

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

C2 Pregonated Character

6

Level

Li Hon

Unaligned female Halfling Monk

19 3' 11" 75 lbs. Small Amaunator
Age Height Weight Size Deity

7500

Total XP 10000

Defenses

24 AC	20 FORT	21 REF	17 WILL
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Conditional Bonuses

+2 Saving Throws against charm and fear effects,
+5 Saving Throws against fear, +2 Saving Throws
when you are bloodied

Hit Points

Max HP (Bloodied 27) 55	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
13	11

Current Conditions:

Combat Statistics and Senses

Initiative	8
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Conditional Modifiers:

Speed	6
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Special Movement:

Passive Insight	14
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Passive Perception	19
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Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
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	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

+2 Saving Throws against charm and fear effects,
+5 Saving Throws against fear, +2 Saving Throws
when you are bloodied

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Goblin Accurate dagger +2

9	1d4+2
Strength vs. AC	Damage

Ranged

Goblin Accurate dagger +2

14	1d4+7
Dexterity vs. AC	Damage

Languages

Common, Elven, Giant

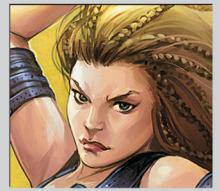


Abilities

Ability	Score	Check
STR Strength	10	3
CON Constitution	18	7
DEX Dexterity	20	8
INT Intelligence	9	2
WIS Wisdom	12	4
CHA Charisma	10	3

Skills

Skill	Ability	Check
Acrobatics	Dexterity ✓	15
Arcana	Intelligence	2
Athletics	Strength	3
Bluff	Charisma	3
Diplomacy	Charisma	3
Dungeoneering	Wisdom	4
Endurance	Constitution ✓	12
Heal	Wisdom	4
History	Intelligence	2
Insight	Wisdom	4
Intimidate	Charisma	5
Nature	Wisdom	4
Perception	Wisdom ✓	9
Religion	Intelligence	2
Stealth	Dexterity	10
Streetwise	Charisma	5
Thievery	Dexterity ✓	15



Character Details

Background

Moonshae Isles

Theme

Mercenary

Mannerisms and Appearance

Personality Traits

Adventuring Company

Inverness Invaders

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Amulet of Protection +2

Arms

Hands

Rings

Rings

Off Hand

Monk unarmed strike

Main Hand

Goblin Accurate dagger +2

Waist

Armor

Bloodthread Cloth Armor...

Feet

Boots of Stealth (heroic tier)

Tattoo

Ki Focus

Ki Focus

Other Equipment

Adventurer's Kit
Climber's Kit
Acidic Fire (level 10)
Tanglefoot Bag (level 7)

Total Weight (lbs.)

49

Carrying Capacity (lbs.)

Treasure

3 gp

Normal

100

Heavy

200

Max

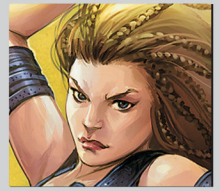
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C2 Pregenerated Character

Li Hon

Player Name

Character Name



Racial Features

Bold

+5 to saving throws against fear.

Nimble Reaction

+2 AC against opportunity attacks.

Second Chance

Use second chance as an encounter power.

Class/Other Features

Iron Soul

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

Mercenary Starting Feature

Gain the Takedown Strike power

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

Mercenary Level 5 Feature

Gain +2 power bonus to Intimidate and Streetwise

Feats

Lost in the Crowd

+2 to AC when adjacent to at least two larger enemies

Light Blade Expertise

When wielding a light blade: +1/2/3 (by tier) to attack rolls, +1/2/3 (by tier) damage vs. creatures granting combat advantage to you

Superior Implement Training (Accurate dagger)

Can use Accurate daggers

Unarmored Agility

+2 AC while wearing cloth armor or no armor

Li Hon
Level 6 Halfling Monk

HP	SCORE	ABILITY	MOD	AC
55	10	STR	0	24
	18	CON	4	Fort
Spd	20	DEX	5	20
6	9	INT	-1	Ref
	12	WIS	1	21
Init	10	CHA	0	Will
+8				17

