

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

12

Level

Althous

Good male Human Monk

31 5' 8" 230 lb. Medium
Age Height Weight Size

Deity

32000

Total XP

39000

Defenses

28	26	28	27
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied 40)	80	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
20	8

Current Conditions:

Combat Statistics and Senses

Initiative	11
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Conditional Modifiers:

Speed	8
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Passive Insight	20
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Passive Perception	25
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Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	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

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Mountain Ki Focused Monk unarmed...

13	1d8+4
Strength vs. AC	Damage

Ranged

11	1d4+5
Dexterity vs. AC	Damage

Languages

Common, Shou



Abilities

Ability	Score	Check
STR Strength	11	6
CON Constitution	13	7
DEX Dexterity	21	11
INT Intelligence	11	6
WIS Wisdom	19	10
CHA Charisma	11	6

Skills

Acrobatics	Dexterity	✓	16
Arcana	Intelligence		6
Athletics	Strength	✓	13
Bluff	Charisma		6
Diplomacy	Charisma		6
Dungeoneering	Wisdom		10
Endurance	Constitution	✓	15
Heal	Wisdom		10
History	Intelligence		6
Insight	Wisdom		10
Intimidate	Charisma		6
Nature	Wisdom		10
Perception	Wisdom	✓	15
Religion	Intelligence		6
Stealth	Dexterity		11
Streetwise	Charisma		6
Thievery	Dexterity	✓	16



Player Name _____ Althous _____
 Character Name

Character Details

Background

Occupation - Artisan

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Amulet of Protection +3

Arms

Iron Armbands of Power (heroic...)

Hands

Gauntlets of Blood (heroic tier)

Rings

Rings

Off Hand

Main Hand

Monk unarmed strike

Waist

Belt of Nourishment

Armor

Gambit Cloth Armor (Basic...)

Feet

Boots of the Fencing Master

Tattoo

Ki Focus

Iron Body Mountain ki focus +2

Other Equipment

Total Weight (lbs.) 5

Carrying Capacity (lbs.)

Treasure
 11 pp; 60 gp
 0 gp banked

Normal 110

Heavy 220

Max 550

Althous

Player Name

Character Name



Racial Features

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Heroic Effort

Gain the Heroic Effort power

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Class/Other Features

Centered Breath

Centered Flurry of Blows and Mental Equilibrium

Monastic Tradition

Choose a Flurry of Blows and become more resilient

Unarmed Combatant

Gain Monk Unarmed Strike +3 attack, 1d8 damage

Unarmored Defense

+2 AC in cloth or no armor

Ghostwalker's Action

Use action point, weaken enemies granting combat advantage on hit

Of Two Worlds

Gain concealment on combat advantage; shift as free action if you are missed when concealed

Feats

Fluid Motion

+1 to speed

Ki Focus Expertise

+1/2/3 (by tier) to implement/weapon attack rolls made w/ ki focus. +1/2/3 (by tier) to dmg rolls of attacks made w/ ki focus vs. bloodied enemy

Implement Focus (Ki focuses)

+1 feat bonus per tier to implement damage rolls with a Ki focuses

Deadly Draw

Combat advantage against enemy you pull or slide adjacent

Unarmored Agility

+2 AC while wearing cloth armor or no armor

Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

Superior Implement Training (Mountain ki focus)

Can use Mountain ki focuss

Uncanny Dodge

Enemies denied bonus to attack from combat advantage

Defensive Advantage

+2 AC when you have combat advantage against enemy

Althous

Level 12 Human Monk

	SCORE	ABILITY	MOD	
HP	11	STR	0	AC
80				28
	13	CON	1	Fort
Spd	21	DEX	5	26
8	11	INT	0	Ref
	19	WIS	4	28
Init	11	CHA	0	Will
+11				27

20 Passive Insight

25 Passive Perception

Skills

Acrobatics	Dexterity	•	16
Arcana	Intelligence		6
Athletics	Strength	•	13
Bluff	Charisma		6
Diplomacy	Charisma		6
Dungeoneering	Wisdom		10
Endurance	Constitution	•	15
Heal	Wisdom		10
History	Intelligence		6
Insight	Wisdom		10
Intimidate	Charisma		6
Nature	Wisdom		10
Perception	Wisdom	•	15
Religion	Intelligence		6
Stealth	Dexterity		11
Streetwise	Charisma		6
Thievery	Dexterity	•	16

• indicates a trained skill.

Action Point

Base action points: 1

Ghostwalker's Action: When you spend an action point to make an attack, any enemy granting combat advantage to you that is hit by that attack is weakened until the end of your next turn.



