

DUNGEONS & DRAGONS

Character Sheet

Player Name /RPGA Number

1

Level

Dorn

Lawful Good male Half-Orc Monk

23

Age

6'0"

Height

200 lbs.

Weight

Medium

Size

Deity

0

Total XP Next Level at: 1000

Defenses

17
AC

13
FORT

16
REF

12
WILL

Conditional Bonuses:

Hit Points

Max HP
(Bloodied 12) **24**

Temp HP

Current Hit Points

Healing Surges

Surge Value Surges/day

6

8

Surges Left

Current Conditions:

Combat Statistics and Senses

Initiative

5

Conditional Modifiers:

Speed

6

Special Movement: +2 Speed when charging

Passive Insight

10

Passive Perception

15

Special Senses: Low-light

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.

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

Current Conditions and Effects

Basic Attacks

Melee

Ki Focused Monk Unarmed Strike

5

Strength vs. AC

1d8+2

Damage

Ranged

Unarmed

5

Dexterity vs. AC

1d4+5

Damage

Languages

Common, Giant

Portrait



Abilities

Ability	Score	Check
STR Strength	14	2
CON Constitution	12	1
DEX Dexterity	20	5
INT Intelligence	10	0
WIS Wisdom	11	0
CHA Charisma	8	-1

Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity	✓	10
Arcana	Intelligence		0
Athletics	Strength	✓	7
Bluff	Charisma		-1
Diplomacy	Charisma		-1
Dungeoneering	Wisdom		0
Endurance	Constitution	✓	8
Heal	Wisdom		0
History	Intelligence		0
Insight	Wisdom		0
Intimidate	Charisma		1
Nature	Wisdom		0
Perception	Wisdom	✓	5
Religion	Intelligence		0
Stealth	Dexterity		5
Streetwise	Charisma		-1
Thievery	Dexterity		5

Dorn



Player Name

Character Name

Racial Features

Furious Assault

Have the furious assault power

Half-Orc Resilience

Gain 5 temporary hp (10 at 11th, 15 at 21st) the first time you're bloodied during an encounter

Swift Charge

+2 bonus to speed when charging

Endurance Bonus

Intimidate Bonus

Class/Other Features

Monastic Tradition

Choose a Flurry of Blows and become more resilient

Stone Fist

Gain Stone Fist Flurry of Blows and Mental Bastion.

Unarmed Combatant

Gain Monk Unarmed Strike +3 attack, 1d8 damage

Unarmored Defense

+2 AC in cloth or no armor

Feats

Crashing Tempest Style

+2 to Flurry of Blows damage when wielding club

Dorn

Player Name

Character Name



Character Details

Mannerisms and Appearance

Gruff looking, small tusks protruding from his mouth. Human looking otherwise. Messy black hair. Somewhat olive looking skin. Speaks with very few words, rarely ever cracks a smile.

Personality Traits

Stoic, reserved, calm.

Theme

Background

Birth - Among Another Race

Adventuring Company

Companions and Allies

Session and Campaign Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Waist

Armor

Cloth Armor (Basic Clothing)

Tattoo

Feet

Ki Focus

Ki Focus

Other Equipment

1 Monk Unarmed Strike
1 Adventurer's Kit
1 Club

Total Weight (lbs.)

41

Carrying Capacity (lbs.)

Normal 140

Heavy 280

Max 700

Coins and Other Wealth
83 Gold

Other Notes

Dorn

Level 1 Half-Orc Monk

HP	SCORE	ABILITY	MOD	AC
24	14	STR	2	17
Spd	12	CON	1	Fort
6	20	DEX	5	13
Init	10	INT	0	Ref
+5	11	WIS	0	16
	8	CHA	-1	Will
				12
	10	Passive Insight		
	15	Passive Perception		

Player Name:

Skills

Acrobatics	Dexterity	•	10
Arcana	Intelligence		0
Athletics	Strength	•	7
Bluff	Charisma		-1
Diplomacy	Charisma		-1
Dungeoneering	Wisdom		0
Endurance	Constitution	•	8
Heal	Wisdom		0
History	Intelligence		0
Insight	Wisdom		0
Intimidate	Charisma		1
Nature	Wisdom		0
Perception	Wisdom	•	5
Religion	Intelligence		0
Stealth	Dexterity		5
Streetwise	Charisma		-1
Thievery	Dexterity		5

• indicates a trained skill.

