

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Level

Kai Tohimon
Unaligned male Human Hybrid

17 Age 5' 6" Height 135 lb. Weight Medium Size Deity

Total XP 1000

Defenses

16	13	15	14
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied 12) 24	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day	
6	7	

Current Conditions:

Combat Statistics and Senses

Initiative	4
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Conditional Modifiers:

Speed	6
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Passive Insight	12
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Passive Perception	17
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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

Saving Throw Mods

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Dagger

<input type="text" value="3"/>	<input type="text" value="1d4"/>
Strength vs. AC	Damage

Ranged

Longbow

<input type="text" value="6"/>	<input type="text" value="1d10+4"/>
Dexterity vs. AC	Damage

Languages

Common, Elven



Abilities

Ability	Score	Check
STR Strength	<input type="text" value="10"/>	<input type="text" value="0"/>
CON Constitution	<input type="text" value="12"/>	<input type="text" value="1"/>
DEX Dexterity	<input type="text" value="18"/>	<input type="text" value="4"/>
INT Intelligence	<input type="text" value="11"/>	<input type="text" value="0"/>
WIS Wisdom	<input type="text" value="15"/>	<input type="text" value="2"/>
CHA Charisma	<input type="text" value="11"/>	<input type="text" value="0"/>

Skills

Acrobatics	Dexterity	<input checked="" type="checkbox"/>	<input type="text" value="9"/>
Arcana	Intelligence		<input type="text" value="0"/>
Athletics	Strength	<input checked="" type="checkbox"/>	<input type="text" value="5"/>
Bluff	Charisma		<input type="text" value="0"/>
Diplomacy	Charisma		<input type="text" value="0"/>
Dungeoneering	Wisdom		<input type="text" value="2"/>
Endurance	Constitution	<input checked="" type="checkbox"/>	<input type="text" value="8"/>
Heal	Wisdom		<input type="text" value="2"/>
History	Intelligence		<input type="text" value="0"/>
Insight	Wisdom		<input type="text" value="2"/>
Intimidate	Charisma		<input type="text" value="0"/>
Nature	Wisdom	<input checked="" type="checkbox"/>	<input type="text" value="7"/>
Perception	Wisdom	<input checked="" type="checkbox"/>	<input type="text" value="7"/>
Religion	Intelligence		<input type="text" value="0"/>
Stealth	Dexterity		<input type="text" value="4"/>
Streetwise	Charisma		<input type="text" value="0"/>
Thievery	Dexterity		<input type="text" value="4"/>



Kai Tohimon

Player Name

Character Name

Character Details

Background

Tablelands - Herder

Theme

Wasteland Nomad

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

Longbow

Waist

Armor

Cloth Armor (Basic Clothing)

Tattoo

Ki Focus

Feet

Other Equipment

- Arrows (60)
- Backpack (empty)
- Flint and Steel
- Belt Pouch (empty)
- Waterskin
- Survival Day (2)
- Dagger
- Distillation Kit

Total Weight (lbs.)

56

Carrying Capacity (lbs.)

Treasure

1 gp
0 gp banked

Normal

100

Heavy

200

Max

500

Kai Tohimon



Player Name

Character Name

Racial Features

Bonus At-Will Power

Know one extra 1st-level attack power from your class.

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Class/Other Features

Centered Breath (Hybrid)

Gain Centered Flurry of Blows

Hunter's Quarry (Hybrid)

When using ranger powers, deal bonus damage to your quarry.

Hybrid Monk Will

Hybrid Ranger Fortitude

Monastic Tradition (Hybrid)

Gain flurry of blows power from a monastic tradition

Unarmored Defense

+2 AC in cloth or no armor

Feats

Hybrid Talent

Gain a hybrid talent option for one of your hybrid class entries

Twilight Training

Gain low-light vision

Kai Tohimon

Level 1 Human Monk/Ranger

	SCORE	ABILITY	MOD	
HP	10	STR	0	AC
24				16
Spd	12	CON	1	Fort
6				13
Init	18	DEX	4	Ref
+4				15
	11	INT	0	Will
				14
	15	WIS	2	
	11	CHA	0	

12 Passive Insight

17 Passive Perception

Skills

Acrobatics	Dexterity	•	9
Arcana	Intelligence		0
Athletics	Strength	•	5
Bluff	Charisma		0
Diplomacy	Charisma		0
Dungeoneering	Wisdom		2
Endurance	Constitution	•	8
Heal	Wisdom		2
History	Intelligence		0
Insight	Wisdom		2
Intimidate	Charisma		0
Nature	Wisdom	•	7
Perception	Wisdom	•	7
Religion	Intelligence		0
Stealth	Dexterity		4
Streetwise	Charisma		0
Thievery	Dexterity		4

• 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

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Dagger: +3 vs. AC, 1d4 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

Longbow: +6 vs. AC, 1d10+4 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 (+4) damage.