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.

Encounter Special

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Mountain Ki Focused Monk unarmed strike: +13 vs. AC, 1d8+4 damage
Monk unarmed strike: +9 vs. AC, 1d8+2 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 (+0) damage.

Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects
+2 to damage rolls against a bloodied enemy - Ki Focus Expertise.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +11 vs. AC, 1d4+5 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 (+5) damage.

Level 21: 2[W] + Dex modifier (+5) damage.

Additional Effects
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Basic Attack

Fallen Needle

At-Will ♦ Standard Action

Mountain Ki Focused Monk unarmed strike: +15 vs. Reflex, 1d10+11 damage
Monk unarmed strike: +11 vs. Reflex, 1d10+7 damage
Iron Body Mountain ki focus +2: +15 vs. Reflex, 1d10+11 damage
Melee touch **Target:** One creature

A single, sharp blow readies you to step away at a moment's notice.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Reflex

Hit: 1d10 + Dex modifier (+5) damage, and the target takes a -2 penalty to attack rolls against you until the end of your next turn.

Additional Effects
+2 to damage rolls against a bloodied enemy - Ki Focus Expertise.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Monk Attack 1

Five Storms

At-Will ♦ Standard Action

Mountain Ki Focused Monk unarmed strike: +15 vs. Reflex, 1d8+9 damage
Monk unarmed strike: +11 vs. Reflex, 1d8+5 damage
Iron Body Mountain ki focus +2: +15 vs. Reflex, 1d8+9 damage
Close burst 1 **Target:** Each enemy you can see in the burst

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.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Reflex

Hit: 1d8 + Dex modifier (+5) damage.

Additional Effects
+2 to damage rolls against a bloodied enemy - Ki Focus Expertise.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Monk Attack 1

Call up the Savage Wind

Encounter ♦ Standard Action

Mountain Ki Focused Monk unarmed strike: +15 vs. Fortitude, 1d8+9 damage
Monk unarmed strike: +11 vs. Fortitude, 1d8+5 damage
Iron Body Mountain ki focus +2: +15 vs. Fortitude, 1d8+9 damage
Close blast 3 **Target:** Each creature in the blast

A stiff gust rises up to scatter your enemies and speed you over treacherous terrain.

Keywords: Elemental, Full Discipline, Implement, Psionic

Attack: Dexterity vs. Fortitude

Hit: 1d8 + Dex modifier (+5) damage.

Effect: You can slide each target 1 square.

Additional Effects
+2 to damage rolls against a bloodied enemy - Ki Focus Expertise.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Monk Attack 1

Used

Wind Through the Willows

Encounter ♦ Standard Action

Mountain Ki Focused Monk unarmed strike: +15 vs. Reflex, 2d8+9 damage
Monk unarmed strike: +11 vs. Reflex, 2d8+5 damage
Iron Body Mountain ki focus +2: +15 vs. Reflex, 2d8+9 damage
Close blast 3 **Target:** Each creature in the blast

You move like a furious wind through the line of your enemies, hobbling them.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Reflex

Hit: 2d8 + Dex modifier (+5) damage, and the target is slowed and cannot charge until the end of your next turn.

Effect: You shift up to 3 squares to a square in the blast or adjacent to it.

Additional Effects
+2 to damage rolls against a bloodied enemy - Ki Focus Expertise.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Monk Attack 3

Used

Strike the Avalanche

Encounter ♦ Standard Action

Mountain Ki Focused Monk unarmed strike:

+15 vs. Fortitude, 2d10+11 damage

Monk unarmed strike: +11 vs. Fortitude, 2d10+7 damage

Iron Body Mountain ki focus +2: +15 vs.

Fortitude, 2d10+11 damage

Melee touch

As your blow falls, you send your foe flying across the battlefield to slam into your enemies like an avalanche.

Keywords: Full Discipline, Implement, Psionic

Primary Target: One creature

Primary Attack: Dexterity vs. Fortitude

Hit: 2d10 + Dex modifier (+5) damage, and you slide the primary target a number of squares equal to your Wis modifier (+4). Make a secondary attack that is a close burst 1 centered on the primary target.

Secondary Target: Each creature in the burst other than the primary target

Secondary Attack: Dexterity vs. Fortitude

Hit: The secondary target falls prone.

Additional Effects

+2 to damage rolls against a bloodied enemy - KI Focus Expertise.

