

# Character Sheet

Smoke 12 Page 1 Blue

*List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.*

Bull Rush Attack
Grab Attack
Opportunity Attack
Word of Exchange
Word of Binding

Second Wind	<input type="checkbox"/>
Longtooth Shifting	<input type="checkbox"/>
Rune of Mending	<input type="checkbox"/> <input type="checkbox"/>
Executioner's Call	<input type="checkbox"/>
Flames of Purity	<input type="checkbox"/>
Symbol of Cowardice	<input type="checkbox"/>
Divine Tilt	<input type="checkbox"/>

Rune of the Undeniable Dawn	<input type="checkbox"/>
Cage of Light	<input type="checkbox"/>
Healer's Mercy	<input type="checkbox"/>
Words of Reflected Karma	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

Second Wind	<input type="checkbox"/>
Shield of Sacrifice	<input type="checkbox"/>
Mighty Sprint	<input type="checkbox"/>
Protective Scroll	<input type="checkbox"/>
Word of Vigor	<input type="checkbox"/>
Luckbolt	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

Money on hand: 218 gp  
Stored money: 0 gp  
Encumbrance: 155 / 210

*List your powers below.*  
*Check the box when the power is used.*  
*Clear the box when the power renews.*

WEAPON	<input type="checkbox"/>	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>	<input type="checkbox"/>
ARMS	<input type="checkbox"/>	<input type="checkbox"/>
FEET	<input type="checkbox"/>	<input type="checkbox"/>
HANDS	<input type="checkbox"/>	<input type="checkbox"/>
HEAD	<input type="checkbox"/>	<input type="checkbox"/>
NECK	<input type="checkbox"/>	<input type="checkbox"/>
RING	<input type="checkbox"/>	<input type="checkbox"/>
RING	<input type="checkbox"/>	<input type="checkbox"/>
WAIST	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
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	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
Daily Item Powers Per Day		
Heroic (1-10)	<input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>

Generally affable, though somewhat guarded around unknown people. Open to wonder. Follows hunches and his intuition. Doesn't make a big deal of his education. Never still unless focused, always active. Unconfrtable and anxious in cities and other urban environments. Has travelled a lot by himself and carries himself with the confidence that he can overcome obstacles and be self-reliant, though not particularly introverted. Makes a big deal of trust.

Easy of smile and laugh, Smoke is generally intense but jovial though occasionally distracted in manner. His bright slitted eyes can sparkle or look miles beyond whatever he is staring at. He's covered with fine, short fur, dark but going grey in patches. His similarly-colored mane is longer and usually braided tight to allow him to wear his helmet. He only is still when concentrating intensely on something, usually he's pacing or drumming lightly or moving in some other way.

**Geography - Forest**  
You were raised in a wooded region, such as a forest or a jungle. Did you survive by foraging, or were you and your family hunters? Do you feel at one with the forest, or is it merely a source of food to be harvested?

Your nomadic life has taken you on countless strange trails. You are familiar with regions of the world, the Feywild, and the Shadowfell. What path was usual for your clan? Which regions did you spend the most time in? Do you have favorable connections in some of these places? Enemies? What secrets do you know that might lead to adventure?

The rich history and great treasures of lost civilizations attracted your attention and your effort. How did you spend the treasure from your big finds?

Scale Armor
Adventurer's Kit
Javelin (2)
Climber's Kit
Drum
Grappling Hook
Light Shield (E)
Riding Horse
"Triple-Headed rune Flail" (E)
"Lacquered wooden runescapes" (E)
Holy Symbol



Going for Luckbringer  
 Refluffing Bastard sword as 3-headed flail for Luckbringer  
 Because needed cleric MC feat, no longer has battle  
 awareness (so not going for wary fighter)

- Beasthide Shifting - Resist 2 during shifting
- Luck of the Gods - on nat 20 for attack, skill or save, remove all effect a save can end
- Vexing Flanker - you flank, foe grants CA to allies
- Unfailing courage - spend AP, can spend surge

Heavy shield Prof - (+1 more to AC & reflex, -2 armor check penalty)  
Ancient Lore of the Dawn War - +2 feat history/religion;  
Supernal

Battlewise - Wis for Dex to Init  
 -Duty's Virtue - +2 init; 1/rd use Aid Defense as minor on bloodied ally (but don't seem to have a lot of extra minor actions)  
 Last Legion Officer - when power enable ally heal, all also shift 1 as free or take +2 AC/Ref until start of their next turn

Disciple of Light - allies within 5 gain 3/5/8 THP when spend surge when bloodied. (Fun with Protective Scroll?)