14	Passive Insight
19	Passive Perception

Player Name: C2 Pregenerated Character


Skills

Acrobatics	Dexterity	•	15
Arcana	Intelligence		2
Athletics	Strength		3
Bluff	Charisma		3
Diplomacy	Charisma		3
Dungeoneering	Wisdom		4
Endurance	Constitution	•	12
Heal	Wisdom		4
History	Intelligence		2
Insight	Wisdom		4
Intimidate	Charisma		5
Nature	Wisdom		4
Perception	Wisdom	•	9
Religion	Intelligence		2
Stealth	Dexterity		10
Streetwise	Charisma		5
Thievery	Dexterity	•	15

• 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

Goblin Accurate dagger +2: +9 vs. AC, 1d4+2 damage
Ki Focused Monk unarmed strike: +6 vs. AC, 1d8 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
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.
+2 item bonus to damage rolls against a creature larger than you - Goblin Totem +2.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Goblin Accurate dagger +2: +14 vs. AC, 1d4+7 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
+1 to damage rolls against a creature granting combat advantage to you - Light Blade Expertise.
+2 item bonus to damage rolls against a creature larger than you - Goblin Totem +2.

Basic Attack

Five Storms

At-Will ♦ Standard Action

Goblin Accurate dagger +2: +11 vs. Reflex, 1d8+7 damage
Ki Focused Monk unarmed strike: +8 vs. Reflex, 1d8+5 damage
Monk unarmed strike: +8 vs. Reflex, 1d8+5 damage
Ki Focus: +8 vs. Reflex, 1d8+5 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 (+5) damage.

Additional Effects
+2 item bonus to damage rolls against a creature larger than you - Goblin Totem +2.

Monk Attack 1

Lion's Den

At-Will ♦ Standard Action

Goblin Accurate dagger +2: +11 vs. Reflex, 1d6+7 damage
Ki Focused Monk unarmed strike: +8 vs. Reflex, 1d6+5 damage
Monk unarmed strike: +8 vs. Reflex, 1d6+5 damage
Ki Focus: +8 vs. Reflex, 1d6+5 damage
Melee touch **Target:** One creature

You jab, step to the side, then assume an offensive posture from which you can sting any foe that draws near.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Reflex

Hit: 1d6 + Dex modifier (+5) damage. Until the start of your next turn, as a free action, you can deal damage equal to your Con modifier (+4) to any enemy that enters a square adjacent to you.

Additional Effects
+2 item bonus to damage rolls against a creature larger than you - Goblin Totem +2.

Monk Attack 1

Takedown Strike

Encounter ♦ No Action

Melee 1 **Target:** The triggering enemy

You sweep or shoot through an enemy's legs and knock it to the ground—hard.

Keyword: Martial

Trigger: You hit an enemy adjacent to you with an attack.

Effect: The target takes extra damage from the triggering attack equal to the ability modifier used in the triggering attack, and you knock the target prone.

Additional Effects

Mercenary Attack

Used

Stinging Nettles

Encounter ♦ Standard Action

Goblin Accurate dagger +2: +11 vs. Fortitude, 2d10+7 damage
Ki Focused Monk unarmed strike: +8 vs. Fortitude, 2d10+5 damage
Monk unarmed strike: +8 vs. Fortitude, 2d10+5 damage
Ki Focus: +8 vs. Fortitude, 2d10+5 damage
Melee touch **Target:** One creature

Your attack sets you into an optimal defensive position, allowing you to punish any foe with the temerity to strike at you.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Fortitude

Hit: 2d10 + Dex modifier (+5) damage. Until the start of your next turn, as a free action, you deal damage equal to your Con modifier (+4) to any enemy adjacent to you that hits you with a melee attack.

Iron Soul: If you make the attack using a light blade or a spear, the target also cannot make opportunity attacks until the end of your next turn.

Additional Effects
+2 item bonus to damage rolls against a creature larger than you - Goblin Totem +2.

Monk Attack 1

Used

Undeniable Incitement

Encounter ♦ Standard Action

Goblin Accurate dagger +2: +11 vs. Will
Ki Focused Monk unarmed strike: +8 vs. Will
Monk unarmed strike: +8 vs. Will
Ki Focus: +8 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 (+5) 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 (+4).

Additional Effects

Monk Attack 3 Used

Spinning Leopard...