Level 21: 2[W] + Dex modifier (+4) damage.

Additional Effects

Basic Attack

Crane's Wings

At-Will ♦ Standard Action

Longbow: +4 vs. Fortitude, 1d10+4 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 (+4) damage, and you push the target 1 square.

Additional Effects

Monk Attack 1

Dancing Cobra

At-Will ♦ Standard Action

Longbow: +4 vs. Reflex, 1d10+4 damage

Melee touch **Target:** One creature

You dodge and weave like a cobra, confounding your enemy and turning its attacks back against it.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Reflex

Hit: 1d10 + Dex modifier (+4) damage. If the target has made an opportunity attack against you during this turn, the target takes extra damage equal to your Wis modifier (+2).

Additional Effects

Monk Attack 1

Twin Strike

At-Will ♦ Standard Action

Longbow: +6 vs. AC, 1d10+0 damage

Melee or Ranged **Targets:** One or two weapons

If the first attack doesn't kill it, the second one might.

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons or a ranged weapon.

Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks

Hit: 1[W] damage per attack.

Additional Effects

+1d6 to damage once per round (Hunter's Quarry)

Ranger Attack 1

Two-Fanged Strike

Encounter ♦ Standard Action

Longbow: +6 vs. AC, 1d10+4 damage

Melee or Ranged **Target:** One weapon

You sink two arrows or both of your blades into the flesh of your enemy, causing it to howl in pain.

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons or a ranged weapon.

Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks

Hit: 1[W] + Str modifier (+0) damage (melee) or 1[W] + Dex modifier (+4) damage (ranged) per attack. If both attacks hit, you deal extra damage equal to your Wis modifier (+2).

Additional Effects

+1d6 to damage once per round (Hunter's Quarry)

Ranger Attack 1

Used

Spinning Leopard...

Daily ♦ Standard Action

Longbow: +4 vs. Reflex, 2d6+4 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 (+4) damage.

Miss: Half damage.

Additional Effects

Monk Attack 1

Used

Centered Flurry of...

At-Will ♦ No Action

Melee 1

Target:

One creature
Level 11: One or two creatures
Level 21: Each enemy adjacent to you

Your fists become a blur as you follow up your initial attack with another, shifting your foes' positions to your advantage.

Keyword: Psionic

Trigger: You hit with an attack during your turn

Effect: The target takes damage equal to 2 + your Wis modifier (+2), and you slide it 1 square to a square adjacent to you, or 1 square in any direction if the target wasn't targeted by the triggering attack.

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

Additional Effects

Monk Feature

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

Dancing Cobra...

At-Will ♦ Move Action

Personal

You dodge and weave like a cobra, confounding your enemy and turning its attacks back against it.

Keywords: Full Discipline, Psionic

Effect: You move your speed +2.

Additional Effects

Hunter's Quarry

At-Will ♦ Minor Action

Effect: You can designate the nearest enemy to you that you can see as your quarry. Once per round, when you hit your quarry with an attack, the attack deals extra damage based on your level. If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled. If you have dealt Hunter's Quarry damage since the start of your turn, you cannot deal it again until the start of your next turn.

The hunter's quarry effect remains active until the end of the encounter, until the quarry is defeated, or until you designate a different target as your quarry.

You can designate one enemy as your quarry at a time.

Level Hunter's Quarry Extra Damage

1st-10th	+1d6
11th-20th	+2d6
21st-30th	+3d6

Additional Effects

Hunter's Quarry Power

Wasteland Fury

Encounter ♦ Standard Action

Longbow: +6 vs. AC, 1d10+4 damage

Melee or Ranged
weapon

Target: One creature

You catch the merciless sun's cruel radiance in your weapon and redirect it to dazzle your foe, covering your movement.

Keywords: Primal, Weapon

Effect: If you use this power while you are not adjacent to any of your allies, you can shift 1 square before or after the attack.

Attack: Primary ability vs. AC

Hit: 1[W] + ability modifier damage. If you have combat advantage against the target, you deal extra damage equal to your primary ability modifier.

Additional Effects

Wasteland Nomad Feature

Used