Death Surge 3  
 Immed Reaction (+) when creature in 3 drops to 0, foe  
 close burst 3 (++),  
 was first implement (-), d8+4 psychic, effect: you and each  
 ally +2 power bonus attack  
 until EMNT (may not be long) & 5 temp HP (++)  
 Hymn of Resurgence 3  
 Mighty Hew 1  
 Resurgent Sun 3  
 Ringing Blow 1

CHARACTER NAME  
Smoke 12

PLAYER NAME  
Blue

RACE Longtooth ShifterCLASS Rune PriestLEVEL 12

SCORE ABILITY MOD

HP80

AC27

STR+5

CON+1

DEX-1

INT+1

WIS+5

CHA+0

Spd6

Fort25

Ref22

Will27

Init+5

Passive Insight26

Passive Perception23

PLAY DATA

Skills

4 AcrobaticsDEX

7 ArcanaINT

17 AthleticsSTR (Trained)

6 BluffCHA

6 DiplomacyCHA

11 DungeoneeringWIS

8 EnduranceCON

16 HealWIS (Trained)

12 HistoryINT (Trained)

16 InsightWIS (Trained)

6 IntimidateCHA

11 NatureWIS

13 PerceptionWIS

12 ReligionINT (Trained)

4 StealthDEX

6 StreetwiseCHA

4 ThieveryDEX

ADDITIONAL EFFECTS

PLAY DATA

Second Wind

KEYWORDS

USED

Standard

ACTION

AT-WILL

ENCOUNTER

DAILY

Personal

RANGE

Effect: You spend a healing surge and regain 20 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

UTILITY POWER

Word of Exchange

KEYWORDS

USED

Divine, Runic, Weapon

Standard

ACTION

Melee weapon

RANGE

19

vs

AC

DEFENSE

TARGET

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier (+5) 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 Wisdom modifier (+5), and the ally gains temporary hit points equal to your Wisdom 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 Wisdom modifier (+5). The bonus lasts until the end of your next turn.

"Triple-Headed rune Flail": +19 attack, 1d10+8 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH3

AT-WILL POWER

Word of Binding

KEYWORDS

USED

Divine, Runic, Weapon

Standard

ACTION

Melee weapon

RANGE

19

vs

AC

DEFENSE

TARGET

Attack: Strength vs. AC

Hit: Strength modifier (+5) 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 Wisdom modifier (+5).

Rune of Protection: One ally adjacent to either you or the target gains a power bonus to AC equal to your Wisdom modifier (+5) until the end of your next turn.

"Triple-Headed rune Flail": +19 attack, 5 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH3

AT-WILL POWER

Longtooth Shifting

KEYWORDS

USED

Healing

Minor

ACTION

Personal

RANGE

vs

DEFENSE

TARGET

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.

Level 21: Regeneration 6.

Unarmed: +9 attack

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH2

Racial Power

ENCOUNTER POWER

Rune of Mending

KEYWORDS

USED

Divine, Healing, Runic

Minor

ACTION

Close burst 5 (10 at 11th level, 15 at 21st level)

RANGE

vs

DEFENSE

TARGET

Effect: The target can spend a healing surge.

Level 6: The target regains 1d6 additional hit points.

Level 11: The target regains 2d6 additional hit points.

Level 16: The target regains 3d6 additional hit points.

Level 21: The target regains 4d6 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.

Unarmed: +9 attack

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH3

ENCOUNTER POWER

Executioner's Call

KEYWORDS

USED

Divine, Runic, Weapon

Standard

ACTION

Melee weapon

RANGE

19

vs

AC

DEFENSE

TARGET

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier (+5) damage. Your allies gain a +2 bonus to damage rolls against the target until the end of your next turn.

Rune of Destruction: One ally within 5 squares of you gains a +4 power bonus to the next attack roll he or she makes against the target before the start of your next turn.

