

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

12

Level

Brook

Unaligned male Longtooth Shifter Rune Priest

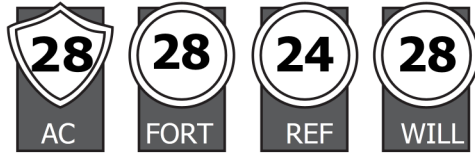
25
Age5'9"
Height165 lb.
WeightMedium
SizeBane
Deity

32000

Total XP

39000

Defenses



Conditional Bonuses

Hit Points

Max HP
(Bloodied 39) **78**

Temp HP

Current Hit Points

Healing Surges

Surge Value

19

Surges/Day

7

Current Conditions:

Action Points

Action Points



Milestones

0
1
2

Action Points

1
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

Giantslayer Glaive +3

18

Strength vs. AC

2d4+9

Damage

Ranged

Unarmed

8

Dexterity vs. AC

1d4+2

Damage

Languages

Common, Giant



Abilities

		Check
STR	Strength	22 12
CON	Constitution	11 6
DEX	Dexterity	14 8
INT	Intelligence	9 5
WIS	Wisdom	20 11
CHA	Charisma	11 6

Skills

Acrobatics	Dexterity	7
Arcana	Intelligence	5
Athletics	Strength	✓ 18
Bluff	Charisma	6
Diplomacy	Charisma	8
Dungeoneering	Wisdom	11
Endurance	Constitution	7
Heal	Wisdom	✓ 16
History	Intelligence	5
Insight	Wisdom	✓ 16
Intimidate	Charisma	8
Nature	Wisdom	11
Perception	Wisdom	11
Religion	Intelligence	✓ 10
Stealth	Dexterity	7
Streetwise	Charisma	6
Thievery	Dexterity	7

Combat Statistics and Senses

Initiative

8

Conditional Modifiers:

Speed

6

Passive Insight

26

Passive Perception

23

Special Senses: Low-light



Brook
Character Name

Player Name

Character Details

Background

Theme

Samurai

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Stag Helm (heroic tier)

Neck

Amulet of Protection +3

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Giantslayer Glaive +3

Waist

Barbed Baldric (heroic tier)

Armor

Spiked Jacket Earthhide Armor...

Tattoo

Escape Tattoo

Feet

Ghoststride Boots (heroic tier)

Ki Focus

Other Equipment

Adventurer's Kit
Ritual Book
Bag of Holding
Battle Standard of Might
Vorán's Floating Lantern

Total Weight (lbs.)

74

Carrying Capacity (lbs.)

Treasure

8 pp; 95 gp

Normal

220

Heavy

440

Max

1100

Brook

Player Name

Character Name



Racial Features

Longtooth Shifting

Use longtooth shifting as an encounter power

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 Mending

Gain rune of mending power

Rune of Protection

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

Runic Artistry

Follow path of Defiant Word, way of Wrathful Hammer or tradition of the Serene Blade

Samurai Starting Feature

Gain the iaijutsu power

Serene Blade

Gain proficiency with military heavy blades; you can use Wis instead of Dex or Int to determine AC when not wearing heavy armor; gain temp HP once per round when hit by an enemy

Samurai Level 5 Feature

Gain a +2 power bonus to Diplomacy checks and Intimidate checks

Samurai Level 10 Feature

Deal 1d6 extra damage (2d6 at level 21) with critical hits made using a chosen weapon group

Forge Rune Action

+4 to damage rolls to you and allies within 5 after action point use

Runes of the Blade Smith

During rest, grant +1 damage bonus to one weapon

Versatile Expertise (Heavy Blade)

+1/+2/+3 feat bonus to attack rolls with Heavy Blades.

Versatile Expertise (Polearm)

+1/+2/+3 feat bonus to attack rolls with Polearms.

Feats

Heavenly Halberdier

Gain proficiency with the glaive and the halberd; when you hit with an at-will power using these weapons, slide that target 1 square as a free action

Scribe Sutra

Master and perform warding rituals, Brew Potion, Gentle Repose and Magic Circle; create scrolls in half the normal time

Beneath Notice

Large (or greater) size enemies grant combat advantage to you while adjacent to you and one of your allies.

Giant Killer

Critical hit vs. a creature of Large (or greater) size: deal an extra 1d6 damage.

