifier (+8) damage.
Effect: You shift 4 squares to a square in the burst.
Movement Technique
Move Action Personal
Effect: You shift 4 squares.

Ki Focused Monk Unarmed Strike: +26 attack, 2d10+13 damage
 Monk Unarmed Strike: +26 attack, 2d10+13 damage
 Dragon Scroll: +26 attack, 2d10+13 damage

ADDITIONAL EFFECTS
 +1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.
 +1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS Monk LEVEL 23 BOOK PH3

ENCOUNTER POWER DUNGEONS & DRAGONS

Mountain Stance Strike

KEYWORDS Stance, Weapon USED

Standard	* ↓ ↻	Melee weapon
ACTION	↶ ↷	RANGE
23 vs Fort		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. Fortitude
Hit: 2[W] + Strength modifier (+2) damage, and you knock the target prone. If the target stands up before the end of your next turn, you can make a melee basic attack against it as an immediate interrupt if you are adjacent to it.
Miss: Half damage.
Effect: You assume the mountain stance. Until the stance ends, you gain a +2 bonus to AC, and you can ignore being pulled, pushed, slid, or knocked prone.

Ki Focused Monk Unarmed Strike: +23 attack, 2d8+7 damage
 Monk Unarmed Strike: +23 attack, 2d8+7 damage

ADDITIONAL EFFECTS
 +1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.
 +1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS Firstborn of Moradin LEVEL 20 BOOK PH2

DAILY POWER DUNGEONS & DRAGONS

Way of the Autumn Wind

KEYWORDS Cold, Implement, Psionic, Stance USED

Standard	↓ ↻	Close burst 2
ACTION	2 ↶ ↷	RANGE
26 vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. Fortitude
Hit: 2d6 + Dexterity modifier (+8) cold damage, and the target is weakened (save ends).
Miss: Half damage, and the target is weakened until the end of your next turn.
Effect: You can assume the autumn wind stance. Until the stance ends, you can shift 2 squares as an immediate reaction when you are hit by any attack.

Ki Focused Monk Unarmed Strike: +26 attack, 2d6+13 damage
 Monk Unarmed Strike: +26 attack, 2d6+13 damage
 Dragon Scroll: +26 attack, 2d6+13 damage

ADDITIONAL EFFECTS
 +1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.
 +1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS Monk LEVEL 15 BOOK PH3

DAILY POWER DUNGEONS & DRAGONS

Rising Dragon Fire

KEYWORDS Fire, Implement, Psionic, Zone USED

Standard	↓ ↻	Close burst 2
ACTION	2 ↶ ↷	RANGE
26 vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. Reflex
Hit: 5d6 + Dexterity modifier (+8) fire damage.
Miss: Half damage.
Effect: The burst creates a zone that lasts until the end of your next turn. When you hit any creature that is within the zone, that creature takes 2d6 extra fire damage.
Sustain Minor: The zone persists.

Ki Focused Monk Unarmed Strike: +26 attack, 5d6+13 damage
 Monk Unarmed Strike: +26 attack, 5d6+13 damage
 Dragon Scroll: +26 attack, 5d6+13 damage

ADDITIONAL EFFECTS
 +1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.
 +1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS Monk LEVEL 19 BOOK PH3

DAILY POWER DUNGEONS & DRAGONS

Strike of the Vulnerable Turtle

KEYWORDS Implement, Psionic USED

Standard	* ↓ ↻	Melee touch
ACTION	↶ ↷	RANGE
26 vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. Reflex
Hit: 6d8 + Dexterity modifier (+8) damage. Until the end of the encounter, attacks against the target's AC or Reflex are against the lower of the two defenses.
Miss: Half damage. Attacks against the target's AC or Reflex are against the lower of the two defenses (save ends).

Ki Focused Monk Unarmed Strike: +26 attack, 6d8+13 damage
 Monk Unarmed Strike: +26 attack, 6d8+13 damage
 Dragon Scroll: +26 attack, 6d8+13 damage

ADDITIONAL EFFECTS
 +1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.
 +1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

CLASS Monk LEVEL 25 BOOK PH3

DAILY POWER DUNGEONS & DRAGONS

Fast Hands

KEYWORDS USED

Free	↓ ↻	Personal
ACTION	↶ ↷	RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You draw or sheathe a weapon, pick up an item in your space or adjacent to it, or retrieve or stow an item
Special: You can use this power only once per round.
Prerequisite: You must be trained in Thievery.

ADDITIONAL EFFECTS

CLASS Thievery LEVEL 2 BOOK PH3

UTILITY POWER DUNGEONS & DRAGONS

Prescient Maneuver

KEYWORDS USED

Imm Interr	↓ ↻	Personal
ACTION	↶ ↷	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: An enemy within 5 squares of you moves willingly
Effect: You shift a number of squares equal to one-half your speed.
Prerequisite: You must be trained in Insight.

ADDITIONAL EFFECTS

CLASS Insight LEVEL 6 BOOK PH3

UTILITY POWER DUNGEONS & DRAGONS

Iron Dragon Defense

KEYWORDS Psionic USED

Imm Interr	↓ ↻	Personal
ACTION	↶ ↷	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You take damage
Effect: The damage is reduced by 10 + your Wisdom modifier (+8).

ADDITIONAL EFFECTS

CLASS Monk LEVEL 10 BOOK PH3

UTILITY POWER DUNGEONS & DRAGONS

Earthsense

KEYWORDS	Stance	USED
Minor	 	Personal
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, you gain tremorsense 10.

ADDITIONAL EFFECTS

CLASS Firstborn of Moradin LEVEL 12 BOOK PH2

UTILITY POWER 

Meditative Solace

KEYWORDS	Psionic, Stance	USED
Minor	 	Personal
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, once per round you can use a minor action to make a saving throw.

ADDITIONAL EFFECTS

CLASS Monk LEVEL 16 BOOK PH3

UTILITY POWER 

Diamond Body

KEYWORDS	Psionic	USED
Imm Interr	 	Personal
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You are hit by an attack
Effect: You gain resist 20 to all damage against the triggering attack.

ADDITIONAL EFFECTS

CLASS Monk LEVEL 22 BOOK PH3

UTILITY POWER 

Prophetic Certainty

KEYWORDS		USED
Minor	 	Personal
ACTION	 	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You gain a bonus to your next attack roll before the end of your next turn. The bonus is equal to +2 per milestone that you've reached since your last extended rest.

ADDITIONAL EFFECTS

CLASS Champion of Prophecy LEVEL 26 BOOK EPG

UTILITY POWER 