Rune of Protection: The target takes a -2 penalty to attack rolls until the end of your next turn.

"Triple-Headed rune Flail": +19 attack, 1d10+8 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH3

ENCOUNTER POWER



Flames of Purity

KEYWORDS

Divine, Fire, Healing, Runic, Weapon

USED

Standard

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✎

Close blast 3

RANGE

ACTION

3

vs

AC

DEFENSE

TARGET

19

vs

AC

DEFENSE

TARGET

Attack:

Strength vs. AC

Hit:

1[W] + Strength modifier (+5) 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.

"Triple-Headed rune Flail": +19 attack, 1d10+8 damage

ADDITIONAL EFFECTS

CLASS

Runepriest

LEVEL

1

BOOK

PH3

ENCOUNTER POWER

DUNGEONS & DRAGONS

Symbol of Cowardice

KEYWORDS

Divine, Fear, Runic, Weapon

USED

Standard

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Melee weapon

RANGE

ACTION

5

vs

Will

DEFENSE

TARGET

19

vs

Will

DEFENSE

TARGET

Attack:

Strength vs. Will

Hit:

2[W] + Strength modifier (+5) damage.

Rune of Destruction:

Until the end of your next turn, each ally who ends his or her turn adjacent to the target can push the target 1 square as a free action.

Rune of Protection:

Until the end of your next turn, the target takes a penalty to attack rolls equal to your Wisdom modifier (+5) + the number of your allies adjacent to it.

"Triple-Headed rune Flail": +19 attack, 2d10+8 damage

ADDITIONAL EFFECTS

CLASS

Runepriest

LEVEL

7

BOOK

PH3

ENCOUNTER POWER

DUNGEONS & DRAGONS

Divine Tilt

KEYWORDS

Divine, Implement

USED

Standard

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Close burst 5

RANGE

ACTION

5

vs

Will

DEFENSE

TARGET

16

vs

Will

DEFENSE

TARGET

Effect:

All allies within the burst gain a +5 power bonus to all defenses until the end of your next turn.

Secondary Target:

Each enemy in burst.

Attack:

Wisdom vs. Will

Hit:

All enemies in the burst take a -5 penalty to all defenses until the end of your next turn.

"Triple-Headed rune Flail": +16 attack

ADDITIONAL EFFECTS

CLASS

Luckbringer of Tymora

LEVEL

11

BOOK

Dragon 365

ENCOUNTER POWER

DUNGEONS & DRAGONS

Runes of the Undeniable Dawn

KEYWORDS

Divine, Radiant, Weapon, Zone

USED

Standard

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✎

Close burst 3

RANGE

ACTION

3

vs

AC

DEFENSE

TARGET

19

vs

AC

DEFENSE

TARGET

Attack:

Strength vs. AC

Hit:

1[W] + Strength modifier (+5) 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.

"Triple-Headed rune Flail": +19 attack, 1d10+8 damage

ADDITIONAL EFFECTS

CLASS

Runepriest

LEVEL

1

BOOK

PH3

DAILY POWER

DUNGEONS & DRAGONS

Cage of Light

KEYWORDS

Divine, Radiant, Weapon, Zone

USED

Standard

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✎

Close blast 3

RANGE

ACTION

3

vs

Will

DEFENSE

TARGET

19

vs

Will

DEFENSE

TARGET

Attack:

Strength vs. Will

Hit:

2[W] + Strength modifier (+5) radiant damage.

Miss:

Half damage.

Effect:

The blast creates a zone that lasts until the end of your next turn. Leaving the zone costs enemies 2 extra squares of movement. Any enemy that attacks an ally who is within the zone grants combat advantage (save ends).

Sustain Minor:

The zone persists.

"Triple-Headed rune Flail": +19 attack, 2d10+8 damage

ADDITIONAL EFFECTS

CLASS

Runepriest

LEVEL

5

BOOK

PH3

DAILY POWER

DUNGEONS & DRAGONS

Healer's Mercy

KEYWORDS

Divine, Healing

USED

Standard

↑

✎

Close burst 5

RANGE

ACTION

5

vs

DEFENSE

TARGET

19

vs

DEFENSE

TARGET

Channel Divinity:

You can use only one channel divinity power per encounter

Effect:

Each target can spend a healing surge. You are weakened until the end of your next turn.