Deadly Draw

Combat advantage against enemy you pull or slide adjacent

Unchained Beast

End one dazed or weakened effect after shifting

Luck of the Gods

After a natural 20 on attack/skill/save: remove all undesired effects that a save can end

Hafted Defense

+1 AC and Reflex while wielding polearm or staff in two hands

Improved Defenses

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

Versatile Expertise

Bonus to attacks with weapons and implements of your choice

Brook

Level 12 Longtooth Shifter Rune Priest

HP	SCORE	ABILITY	MOD	AC
78	22	STR	6	28
Spd	11	CON	0	Fort
6	14	DEX	2	28
Init	9	INT	-1	Ref
+8	20	WIS	5	24
	11	CHA	0	Will
				28

26 Passive Insight

23 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	7
Arcana	Intelligence	5
Athletics	Strength	• 18
Bluff	Charisma	6
Diplomacy	Charisma	8
Dungeoneering	Wisdom	11
Endurance	Constitution	7
Heal	Wisdom	• 16
History	Intelligence	5
Insight	Wisdom	• 16
Intimidate	Charisma	8
Nature	Wisdom	11
Perception	Wisdom	11
Religion	Intelligence	• 10
Stealth	Dexterity	7
Streetwise	Charisma	6
Thievery	Dexterity	7

• indicates a trained skill.

Action Point

Base action points: 1

Forge Rune Action: When you spend an action point to take an extra action, you and each ally within 5 squares of you gain a +4 bonus to weapon damage rolls 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

Melee Basic Attack

At-Will ♦ Standard Action

Giantslayer Glaive +3: +18 vs. AC, 2d4+9 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 (+6) damage.

Level 21: 2[W] + Str modifier (+6) damage.

Additional Effects

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +8 vs. AC, 1d4+2 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 (+2) damage.

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

Additional Effects

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.

Basic Attack

Word of Binding

At-Will ♦ Standard Action

Giantslayer Glaive +3: +18 vs. AC, 6 damage

Melee weapon

Target: One creature

You tap your foe with your weapon and draw on the rune of binding. Divine power coils around the foe, holding it in place.

Keywords: Divine, Runic, Weapon

Attack: Strength vs. AC

Hit: Str modifier (+6) damage, and the target is immobilized until the end of your next turn or until you aren't adjacent to it.

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 (+5).

Rune of Protection: One ally adjacent to either you or the target gains a power bonus to AC equal to your Wis modifier (+5) until the end of your next turn.

Additional Effects

Rune Priest Attack 1

Word of Exchange

At-Will ♦ Standard Action

Giantslayer Glaive +3: +18 vs. AC, 2d4+9 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 (+6) 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 (+5), and the ally gains temporary hit points equal to your Wis modifier (+5).

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 (+5). The bonus lasts until the end of your next turn.

Additional Effects

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.

Rune Priest Attack 1

Flames of Purity

Encounter ♦ Standard Action

Giantslayer Glaive +3: +18 vs. AC, 2d4+9 damage

Close blast 3

Target: Each enemy in the blast

You strike the ground, marking it with the rune of purifying fire and causing divine flames to wash over your enemies.

Keywords: Divine, Fire, Healing, Runic, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+6) fire damage.

Rune of Destruction: Each ally in the blast gains a +3 power bonus to damage rolls until the end of your next turn.

Rune of Protection: Each ally in the blast regains 3 hit points.

Additional Effects

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.

Rune Priest Attack 1

Used ☐

Word of the Blinding Shield

Encounter ♦ Immediate Interrupt

Giantslayer Glaive +3: +18 vs. Fortitude

Close burst 5

Target: The triggering enemy in the burst

You call out the word of the blinding shield, creating a halo of energy that protects your ally.

Keywords: Divine, Radiant, Runic, Weapon

Trigger: An enemy makes an attack roll against your ally

Attack: Strength vs. Fortitude

Hit: The target is blinded until the end of its turn.

Rune of Destruction: The target also takes radiant damage equal to your Con modifier (+0).

Rune of Protection: The ally gains temporary hit points equal to your Con modifier (+0).

Additional Effects

Rune Priest Attack 3

Used ☐

Word of Befuddlement

Encounter ♦ Standard Action

Giantslayer Glaive +3: +18 vs. Will, 4d4+9 damage

Melee weapon

Target: One creature

You craft a cunning runic phrase and invoke it as you strike your opponent, smashing its intellect. It fights like a wild beast, lashing out in pain when injured.

