

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Veronica

7

Level

TobiAna

Good female Human Monk

18

Age

5' 10"

Height

140 lb.

Weight

Medium

Size

Deity

12000

Total XP

13000

Defenses

22
AC20
FORT22
REF18
WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 29) 59

Temp HP

Current Hit Points

Healing Surges

Surge Value

14

Surges/Day

10

Current Conditions:

Action Points

Action Points

1

Milestones

0

1

2

Action Points

1

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/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Shock Spear +1

7

Strength vs. AC

1d8+1

Damage

Ranged

Sling

9

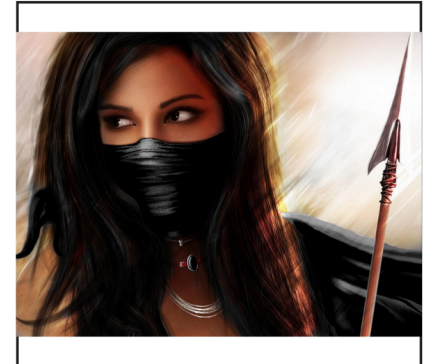
Dexterity vs. AC

1d6+4

Damage

Languages

Common, Deep Speech



Abilities

		Check
STR	Strength	10 3
CON	Constitution	17 6
DEX	Dexterity	19 7
INT	Intelligence	10 3
WIS	Wisdom	10 3
CHA	Charisma	12 4

Skills

Acrobatics	Dexterity	✓	12
Arcana	Intelligence		3
Athletics	Strength	✓	8
Bluff	Charisma		4
Diplomacy	Charisma		4
Dungeoneering	Wisdom		3
Endurance	Constitution	✓	11
Heal	Wisdom		3
History	Intelligence		3
Insight	Wisdom		5
Intimidate	Charisma	✓	12
Nature	Wisdom		3
Perception	Wisdom	✓	10
Religion	Intelligence		3
Stealth	Dexterity	✓	12
Streetwise	Charisma		4
Thievery	Dexterity		7

Combat Statistics and Senses

Initiative

7

Conditional Modifiers:

Speed

6

Passive Insight

15

Passive Perception

20

Special Senses: Normal

Veronica

Player Name

TobiAna

Character Name



Character Details

Background

Wandering Duelist

Theme

Guardian

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Amulet of Protection +1

Arms

Executioner's Bracers (heroic tier)

Hands

Rings

Rings

Off Hand

Main Hand

Shock Spear +1

Waist

Armor

Cloth Armor (Basic Clothing)

Tattoo

Ki Focus

Accurate ki focus

Feet

Boots of Quickness (heroic tier)

Other Equipment

Monk unarmed strike
Spear (4)
Adventurer's Kit
Climber's Kit
Harper Pin
Sling
Shuriken

Total Weight (lbs.)

78

Carrying Capacity
(lbs.)

Treasure

4 pp; 20 gp
0 gp banked

Normal

100

Heavy

200

Max

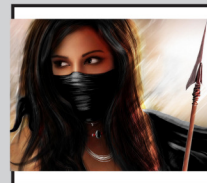
500

Veronica

Player Name

TobiAna

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

Guardian Starting Feature

Gain the Guardian's Counter power

Iron Soul

Gain the iron soul flurry of blows power, +1 shield bonus to AC if wielding a weapon outside the unarmed weapon group

Monastic Tradition

Choose a Flurry of Blows and become more resilient

Unarmed Combatant

Gain Monk Unarmed Strike +3 attack, 1d8 damage

Unarmored Defense

+2 AC in cloth or no armor

Versatile Expertise (Ki Focuses)

+1/+2/+3 feat bonus to attack rolls with ki focuses.

Versatile Expertise (Spear)

+1/+2/+3 feat bonus to attack rolls with Spears.