Daily ♦ Standard Action

Goblin Accurate dagger +2: +11 vs. Reflex, 2d6+7 damage
Ki Focused Monk unarmed strike: +8 vs. Reflex, 2d6+5 damage
Monk unarmed strike: +8 vs. Reflex, 2d6+5 damage
Ki Focus: +8 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

+2 item bonus to damage rolls against a creature larger than you - Goblin Totem +2.

Monk Attack 1 Used

Freeze the Life Blood

Daily ♦ Standard Action

Goblin Accurate dagger +2: +11 vs. Reflex, 2d8+7 damage
Ki Focused Monk unarmed strike: +8 vs. Reflex, 2d8+5 damage
Monk unarmed strike: +8 vs. Reflex, 2d8+5 damage
Ki Focus: +8 vs. Reflex, 2d8+5 damage

Melee touch **Target:** One creature

Ice rimes your hands and feet, so that your next attack binds the foe in a freezing embrace.

Keywords: Cold, Implement, Psionic

Attack: Dexterity vs. Reflex

Hit: 2d8 + Dex modifier (+5) cold damage, and the target is immobilized (save ends).

Miss: Half damage, and the target is slowed (save ends).

Effect: While the target is immobilized or slowed by this power, any enemy that ends its turn adjacent to the target takes cold damage equal to your Dex modifier (+5).

Additional Effects

+2 item bonus to damage rolls against a creature larger than you - Goblin Totem +2.

Monk Attack 5 Used

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

Monk Feature

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 (+4), 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

Lion's Den [Movement...]

At-Will ♦ Move Action

Personal

Keywords: Full Discipline, Psionic

Effect: You shift 1 square and gain a +1 power bonus to all defenses until the start of your next turn.

Additional Effects

Monk Feature

Agile Recovery

At-Will ♦ Minor Action

With a quick leap, you are back on your feet and ready to act.

Effect: You stand up.

Prerequisite: You must be trained in Acrobatics.

Additional Effects

Acrobatics Utility 2

Second Chance

Encounter ♦ Immediate Interrupt

Personal

Luck and small size combine to work in your favor as you dodge your enemy's attack.

Trigger: You are hit by an attack.

Effect: The attacker must reroll the attack and use the second roll, even if it is lower.

Additional Effects

Halfling Racial Power Used

Stinging Nettles [Movement...]

Encounter ♦ Move Action

Personal

Keywords: Full Discipline, Psionic

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

Additional Effects

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

Centered Defense
Daily ♦ Minor Action

Personal

You breathe deeply. With your center strong, you calmly avoid enemy attacks.

Keywords: Psionic, Stance

Effect: Until the stance ends, you gain a +2 power bonus to all defenses.

Additional Effects

Monk Utility 6 Used

Boots of Stealth (heroic tier)
Feet Slot Item ♦ Level 3

Property

Gain a +2 item bonus to Stealth checks.

Amulet of Protection +2
Neck Slot Item ♦ Level 6

Enhancement: +2 Fortitude, Reflex, and Will

Tanglefoot Bag (level 7)
Alchemical ♦ Level 7

Power

Power (Consumable): Standard Action. Make an attack: Ranged 5/10; +10 vs. Reflex; on a hit, the target is immobilized until the end of your next turn, at which point the creature is then slowed until the end of its next turn.

Acidic Fire (level 10)
Alchemical ♦ Level 10

Power

Power (Consumable • Acid, Fire): Standard Action. Make an attack: Area burst 1 within 10; +13 vs. Reflex; 1d6 fire damage, and ongoing 5 acid damage (save ends).

Bloodthread Cloth Armor...
Armor ♦ Level 5

Enhancement: +1 AC

Property

When you are bloodied, you gain a +2 item bonus to AC and saving throws.

Goblin Accurate dagger +2
Weapon ♦ Level 7

Damage: 1d4
Proficiency Bonus: 3
Range: 5/10
Properties: Light Thrown, Off-Hand, Accurate
Enhancement: +2 attack rolls and damage rolls
Critical: +2d6 damage

Property

Your attacks with this weapon against a creature larger than you have an item bonus to damage rolls equal to the weapon's enhancement bonus.