Keywords: Divine, Runic, Weapon

Attack: Strength vs. Will

Hit: 2[W] + Str modifier (+6) damage.

Rune of Destruction: Until the end of your next turn, the first time any of your allies hits the target, the target makes a melee basic attack as a free action against an enemy of your choice.

Rune of Protection: Until the end of your next turn, the target takes a -5 penalty to attack rolls against your allies who aren't adjacent to it.

Additional Effects

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.

Rune priest Attack 7

Used ☐

Rune of Arrow's Flight

Daily ♦ Standard Action

Giantslayer Glaive +3: +18 vs. Will, 4d4+9 damage

Melee weapon

Target: One creature

In the elder days, Gruumsh carved this rune to guide Corellon's arrow into the heart of a primordial serpent. Corellon later used the same rune against Gruumsh to destroy his eye.

Keywords: Divine, Weapon

Attack: Strength vs. Will

Hit: 2[W] + Str modifier (+6) damage, and the target grants combat advantage when targeted by area attacks and ranged attacks and has vulnerable 5 to all damage from area attacks and ranged attacks (save ends both).

Aftereffect: The target grants combat advantage when targeted by area attacks and ranged attacks until the end of your next turn.

Miss: Half damage, and the target grants combat advantage when targeted by area attacks and ranged attacks until the end of your next turn.

Effect: Until the end of the encounter, enemies don't grant cover to the target against ranged attacks.

Additional Effects

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.

Rune priest Attack 5

Used ☐

Blessing of the Forge

At-Will ♦ Minor Action

Melee touch

Target: One ally

At your touch, your ally's armor gains unmatched strength, causing even the mightiest blow to bounce off it.

Keyword: Divine

Effect: Until the end of your next turn, the target gains a +2 power bonus to AC, or a +4 power bonus if the target is wearing heavy armor.

Special: You can use this power only once per round.

Additional Effects

Master of the Forge Utility 12

Call of Iron

Encounter ♦ Standard Action

Giantslayer Glaive +3: +18 vs. AC, 4d4+9 damage

Melee weapon

Target: One creature

As you strike your foe, you awaken within your allies' weapons and armor the indomitable power of iron.

Keywords: Divine, Runic, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+6) damage.

Rune of Destruction: Until the end of your next turn, each ally who hits the target with a weapon attack deals 1[W] extra damage.

Rune of Protection: Each ally within 5 squares of you gains a +2 power bonus to AC, or a +4 power bonus if the ally is wearing heavy armor. The bonus lasts until the end of your next turn.

Additional Effects

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.

Master of the Forge Attack 11

Used ☐

Rune of Shielding...

Daily ♦ Standard Action

Giantslayer Glaive +3: +18 vs. AC, 6d4+9 damage

Melee weapon

Target: One creature

You inscribe a rune of containment on your foe to protect you and your allies from attacks that rage around the foe.

Keywords: Divine, Weapon

Attack: Strength vs. AC

Hit: 3[W] + Str modifier (+6) damage.

Miss: Half damage.

Effect: Until the end of the encounter, when the target is included as a target of a close or an area attack that also includes you or any of your allies, the attack automatically misses you and your allies.

Additional Effects

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.

Rune priest Attack 9

Used ☐

Iaijutsu

Encounter ♦ Free Action

Personal

While others contemplate, you act, loyal and resolute even in the face of death.

Keyword: Martial

Trigger: You roll initiative.

Effect: You can draw a weapon and shift up to a number of squares equal to half your speed. If you end this move adjacent to an enemy, you gain a +2 power bonus to the next attack roll you make against that enemy before the end of your next turn.

If your initiative is higher than every enemy's initiative, any melee weapon attack you make during your first turn of the encounter can score a critical hit on a roll of 18-20.

Additional Effects

Samurai Utility

Used ☐

Rune of the...

Daily ♦ Standard Action

Giantslayer Glaive +3: +18 vs. AC, 2d4+9 damage

Close burst 3

Target: Each enemy in the burst

In the ancient days, the gods created a mighty rune to protect their astral domains against the primordials. 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 (+6) 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

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.

