

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.	Good		Furious 5		
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company		RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
21	Initiative	8	13

CONDITIONAL MODIFIERS

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

HIT POINTS

MAX HP	BLOODED	SURGE VALUE	SURGES/DAY
178	89	46	13
1/2 HP	1/4 HP		
CURRENT HIT POINTS	CURRENT SURGE USES		
SECOND WIND 1/ENCOUNTER	USED		
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			

SKILLS

BONUS	SKILL NAME	DEX	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

DEFENSES

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

CONDITIONAL BONUSES
+2 AC against opportunity attacks

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
40	FORT	23	2	1	2	5		7

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
39	REF	23	8	1	2	5		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
39	WILL	23	8	1	2	5		

CONDITIONAL BONUSES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	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

Prophetic Blessing**Prophetic Blessing Dexterity** - +2 to your Dexterity**Prophetic Blessing Wisdom** - +2 to your Wisdom**Unstoppable Prophecy** - +2 to attacks after you fail a

death saving throw

Critical Justice - Whenever you score a critical hit, you can

spend a healing surge

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
36	Passive Insight	10 +	26

31	Passive Perception	10 +	21
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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
+ 23	13	2		3		5	

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 20	13	2				5	

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

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

POWER INDEX	
<i>List your powers below. Check the box when the power is used. Clear the box when the power renews.</i>	
AT-WILL POWERS	
Centered Flurry of Blows	
Five Storms	
Dragon's Tail	
ENCOUNTER POWERS	
Second Wind	<input type="checkbox"/>
Receive the Charge	<input type="checkbox"/>
Dance of the Stinging Hornet	<input type="checkbox"/>
Three Winds Kick	<input type="checkbox"/>
Legion of One	<input type="checkbox"/>
	<input type="checkbox"/>
DAILY POWERS	
Way of the Autumn Wind	<input type="checkbox"/>
Rising Dragon Fire	<input type="checkbox"/>
Mountain Stance Strike	<input type="checkbox"/>
Strike of the Vulnerable Turtle	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
UTILITY POWERS	
Fast Hands	
Prescient Maneuver	<input type="checkbox"/>
Iron Dragon Defense	<input type="checkbox"/>
Earthsense	<input type="checkbox"/>
Meditative Solace	<input type="checkbox"/>
Diamond Body	<input type="checkbox"/>
Prophetic Certainty	<input type="checkbox"/>
	<input type="checkbox"/>
OTHER EQUIPMENT	
Monk Unarmed Strike (E)	
Adventurer's Kit	
Natural Padding (E)	
Dragon Scroll (E)	
COINS AND OTHER WEALTH	
Money on hand: 84 gp	
Stored money: 0 gp	
Encumbrance: 37 / 150	

MAGIC ITEM INDEX	
<i>List your powers below. Check the box when the power is used. Clear the box when the power renews.</i>	
MAGIC ITEMS	
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
Daily Item Powers Per Day	
Heroic (1-10)	<input type="checkbox"/> Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/> Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/> Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>

CHARACTER BACKGROUND	
Auspicious Birth	
I was born on the slopes of Mount Emberstare during an eclipse, when the moon turned as red as blood.	
You substitute your highest ability score for Constitution to determine your initial hit points.	
Martial - Bearer of the Heirloom	
You have inherited a martial heirloom that has been passed through the generations. It might be a weapon, a shield, a helmet, a scabbard, a quiver, or any other piece of equipment. You and your family cherish the heirloom for its connection to your heritage. Perhaps the item played a pivotal role in a historic battle or was a beloved possession of a famous ancestor. The heirloom might also be the subject of a legend. Regardless of the item's history, you have acquired it through merit, necessity, or perhaps greed. How does your ownership of the item affect your decisions? How do you feel about being its owner? Do you shrink under the mantle of obligation and responsibility, or do you rise up to earn stewardship of the item?	
Recent Life - Peaceful Life	
You chose a quiet life of farming, keeping a shop, or running the family business. What ended that period for you?	

CHARACTER PORTRAIT	
	
FEATS	
Toughness - Gain 5 additional hit points per tier	
Against All Odds - If 3+ foes adjacent to you at start of turn, +1 to attacks and damage until end of turn	
Defensive Mobility - +2 to AC against opportunity attacks	
Durable - Increase number of healing surges by 2	
Improved Grab - +4 to grab attacks	
Four Winds - +2 to Athletics; +1 for each ally within 10 (max +5). Allies adjacent to you move 1 extra square when they succeed on Athletics check to climb, jump, or swim.	
Dwarven Durability - Increase number of healing surges, healing surge value	
Agile Athlete - Roll twice with Acrobatics and Athletics checks	
Danger Sense - Roll twice for initiative, use the higher result	
Evasion - No damage from missed area or close attack	
Uncanny Dodge - Enemies denied bonus to attack from combat advantage	
Indomitable Will - +2 to Will, +2 to saving throws against dazed, dominated, or stunned	
Epic Fortitude - +4 to Fortitude	
Opportune Reflexes - +2 to Reflex, +2 to saving throws against ongoing damage	
Unyielding Fortitude - +2 to Fortitude, +2 to death saving throws	
Triumphant Attack - Target at -2 to attacks and defenses after a critical hit	
PERSONALITY TRAITS	
Friendly, Cowardly to a Point, Defends his Friends	
MANNERISMS AND APPEARANCE	
Po is the big, fat, panda. He uses food as a mechanism to help him better use kung fu. After he gets over his initial worry that he cannot beat Tai Lung, he's able to do just that.	
COMPANIONS AND ALLIES	
The Furious Five and their master, Shifu, were against the idea the Po was the dragon warrior. Only after he accepted the Dragon Scroll and defeated Tai Lung was he finally accepted as a master and welcomed onto the team.	

PLAY DATA **DUNGEONS & DRAGONS**

UTILITY POWER

PLAY DATA 

AT-WILL POWER





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ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**





AT-WILL POWER

Kung Fu





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 <i>PH3</i>
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.				
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				USED
Cold, Implement, Psionic, Stance				
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 <i>PH3</i>
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 <i>PH3</i>
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 <i>PH3</i>	
UTILITY POWER				

Iron Dragon Defense

KEYWORDS		Psionic		USED
Imm Interr		<div><div>↓</div><div>↑</div></div>	<div><div>↶</div><div>↷</div></div>	Personal
ACTION		<div><div>↶</div><div>↷</div></div>	<div><div>⚔</div><div>⚔</div></div>	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 <i>PH3</i>
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

