

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

12

Level

### Brook

Unaligned male Longtooth Shifter Rune Priest

25 Age   5'9" Height   165 lb. Weight   Medium Size   Bane Deity

32000

Total XP

39000

### Defenses

<b>28</b>	<b>28</b>	<b>24</b>	<b>28</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

<b>Max HP</b> (Bloodied 39 )	<b>78</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value	Surges/Day	
<b>19</b>	<b>7</b>	

Current Conditions:

### Combat Statistics and Senses

<b>Initiative</b>	<b>8</b>
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Conditional Modifiers:

<b>Speed</b>	<b>6</b>
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<b>Passive Insight</b>	<b>26</b>
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<b>Passive Perception</b>	<b>23</b>
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Special Senses: Low-light

### 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

<b>Saving Throw Mods</b>	<b>0</b>
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### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Giantslayer Glaive +3

<b>18</b>	<b>2d4+9</b>
Strength vs. AC	Damage

#### Ranged

<b>8</b>	<b>1d4+2</b>
Dexterity vs. AC	Damage

### Languages

Common, Giant



### Abilities

Ability	Score	Check
<b>STR</b> Strength	<b>22</b>	12
<b>CON</b> Constitution	<b>11</b>	6
<b>DEX</b> Dexterity	<b>14</b>	8
<b>INT</b> Intelligence	<b>9</b>	5
<b>WIS</b> Wisdom	<b>20</b>	11
<b>CHA</b> Charisma	<b>11</b>	6

### Skills

Skill	Ability	Score
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



Brook  
Character Name

Player Name

### Character Details

#### Background

#### Theme

#### Mannerisms and Appearance

#### Personality Traits

#### Adventuring Company

#### Companions and Allies

#### Session and Campaign Notes

Other Notes

### Equipment

#### Head

#### Neck

#### Arms

#### Hands

#### Rings

#### Rings

#### Off Hand

#### Main Hand

#### Waist

#### Armor

#### Tattoo

#### Ki Focus

#### Feet

### Other Equipment

Total Weight (lbs.)

74

Carrying Capacity (lbs.)

Treasure

Normal

Heavy

Max

# 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
	11	CON	0	Fort
Spd	14	DEX	2	28
6	9	INT	-1	Ref
Init	20	WIS	5	24
+8	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

## 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 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 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 (+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 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

## 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

## 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

## 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

## Taijutsu

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

## 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...)

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.