Guardian Level 5 Feature

Gain +2 power bonus to Insight and Perception checks

Feats

Superior Implement Training (Accurate ki focus)

Can use Accurate ki focuss

Unarmored Agility

+2 AC while wearing cloth armor or no armor

Versatile Expertise

+1/2/3 bonus (per tier) to attacks with weapons and implements of your choice

Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

Acolyte of the Veil

Gain proficiency with ki focus; 1/encounter, you can use the shadow step power; gain training in Acrobatics or Stealth

TobiAna

Level 7 Human Monk

	SCORE	ABILITY	MOD	
HP	10	STR	0	AC
59				22
Spd	17	CON	3	Fort
6				20
Init	19	DEX	4	Ref
+7				22
	10	INT	0	Will
				18
	10	WIS	0	
	12	CHA	1	

15 Passive Insight

20 Passive Perception

Player Name: Veronica

Skills

Acrobatics	Dexterity	• 12
Arcana	Intelligence	3
Athletics	Strength	• 8
Bluff	Charisma	4
Diplomacy	Charisma	4
Dungeoneering	Wisdom	3
Endurance	Constitution	• 11
Heal	Wisdom	3
History	Intelligence	3
Insight	Wisdom	5
Intimidate	Charisma	• 12
Nature	Wisdom	3
Perception	Wisdom	• 10
Religion	Intelligence	3
Stealth	Dexterity	• 12
Streetwise	Charisma	4
Thievery	Dexterity	7

• 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

Shock Spear +1: +7 vs. AC, 1d8+1 damage

Monk unarmed strike: +6 vs. AC, 1d8 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

Sling: +9 vs. AC, 1d6+4 damage

Shuriken: +10 vs. AC, 1d4+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

Fallen Needle

At-Will ♦ Standard Action

Shock Spear +1: +9 vs. Reflex, 1d10+5 damage

Accurate ki focus: +9 vs. Reflex, 1d10+4 damage

Monk unarmed strike: +7 vs. Reflex, 1d10+4 damage

Sling: +7 vs. Reflex, 1d10+4 damage

Shuriken: +7 vs. Reflex, 1d10+4 damage

Melee touch **Target:** One creature

A single, sharp blow readies you to step away at a moment's notice.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Reflex

Hit: 1d10 + Dex modifier (+4) damage, and the target takes a -2 penalty to attack rolls against you until the end of your next turn.

Additional Effects

Monk Attack 1

Five Storms

At-Will ♦ Standard Action

Shock Spear +1: +9 vs. Reflex, 1d8+5 damage

Accurate ki focus: +9 vs. Reflex, 1d8+4 damage

Monk unarmed strike: +7 vs. Reflex, 1d8+4 damage

Sling: +7 vs. Reflex, 1d8+4 damage

Shuriken: +7 vs. Reflex, 1d8+4 damage

Close burst 1 **Target:** Each enemy you can see in the burst

You move like a whirlwind, spinning as you unleash an array of kicks and punches, which slam into your foes like a storm crashing onto the shore.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Reflex

Hit: 1d8 + Dex modifier (+4) damage.

Additional Effects

Monk Attack 1

Steel Wind

At-Will ♦ Standard Action

Shock Spear +1: +9 vs. Reflex, 1d8+5 damage

Accurate ki focus: +9 vs. Reflex, 1d8+4 damage

Monk unarmed strike: +7 vs. Reflex, 1d8+4 damage

Sling: +7 vs. Reflex, 1d8+4 damage

Shuriken: +7 vs. Reflex, 1d8+4 damage

Close blast 2 **Target:** Each enemy you can see in the blast

You streak across the battlefield, then channel a multiple assault against foes that thought themselves out of your reach.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Reflex

Hit: 1d8 + Dex modifier (+4) damage.

Additional Effects

Monk Attack 1

Guardian's Counter

Encounter ♦ Immediate Interrupt

Close burst 2

Seeing a friend in danger, you step up to take the attack meant for your ally—and then you strike back.

Keyword: Martial

Trigger: An ally within 2 squares of you is hit by an attack and you are not included in the attack.

Effect: You and the ally shift up to 2 squares as a free action, swapping positions. You become the target of the triggering attack, in place of the ally. After the attack is resolved, you can make a basic attack against the attacker.

Additional Effects

Guardian Attack

Used ☐

Open the Gate of Battle

Encounter ♦ Standard Action

Shock Spear +1: +9 vs. Reflex, 2d10+5 damage

Accurate ki focus: +9 vs. Reflex, 2d10+4 damage

Monk unarmed strike: +7 vs. Reflex, 2d10+4 damage

Sling: +7 vs. Reflex, 2d10+4 damage

Shuriken: +7 vs. Reflex, 2d10+4 damage

Melee touch

Target: One creature

Your sudden movement catches your foe unprepared, and you launch into your attack.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Reflex

Hit: 2d10 + Dex modifier (+4) damage. The target takes 1d10 extra damage if it was at full hit points when you hit it with this attack.