Action Point

Base action points: 1



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

Ki Focused Monk Unarmed Strike: +5 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 (+2) damage.

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

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +5 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

Basic Attack

Crane's Wings

At-Will ♦ Standard Action

Ki Focus: +5 vs. Fortitude, 1d10+5 damage

Melee touch **Target:** One creature

You leap across the battlefield and kick your foe, sending it staggering backward.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Fortitude

Hit: 1d10 + Dex modifier (+5) damage, and you push the target 1 square.

Additional Effects

Monk Attack 1

Dragon's Tail

At-Will ♦ Standard Action

Ki Focus: +5 vs. Fortitude, 1d6+5 damage

Melee touch **Target:** One creature

Your hand lashes out like a dragon's tail, and with the lightest touch unleashes power that knocks your foe to the ground.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Fortitude

Hit: 1d6 + Dex modifier (+5) damage, and you knock the target prone.

Additional Effects

Monk Attack 1

Awaken the Slumbering Hurt

Encounter ♦ Standard Action

Ki Focus: +5 vs. Fortitude, 2d8+5 damage

Melee touch **Target:** One creature

Your foes' wounds allow you to dodge at just the right angles to foil the enemies' attacks. When you attack, you focus on a single enemy's injuries and find the perfect place to strike.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Fortitude

Hit: 2d8 + Dex modifier (+5) damage. If the target is bloodied, it takes extra damage from both this attack and your next attack against it before the end of your next turn. The extra damage equals your Str modifier (+2).

Additional Effects

Monk Attack 1

Used ☐

Spinning Leopard...

Daily ♦ Standard Action

Ki Focus: +5 vs. Reflex, 2d6+5 damage

Melee 1

Maintaining perfect balance, you weave a deadly path through the fray, dealing kicks and punches to each foe you pass.

Keywords: Implement, Psionic

Effect: You shift your speed and can make the following attack once against each enemy that you move adjacent to during the shift.

Target: One enemy

Attack: Dexterity vs. Reflex

Hit: 2d6 + Dex modifier (+5) damage.

Miss: Half damage.

Additional Effects

Monk Attack 1

Used ☐

Crane's Wings...

At-Will ♦ Move Action

Personal

You leap across the battlefield and kick your foe, sending it staggering backward.

Keywords: Full Discipline, Psionic

Effect: You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start, and the distance of the jump isn't limited by your speed.

Additional Effects

Dragon's Tail...

At-Will ♦ Move Action

Melee 1

Target: One ally or one prone enemy

Your hand lashes out like a dragon's tail, and with the lightest touch unleashes power that knocks your foe to the ground.

Keywords: Full Discipline, Psionic

Effect: You swap places with the target.

Additional Effects

Stone Fist Flurry of...

At-Will ♦ Free Action

Melee 1

Target: One creature

Level 11: One or two creatures

Level 21: Each enemy adjacent to you

You lash out at another enemy after your first attack, a casual reminder of your great strength.

Keyword: Psionic

Trigger: You hit with an attack during your turn

Effect: The target takes damage equal to 3 + your Str modifier (+2). If the target wasn't targeted by the triggering attack, the damage increases by 2 (4 at 11th level and 6 at 21st level).

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

Additional Effects

Monk Feature

Awaken the Slumbering...

Encounter ♦ Move Action

Personal

Your foes' wounds allow you to dodge at just the right angles to foil the enemies' attacks. When you attack, you focus on a single enemy's injuries and find the perfect place to strike.

Keywords: Full Discipline, Psionic

Effect: You move your speed. During this movement, bloodied enemies can't attack you with opportunity actions or immediate actions.

Additional Effects

Used ☐

Furious Assault

Encounter ♦ Free Action

Personal

Your monstrous wrath burns inside you, giving strength to your attack.

Trigger: You hit an enemy with an attack.

Effect: The attack deals 1[W] extra damage if it's a weapon attack or 1d8 extra damage if it is not a weapon attack.

Additional Effects

Half-Orc Racial Power Used ☐