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Monk Attack 7

Used

Tormented Spirit

Encounter ♦ Standard Action

Mountain Ki Focused Monk unarmed strike:

+15 vs. Fortitude, 3d6+11 damage

Monk unarmed strike: +11 vs. Fortitude, 3d6+7 damage

Iron Body Mountain ki focus +2: +15 vs.

Fortitude, 3d6+11 damage

Melee touch

Target: One enemy granting combat advantage to you

Spirits whisk you and an enemy away, and you sap your foe's strength with your deadly touch.

Keywords: Full Discipline, Implement, Necrotic, Psionic, Teleportation

Attack: Dexterity vs. Fortitude

Hit: 3d6 + Dex modifier (+5) necrotic damage, and the target is weakened until the end of your next turn.

Additional Effects

+2 to damage rolls against a bloodied enemy - KI Focus Expertise.

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Ghostwalker Attack 11

Used

Cyclone Scourge

Daily ♦ Standard Action

Mountain Ki Focused Monk unarmed strike:

+15 vs. Reflex, 2d6+9 damage

Monk unarmed strike: +11 vs. Reflex, 2d6+5 damage

Iron Body Mountain ki focus +2: +15 vs. Reflex, 2d6+9 damage

Close blast 3

Target: One creature in the blast

You leap into the air, gathering up winds to help you smash your enemy and trap it in a swirling column of destruction.

Keywords: Elemental, Implement, Psionic, Zone

Effect: Before the attack, you fly up to your speed to a square adjacent to an enemy.

Attack: Dexterity vs. Reflex

Hit: 2d6 + Dex modifier (+5) damage, and the target is immobilized (save ends).

Miss: Half damage.

Effect: The blast creates a zone that lasts until the end of your next turn. You can move the zone up to 3 squares as a move action. Once per turn, when a creature other than you enters the zone or ends its turn there, you can slide that creature up to 2 squares as a free action.

Sustain Minor: The zone persists until the end of your next turn.

Additional Effects

+2 to damage rolls against a bloodied enemy - KI Focus Expertise.

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Monk Attack 1

Used

Water Gives Way

Daily ♦ Immediate Interrupt

Mountain Ki Focused Monk unarmed strike:

+15 vs. Fortitude, 3d10+11 damage

Monk unarmed strike: +11 vs. Fortitude, 3d10+7 damage

Iron Body Mountain ki focus +2: +15 vs.

Fortitude, 3d10+11 damage

Melee 1

Target: The triggering enemy

Like a stone passing harmlessly through water, so do your enemies' attacks pass by you.

Keywords: Implement, Psionic

Trigger: An adjacent enemy hits you with a melee attack.

Attack: Dexterity vs. Fortitude. If the triggering attack is a charge, you gain a +2 bonus to the attack roll and deal 1d10 extra damage if you hit.

Hit: 3d10 + Dex modifier (+5) damage, and you slide the target up to 2 squares and knock it prone.

Miss: You regain the use of this power but cannot use it again during this encounter.

Additional Effects

+2 to damage rolls against a bloodied enemy - KI Focus Expertise.

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Monk Attack 5

Used

Crane Dance

Daily ♦ Standard Action

Mountain Ki Focused Monk unarmed strike:

+15 vs. Reflex, 2d8+11 damage

Monk unarmed strike: +11 vs. Reflex, 2d8+7 damage

Iron Body Mountain ki focus +2: +15 vs. Reflex, 2d8+11 damage

Melee touch

Target: One, two, three, or four creatures

You step carefully to reach your foes, measuring their posture and fighting stance to deliver just the right amount of power to send them toppling over.

Keywords: Implement, Psionic

Attack: Dexterity vs. Reflex

Hit: 2d8 + Dex modifier (+5) damage, and you knock the target prone.

Miss: Half damage.

Effect: You shift 2 squares after each attack.

Additional Effects

+2 to damage rolls against a bloodied enemy - KI Focus Expertise.

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Monk Attack 9

Used

Centered Flurry of...

At-Will ♦ No Action

Melee 1

Target: One creature
Level 11: One or two creatures
Level 21: Each enemy adjacent to you

Your fists become a blur as you follow up your initial attack with another, shifting your foes' positions to your advantage.

Keyword: Psionic

Trigger: You hit with an attack during your turn

Effect: The target takes damage equal to 2 + your Wis modifier (+4), 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

Monk Feature

Fallen Needle...

At-Will ♦ Minor Action

Personal

A single, sharp blow readies you to step away at a moment's notice.

Keywords: Full Discipline, Psionic

Effect: You shift 1 square or move 3 squares.

Additional Effects

Five Storms...

