

DUNGEONS & DRAGONS

Character Sheet

Player Name / RPGA Number

2

Level

Darus

Unaligned Male Mul Psion

28

Medium

1000

Age Height Weight Size Deity

Total XP Next Level at: 3750

Defenses

14	14	14	16
AC	FORT	REF	WILL

Conditional Bonuses:

Hit Points

Max HP (Bloodied 16)	32	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/day	Surges Left
8	10	

Current Conditions:

Combat Statistics and Senses

Initiative	1
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Conditional Modifiers

Speed	6
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Special Movement

Passive Insight	14
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Passive Perception	19
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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.

Power Points 2

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
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Resistances

Current Conditions and Effects

Basic Attacks

Melee

Morningstar

3	1d10
Strength vs. AC	Damage

Ranged

Unarmed

1	1d4
Dexterity vs. AC	Damage

Language(s) known

Common, Dwarven

Portrait



Ability	Score	Check
STR Strength	10	1
CON Constitution	16	4
DEX Dexterity	10	1
INT Intelligence	17	4
WIS Wisdom	16	4
CHA Charisma	8	0

Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity		1
Arcana	Intelligence	✓	9
Athletics	Strength		1
Bluff	Charisma		0
Diplomacy	Charisma		0
Dungeoneering	Wisdom	✓	9
Endurance	Constitution	✓	11
Heal	Wisdom		4
History	Intelligence		4
Insight	Wisdom		4
Intimidate	Charisma		0
Nature	Wisdom		4
Perception	Wisdom	✓	9
Religion	Intelligence		4
Stealth	Dexterity		1
Streetwise	Charisma		2
Thievery	Dexterity		1

Darus

Player Name

Character Name



Racial Features

Born of Two Races

Select feats that have human or dwarf as prerequisites

Born of Two Races (Dwarf)

Can choose feats as if Dwarf

Mul Vitality

Increase number of healing surges by one

Tireless

You require 6 hours of sleep every 72 hours (instead of 24)

Incredible Toughness

Gain incredible toughness power

Endurance Bonus

Streetwise Bonus

Class/Other Features

Discipline Focus

Choose a discipline focus.

Telekinesis Focus

Psionic Augmentation

Gain augmentable at-wills instead of encounter powers.

Ritual Casting

Gain Ritual Caster as a bonus feat.

Feats

Ritual Caster

Master and perform rituals

Controlling Advantage

Add 1 square to forced movement if you have combat advantage

Brutish Disruption

Push target of disrupting advance extra squares



Player Name

Darus

Character Name

Character Details

Adventuring Company

Theme

Gladiator (Theme)

Background

Tyr - Freed Slave

Personality Traits

Companions and Allies

Mannerisms and Appearance

Session and Campaign Notes

Other Notes

Equipment

Head Slot

Neck Slot

Arm Slot

Hand Slot

Ring Slot

Ring Slot

Off Hand Slot

Main Hand

Waist Slot

Body Slot

Feet Slot

Tattoo Slot

Ki Slot

Other Equipment

Adventurer's Kit
Unseen Servant

Total Weight (lbs.)

45

Carrying Capacity (lbs.)

Coins and Other Wealth

24 Gold

Normal

Heavy

Max

Melee Basic Attack

At-Will ♦ Standard action

Morningstar: +3 vs. AC, 1d10 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

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard action

Unarmed: +1 vs. AC, 1d4 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 (+0) damage.

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

Additional Effects

Basic Attack

Disrupting Advance

Encounter ♦ Standard action

Morningstar: +6 vs. AC, 2d10+3 damage

Melee weapon **Target:** One creature

With an attack followed by a violent shove, your enemy flies backward. As it flails for balance, it loses its footing and stumbles into the creatures around it.

Keywords: Martial, Weapon

Attack: Primary ability vs. AC

Hit: 2[W] + ability modifier damage, and you push the target 2 squares. The target and each enemy adjacent to the target at the end of the push are slowed until the end of your next turn.

Brutish Disruption: When you hit a target with your disrupting advance, you push the target a number of squares equal to 2 + your Con modifier (+3), instead of 2 squares.

Additional Effects

Gladiator Feature

Used

Incredible Toughness

Encounter ♦ No Action

Personal

Through dogged determination and sheer physical hardiness, you shrug off an effect that would daunt a lesser person.

Trigger: You start your turn

Effect: You end any ongoing damage or any dazed, slowed, stunned, or weakened condition currently affecting you.

Additional Effects

Mul Racial Power

Used

Far Hand

Encounter ♦ Minor Action

Ranged 5

Target: One object that weighs 20 pounds or less and isn't carried by another creature

You lift an object into the air with the power of your mind.