Additional Effects

Monk Attack 1Used

Undeniable Incitement

Encounter ♦ Standard Action

Shock Spear +1: +9 vs. Will

Accurate ki focus: +9 vs. Will

Monk unarmed strike: +7 vs. Will

Sling: +7 vs. Will

Shuriken: +7 vs. Will

Melee 2

Target: One creature

Your psionic summons pulls an enemy to you, then the immovable force of your presence sends it hard to the ground.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Will

Hit: You pull the target 1 square. If the target ends that movement adjacent to you, it takes 2d6 + Dex modifier (+4) damage and falls prone. You gain a +2 power bonus to AC until the end of your next turn.

Iron Soul: If you make the attack using a mace or a staff, the power bonus to AC equals your Con modifier (+3).

Additional Effects

Monk Attack 3Used

Unity of Steel

Encounter ♦ Standard Action

Shock Spear +1: +9 vs. Reflex, 2d8+5 damage

Accurate ki focus: +9 vs. Reflex, 2d8+4 damage

Monk unarmed strike: +7 vs. Reflex, 2d8+4 damage

Sling: +7 vs. Reflex, 2d8+4 damage

Shuriken: +7 vs. Reflex, 2d8+4 damage

Melee touch

Target: One creature

Allies who press in against a foe grant you some of their strength, increasing the effectiveness of your own attack.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Reflex

Iron Soul: If you make the attack using a light blade or a spear, you gain a +2 power bonus to the attack roll.

Hit: 2d8 + Dex modifier (+4) damage plus 2 damage for each ally adjacent to the target.

Additional Effects

Monk Attack 7Used

Masterful Spiral

Daily ♦ Standard Action

Shock Spear +1: +9 vs. Reflex, 3d8+5 damage

Accurate ki focus: +9 vs. Reflex, 3d8+4 damage

Monk unarmed strike: +7 vs. Reflex, 3d8+4 damage

Sling: +7 vs. Reflex, 3d8+4 damage

Shuriken: +7 vs. Reflex, 3d8+4 damage

Close burst 2

Target: Each enemy in the burst

With a sudden burst of motion, you deliver crushing kicks and punches of psionic force to nearby enemies.

Keywords: Force, Implement, Psionic, Stance

Attack: Dexterity vs. Reflex

Hit: 3d8 + Dex modifier (+4) force damage.

Miss: Half damage.

Effect: You assume the spiral stance. Until the stance ends, your reach with melee touch attacks increases by 1.

Additional Effects

Monk Attack 1Used

Water Gives Way

Daily ♦ Immediate Interrupt

Shock Spear +1: +9 vs. Fortitude, 3d10+5 damage

Accurate ki focus: +9 vs. Fortitude, 3d10+4 damage

Monk unarmed strike: +7 vs. Fortitude, 3d10+4 damage

Sling: +7 vs. Fortitude, 3d10+4 damage

Shuriken: +7 vs. Fortitude, 3d10+4 damage

Melee 1

Target: The triggering enemy

Like a stone passing harmlessly through water, so do your enemies' attacks pass by you.

Keywords: Implement, Psionic

Trigger: An adjacent enemy hits you with a melee attack.

Attack: Dexterity vs. Fortitude. If the triggering attack is a charge, you gain a +2 bonus to the attack roll and deal 1d10 extra damage if you hit.

Hit: 3d10 + Dex modifier (+4) damage, and you slide the target up to 2 squares and knock it prone.

Miss: You regain the use of this power but cannot use it again during this encounter.

Additional Effects

Monk Attack 5Used

Fallen Needle...

At-Will ♦ Minor Action

Personal

A single, sharp blow readies you to step away at a moment's notice.

Keywords: Full Discipline, Psionic

Effect: You shift 1 square or move 3 squares.

Additional Effects

Five Storms...

At-Will ♦ Move Action

Personal

You move like a whirlwind, spinning as you unleash an array of kicks and punches, which slam into your foes like a storm crashing onto the shore.

Keywords: Full Discipline, Psionic

Effect: You shift 2 squares.

Additional Effects

Iron Soul Flurry of...

