

# DUNGEONS & DRAGONS

## Character Sheet

Player Name / RPGA Number

2

Level

Darus

Unaligned Male Mul Psion

28

Age

Height

Weight

Medium

Size

Deity

1000

Total XP Next Level at: 3750

### Defenses

<b>14</b>	<b>14</b>	<b>14</b>	<b>16</b>
AC	FORT	REF	WILL

Conditional Bonuses:

### Hit Points

**Max HP**  
(Bloodied 16) **32**

Temp HP

Current Hit Points

### Healing Surges

Surge Value Surges/day

8

10

Surges Left

Current Conditions:

### Combat Statistics and Senses

**Initiative**

1

Conditional Modifiers

**Speed**

6

Special Movement

**Passive Insight**

14

**Passive Perception**

19

Special Senses  
Normal

### Action Points

Action Points Milestones Action Points

	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

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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**Saving Throw Mods** 0

### Resistances

### Current Conditions and Effects

### Basic Attacks

#### Melee

Morningstar

3

Strength vs. AC

1d10

Damage

#### Ranged

Unarmed

1

Dexterity vs. AC

1d4

Damage

### Language(s) known

Common, Dwarven

### Portrait



Ability	Score	Check
<b>STR</b> Strength	10	1
<b>CON</b> Constitution	16	4
<b>DEX</b> Dexterity	10	1
<b>INT</b> Intelligence	17	4
<b>WIS</b> Wisdom	16	4
<b>CHA</b> 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 \_\_\_\_\_ Character Name Darus

## 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

Cloth Armor (Basic Clothing)

Tattoo Slot

Feet Slot

Ki Slot

Other Equipment

Adventurer's Kit  
Unseen Servant

Total Weight (lbs.)

45

Carrying  
Capacity (lbs.)

Normal

Heavy

Max

Coins and Other Wealth  
24 Gold



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 ☐

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

Wild Talent Cantrip