Keyword: Psionic

Effect: You either move the target to a square within range or manipulate it. When you move the target with this power, you can cause the target to remain aloft until the end of your next turn. If you are holding the target when you use this power, you can put it into a container that's on your person and simultaneously move a second object that you're carrying to your hand. The second object then becomes the target if it weighs 20 pounds or less.

Sustain Minor: You either move the target to a square within range or manipulate it.

Additional Effects

Psion Feature

Used

Forceful Push

Encounter ♦ Free Action

Ranged 10

Target: One creature

With a focused thought, your mental push becomes physical force, moving a creature in the direction you choose.

Keyword: Psionic

Effect: You slide the target 1 square, but not into hindering terrain.

Additional Effects

Psion Feature

Used

Kinetic Trawl

At-Will ♦ Standard action

Unarmed: +4 vs. Reflex, 1d8+3 damage

Ranged 10 **Target:** One creature

You catch your foe in a net of constricting force and draw the foe toward you.

Keywords: Augmentable, Force, Implement, Psionic

Attack: Intelligence vs. Reflex

Hit: 1d8 + Int modifier (+3) force damage, and you pull the target 1 square.

Special: You can use this power unaugmented as a ranged basic attack.

Augment 1

Hit: 1d10 + Int modifier (+3) force damage, and you pull the target a number of squares equal to your Wis modifier (+3).

Augment 2

Hit: 2d10 + Int modifier (+3) force damage, and you pull the target a number of squares equal to your Wis modifier (+3).

Additional Effects

Psion Attack 1

Force Punch

At-Will ♦ Standard action

Unarmed: +4 vs. Fortitude, 1d8+3 damage

Melee 1 **Target:** One creature

You punch your foe telekinetically, pushing it and its allies away from you.

Keywords: Augmentable, Force, Implement, Psionic

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Int modifier (+3) force damage, and you push the target and each enemy adjacent to you 1 square.

Augment 1

Hit: As above, but you push the target a number of squares equal to your Wis modifier (+3).

Augment 2

Hit: 1d8 + Int modifier (+3) + Wis modifier (+3) force damage, and you knock the target prone. In addition, you push the target and each enemy adjacent to you 1 square.

Additional Effects

Psion Attack 1

Living Missile

Daily ♦ Standard action

Unarmed: +4 vs. , damage

Ranged 10

You bind an enemy with a thought, then hurl it into another foe.

Keywords: Implement, Psionic

Primary Target: One creature

Primary Attack: Intelligence vs. Fortitude

Hit: The target is immobilized (save ends).

Miss: The target is slowed (save ends).

Effect: While the target is immobilized or slowed by this power, you can use the Living Missile Attack power once per round.

Additional Effects

Psion Attack 1

Used

Living Missile Attack

Daily ♦ Minor Action

Unarmed: +4 vs. , 2d6+3 damage

Ranged 10

Keywords: Implement, Psionic

Requirement: The power Living Missile must be active in order to use this power. This power may be used once per round.

Effect: Before the secondary attack, you slide the primary target 10 squares.

Secondary Target: One creature adjacent to the primary target at any point during the slide

Secondary Attack: Intelligence vs. Reflex

Hit: 2d6 + Int modifier (+3) damage, and the secondary target falls prone. The primary target takes half damage and falls prone.

Miss: Half damage, and the primary target falls prone.

Additional Effects

Used

Telekinetic Lift

Daily ♦ Standard action

Ranged 10

Target: One ally, helpless enemy, or object that weighs 400 pounds or less and isn't carried by another creature

You lift a creature or an object into the air with the power of your mind and can hold it there or move it as you wish.

Keyword: Psionic

Effect: You slide the target 3 squares in any direction, even into the air. The target remains aloft and is immobilized until the end of your next turn. You can end this effect as a free action, and it ends if you end your turn out of range of the target. If the target is a creature, it can end the effect as a minor action.

Sustain Minor: The target remains aloft and is immobilized until the end of your next turn, and you can slide the target 3 squares in any direction. Alternatively, you can drop the target and then use the power on a new target.

Additional Effects

Used

Psion Utility 2

Mental Tools

At-Will ♦ Minor Action

Personal

From thought, you create matter, equipping yourself with the simple tools you need.

Keyword: Psionic

Effect: You create a simple tool you can hold in one hand. The object appears in your hand or at your feet. You cannot use the object to attack or hinder another creature. The object lasts until the end of the encounter or until you use this power again.

Additional Effects

Used Wild Talent Cantrip