Unarmed: +9 attack

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

BOOK

DP

DAILY POWER

DUNGEONS & DRAGONS

Words of Reflected Karma

KEYWORDS

Divine, Lightning, Weapon

USED

Standard

↑

✎

Close blast 3

RANGE

ACTION

3

vs

Will

DEFENSE

TARGET

19

vs

Will

DEFENSE

TARGET

Attack:

Strength vs. Will

Hit:

2[W] + Strength modifier (+5) damage.

Miss:

Half damage.

Effect:

The target takes 5 lightning damage whenever it uses an attack power (save ends).

"Triple-Headed rune Flail": +19 attack, 2d10+8 damage

ADDITIONAL EFFECTS

CLASS

Runepriest

LEVEL

9

BOOK

Dragon 404

DAILY POWER

DUNGEONS & DRAGONS

Shield of Sacrifice

KEYWORDS

Divine, Healing

USED

Minor

↑

✎

Close burst 5

RANGE

ACTION

5

vs

ENCOUNTER

DAILY

At-Will

ENCOUNTER

DAILY

Target:

You or one ally in burst

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.

Unarmed: +9 attack

ADDITIONAL EFFECTS

CLASS

Runepriest

LEVEL

2

BOOK

PH3

UTILITY POWER

DUNGEONS & DRAGONS

Mighty Sprint

KEYWORDS

USED

Move

⬆️

⬅️

⬆️

⬅️

Personal

RANGE

AT-WILL

ENCOUNTER

DAILY

**Effect:** You move your speed + 4. During this movement, you ignore difficult terrain and gain a +5 power bonus to Athletics checks you make as part of the move.

**Prerequisite:** You must be trained in Athletics.

ADDITIONAL EFFECTS

CLASS

Athletics

LEVEL

6

BOOK

PH3

UTILITY POWER

Protective Scroll

KEYWORDS

USED

Minor

⬆️

⬅️

⬆️

⬅️

Personal

RANGE

AT-WILL

ENCOUNTER

DAILY

**Effect:** You spend a healing surge but regain no hit points. Instead, you create a palm-sized protective scroll that lasts until it is expended or until the end of your next extended rest. A creature carrying the scroll can use a minor action to expend the scroll and regain hit points equal to your healing surge value. The creature also gains a +5 power bonus to all defenses until the end of its next turn.

Unarmed: +9 attack

ADDITIONAL EFFECTS

CLASS

Rune Priest

LEVEL

10

BOOK

Dragon 404

UTILITY POWER

Word of Vigor

KEYWORDS

USED

Minor

⬆️

⬅️

⬆️

⬅️

Close burst 1

RANGE

AT-WILL

ENCOUNTER

DAILY

**Target:** You and each ally in burst

**Effect:** Each target can spend a healing surge and regain 2d6 additional hit points.

Unarmed: +9 attack

ADDITIONAL EFFECTS

CLASS

Cleric

LEVEL

10

BOOK

DP

UTILITY POWER

Luckbolt

KEYWORDS

USED

Standard

⬆️

⬅️

⬆️

⬅️

Close burst 10

RANGE

AT-WILL

ENCOUNTER

DAILY

**Target:** You or one ally within the burst

**Effect:** The target makes saving throws against all effects that a save can end. The target gains a +4 bonus to all these saving throws.

ADDITIONAL EFFECTS

CLASS

Luckbringer of Tymora

LEVEL

12

BOOK

Dragon 365

UTILITY POWER

Riding Horse

AC BONUS

CHECK

SPEED

QUANTITY

1

PROPERTIES

Normal Load : Heavy Load : Max.Drag  
237 lb. : 475 lb. : 1,187 lb.

NOTES

ITEM SLOT

WEIGHT

0

PRICE

75

BOOK

PH

ITEM

Rune of Root Understanding

AC BONUS

CHECK

SPEED

QUANTITY

1

PROPERTIES

NOTES

Daily, understand a language you heard or read until the end of the encounter.

ITEM SLOT

WEIGHT

0

PRICE

BOOK

PH

ITEM