Rune priest Attack 1

Used ☐

Rune of Mending

Encounter (Special) ♦ Minor Action

Unarmed:

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

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.

Level 11: The target regains 2d6 additional hit points.

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 ☐

Longtooth Shifting

Encounter ♦ Minor Action

Unarmed:

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.

Level 11: Regeneration 4.

Unchained Beast: you end one effect you have that dazes or weakens you

Additional Effects

Longtooth Shifter Racial Power

Used ☐

Riddle of Steel

Encounter ♦ Minor Action

Personal

In your hands, weapon and warrior are united in spirit, as your mind empties of the battlefield's distractions.

Keyword: Martial

Requirement: You must be holding a melee weapon.

Effect: You can make a saving throw. Also, until the end of your next turn, you gain a power bonus to Fortitude, Reflex, and Will equal to the highest enhancement bonus of a melee weapon you are holding.

Prerequisite: Samurai

Additional Effects

Samurai Utility 10

Used ☐

Shield of Sacrifice

Daily ♦ Minor Action

Unarmed:

Close burst 5

Target: You or one ally in the 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 ☐

Words of Compassion

Daily ♦ Standard Action

Unarmed:

Close burst 5

Target: You or one ally in the burst

You write words that heal your ally with their inner warmth.

Keywords: Divine, Healing

Effect: The target regains hit points equal to his or her healing surge value. In addition, the target gains a +2 power bonus to saving throws until the end of his or her next turn.

Additional Effects

Rune priest Utility 6

Used ☐

Amulet of Protection +3

Neck Slot Item ♦ Level 11

Enhancement: +3 Fortitude, Reflex, and Will

Giantslayer Glaive +3

Weapon ♦ Level 12

Damage: 2d4

Proficiency Bonus: 2

Properties: Reach

Enhancement: +3 attack rolls and damage rolls

Critical: +1d8 damage per plus, or +1d12 damage per plus against Large or larger humanoids

Properties

You gain an item bonus to damage rolls against Large or larger humanoids. The bonus equals the weapon's enhancement bonus.

Utility Power ♦ Encounter (Immediate Interrupt)

Trigger: A giant tries to push you, stun you, or knock you prone.

Effect: You are immune to the push or the stun and do not fall prone.

Voran's Floating Lantern

Wondrous Item ♦ Level 3

Properties

This lantern never needs lighting or refilling. When you let go of the lantern, it continues to hang in the air where you leave it. If weight in excess of 1 pound is applied to the lantern, it falls to the ground.

Power ♦ (Minor Action)

While you hold the floating lantern or are adjacent to it, you can set its light to be bright (10-square radius), dim (5-square radius), or off.

Power ♦ (Move Action)

The last creature to hold the lantern can mentally command it to move up to 10 squares in any direction, but not more than 10 squares from it.

Ghoststride Boots (heroic tier)

Feet Slot Item ♦ Level 6

Properties

While you are running, you gain a +1 item bonus to AC and become insubstantial.

Escape Tattoo

Wondrous Item ♦ Level 3

Properties

When a nonminion enemy scores a critical hit against you and deals damage, you can teleport 3 squares as a free action.

Barbed Baldric (heroic tier)

Waist Slot Item ♦ Level 5

Properties

Enemies that are grabbing you take 1d8 damage at the start of your turn.

Bag of Holding

Wondrous Item ♦ Level 5

Properties

This bag can hold up to 200 pounds in weight or 20 cubic feet in volume, but it always weighs only 1 pound.

Drawing an item from the bag is a minor action.

Battle Standard of Might

Wondrous Item ♦ Level 4

Power (Zone) ♦ Encounter (Standard Action)

When you plant the battle standard in your space or an adjacent square, it creates a zone in a close burst 5. While within the zone, you and your allies gain a +1 power bonus on damage rolls. This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

Stag Helm (heroic tier)

Head Slot Item ♦ Level 5

Properties

Gain a +2 item bonus to passive Perception checks. Also, you can take a minor action during a round when you are surprised.

Spiked Jacket Earthhide...

Armor ♦ Level 13

Armor Bonus: 3

Check: -1

Special: +1 Fortitude

Enhancement: +3 AC

Power ♦ Daily (Standard Action)

Requirement: You must be grabbed.

Effect: You escape the grab, and the enemy that was grabbing you takes 1d6 damage per plus.