At-Will ♦ No Action

Melee 1

Target: One creature

Level 11: One or two creatures

Level 21: Each enemy adjacent to you

You follow up an initial assault with a quick strike that disorients your enemy, curtailing its combat options.

Keyword: Psionic

Trigger: You hit with an attack during your turn

Effect: The target takes damage equal to 2 + your Con modifier (+3), and it cannot shift until the start of your next turn. If the target was not a target of the triggering attack, it also can't make opportunity attacks until the end of your turn.

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

Additional Effects

Monk Feature

Steel Wind...

At-Will ♦ Move Action

Personal

Keywords: Full Discipline, Psionic

Effect: You are no longer marked. You move your speed + 2.

Additional Effects

Open the Gate of Battle...

Encounter ♦ Move Action

Personal

Your sudden movement catches your foe unprepared, and you launch into your attack.

Keywords: Full Discipline, Psionic

Effect: You move your speed + 2. During this movement, you don't provoke opportunity attacks from the first enemy you move away from.

Additional Effects

Used ☐

Shadow Step

Encounter ♦ Move Action

Personal

You vanish into the shadow energy around one creature and then step out of it near another creature.

Keywords: Shadow, Teleportation

Requirement: You must be adjacent to a creature.

Effect: You teleport 3 squares to a square adjacent to a different creature.

Additional Effects

Assassin Feature

Used ☐

Undeniable Incitement...

Encounter ♦ Move Action

Personal

Keywords: Full Discipline, Psionic

Effect: You move your speed. You do not provoke opportunity attacks when moving away from enemies adjacent to you at the start of this movement.

Additional Effects

Used ☐

Unity of Steel [Movement...]

Encounter ♦ Move Action

Personal

Keywords: Full Discipline, Psionic

Effect: You swap places with one ally adjacent to you.

Additional Effects

Used ☐

Walk It Off

Encounter ♦ No Action

Personal

You take a deep breath to fight off a lingering wound.

Trigger: Your turn starts and you have ongoing damage

Effect: Make a saving throw against the ongoing damage before you take the damage.

Prerequisite: You must be trained in Endurance.

Additional Effects

Endurance Utility 6

Used ☐

Inspiring Fortitude

Daily ♦ Standard Action

Close burst 5

Target: Each ally in the burst

Inspired by your resilience, your allies find the will to overcome challenges.

Requirement: Your second wind must be available for you to use

Effect: You use your second wind, and each target gains temporary hit points equal to 10 + your Con modifier (+3).

Prerequisite: You must be trained in Endurance.

Additional Effects

Endurance Utility 2

Used ☐

Amulet of Protection +1

Neck Slot Item ♦ Level 1

Enhancement: +1 Fortitude, Reflex, and Will

Executioner's Bracers...

Arms Slot Item ♦ Level 3

Properties

When you score a critical hit, the attack deals 1d6 extra damage.

Boots of Quickness (heroic...)

Feet Slot Item ♦ Level 8

Properties

Gain a +1 bonus to Reflex defense.

Harper Pin

Wondrous Item ♦ Level 3

Properties

When you acquire the pin, you gain one blessing of your choice: Lliira's grace, Miellikki's endurance, or Tymora's luck. When you use Harper's blessing, you can use the chosen blessing. You gain a second blessing to choose from at 5th level and a third blessing at 10th level.

Harper's Blessing ☐ Encounter

Effect: You use one of the following blessings that you have gained.

Lliira's Grace ☐

Trigger: You miss with an attack.

Effect (No Action)

: Roll 1d6 and add the result to the triggering attack roll.

Miellikki's Endurance ☐

Trigger: You take damage.

Effect (Immediate Interrupt)

: Reduce the damage by 5 + one-half your level.

Tymora's Luck ☐

Trigger: You fail a saving throw.

Effect (No Action)

: Reroll the saving throw with a +2 power bonus.

Shock Spear +1

Weapon ♦ Level 3

Damage: 1d8

Proficiency Bonus: 2

Properties: Versatile

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 lightning damage per plus

Properties

All untyped damage dealt by ranged attacks using this weapon changes to lightning damage.

Attack Power (Lightning) ☐ Daily (Minor Action)

Attack: Close blast 5 (one, two, or three enemies in the blast); the weapon's level + 3 vs. Reflex

Hit: 1d8 lightning damage.