At-Will ♦ Move Action

Personal

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.

Keywords: Full Discipline, Psionic

Effect: You shift 2 squares.

Additional Effects

Call up the Savage Wind...

Encounter ♦ Move Action

Personal

Keywords: Elemental, Full Discipline, Psionic

Effect: You move up to your speed, ignoring difficult terrain.

Additional Effects

Used

Heroic Effort

Encounter ♦ No Action

Personal

Your grim focus and unbridled energy means that failure is not an option.

Trigger: You miss with an attack or fail a saving throw.

Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power

Used

Strike the Avalanche...

Encounter ♦ Move Action

Personal

As your blow falls, you send your foe flying across the battlefield to slam into your enemies like an avalanche.

Keywords: Full Discipline, Psionic

Effect: You move your speed + 2. During this movement, you don't provoke opportunity attacks from prone enemies.

Additional Effects

Used

Tormented Spirit...

Encounter ♦ Move Action

Melee 1

Target: One enemy

Spirits whisk you and an enemy away, and you sap your foe's strength with your deadly touch.

Keywords: Full Discipline, Necrotic, Psionic, Teleportation

Effect: You teleport yourself and the target 5 squares to squares adjacent to each other. The target grants combat advantage to you until the end of your next turn.

Additional Effects

Used

Wind Through the Willows...

Encounter ♦ Move Action

Melee 1

Target: One creature

You move like a furious wind through the line of your enemies, hobbling them.

Keywords: Full Discipline, Psionic

Effect: You shift 1 square and slide the target 1 square, swapping places.

Additional Effects

Used

Careful Stride

Encounter ♦ Move Action

Personal

You walk with such precision and control that broken ground and even bodies of water cannot impede you.

Keyword: Psionic

Effect: Until the end of this turn, you ignore difficult terrain and can both move across liquid and stand on it as if it were solid ground. In addition, you move your speed.

Additional Effects

Used

Purifying Meditation

Encounter ♦ Minor Action

Personal

You focus your mind inward, finding the source of what ails you and driving it away

Keyword: Psionic

Effect: You make a saving throw with a bonus equal to your Wis modifier (+4).

Additional Effects

Used

Iron Dragon Defense

Encounter ♦ Immediate Interrupt

Personal

You quiet your mind and shrug off the pain inflicted upon you.

Keyword: Psionic

Trigger: You take damage

Effect: The damage is reduced by 10 + your Wis modifier (+4).

Additional Effects

Monk Utility 10

Used

Soul Dance

Daily ♦ Minor Action

Personal

Your form wavers, and in a blink of an eye, you are somewhere else.

Keywords: Psionic, Stance, Teleportation

Effect: Until the stance ends, you have concealment. When any enemy misses you with a melee attack, you can use a free action to teleport to a square adjacent to that enemy and gain combat advantage against it until the end of your next turn.

Additional Effects

Used

Gambit Cloth Armor (Basic...

Armor ♦ Level 13

Armor Bonus: 0

Enhancement: +3 AC

Properties

When an enemy scores a critical hit against you, you can score a critical hit on a roll of 17–20 on your next attack against that enemy before the end of your next turn.

Power (Stance) ♦ Daily (Minor Action)

Until the stance ends, you grant combat advantage and any creature you attack grants combat advantage to you.

Amulet of Protection +3

Neck Slot Item ♦ Level 11

Enhancement: +3 Fortitude, Reflex, and Will

Iron Body Mountain ki focus...

Ki Focus ♦ Level 10

Properties: Forceful, Shielding
Enhancement: +2 attack rolls and damage rolls
Critical: +1d10 damage per plus

Properties

If you hit an opponent with an attack using this ki focus, you gain resistance to all of that target's attacks equal to 2 + this implement's enhancement bonus until the end of your next turn.

Iron Armbands of Power...

Arms Slot Item ♦ Level 6

Properties

Gain a +2 item bonus to melee damage rolls.

Gauntlets of Blood (heroic...

Hands Slot Item ♦ Level 4

Properties

You gain a +2 bonus to damage rolls against bloodied targets.

Boots of the Fencing Master

Feet Slot Item ♦ Level 7

Properties

When you shift, gain a +1 item bonus to AC and Reflex defense until the end of your next turn.

Power ♦ Encounter (Minor Action)

Shift 2 squares.

Belt of Nourishment

Waist Slot Item ♦ Level 7

Property

- ♦ You gain a +3 item bonus to Endurance checks.
- ♦ You don't need to eat. You must wear the belt for 24 consecutive hours before this property functions.