

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA Kelly

6

Level

### Treasach Miller

Evil male Human Fighter (Weaponmaster)

29 Age 5' 11" Height 200 lbs. Weight Medium Size Deity

7500

Total XP 10000

### Defenses

<b>22</b>	<b>24</b>	<b>19</b>	<b>17</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Action Points

Action Points	Milestones	Action Points
<input type="checkbox"/>	0	1
<input type="checkbox"/>	1	2
<input type="checkbox"/>	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 effects with the poison keyword and effects that render you weakened, slowed, or immobilized

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Iron Body Ki Focused Monk unarmed...

Strength vs. AC Damage

#### Ranged

Unarmed

Dexterity vs. AC Damage

### Languages

Common, Dwarven



### Abilities

Ability	Score	Check
STR Strength	19	7
CON Constitution	12	4
DEX Dexterity	17	6
INT Intelligence	10	3
WIS Wisdom	8	2
CHA Charisma	12	4

### Skills

Acrobatics	Dexterity	✓	10
Arcana	Intelligence		3
Athletics	Strength	✓	12
Bluff	Charisma		4
Diplomacy	Charisma		4
Dungeoneering	Wisdom		2
Endurance	Constitution	✓	8
Heal	Wisdom		2
History	Intelligence		3
Insight	Wisdom		2
Intimidate	Charisma	✓	9
Nature	Wisdom		2
Perception	Wisdom		2
Religion	Intelligence		3
Stealth	Dexterity		5
Streetwise	Charisma	✓	9
Thievery	Dexterity		5

### Hit Points

**Max HP** 57 (Bloodied 28 ) Temp HP

Current Hit Points

### Healing Surges

Surge Value Surges/Day

Current Conditions:

### Combat Statistics and Senses

**Initiative** 6

Conditional Modifiers:

**Speed** 6

**Passive Insight** 12

**Passive Perception** 12

Special Senses: Normal

Kelly

Player Name

Treasach Miller

Character Name



### Character Details

#### Background

#### Theme

#### Mannerisms and Appearance

#### Personality Traits

#### Adventuring Company

#### Companions and Allies

#### Session and Campaign Notes

Other Notes

### Equipment

Head

Neck

Amulet of Physical Resolve +2

Arms

Hands

Gauntlets of Ogre Power

Rings

Rings

Off Hand

Main Hand

Monk unarmed strike

Waist

Armor

Magic Hide Armor +2

Feet

Tattoo

Ki Focus

Iron Body Ki Focus +1

#### Other Equipment

Total Weight (lbs.)

25

Carrying Capacity (lbs.)

Treasure

o gp  
o gp banked

Normal

190

Heavy

380

Max

950

Kelly

Player Name

Treasach Miller

Character Name



## Racial Features

### Bonus Feat

Choose an extra feat at 1st level.

### Bonus Skill

Trained in one additional class skill.

### Heroic Effort

Gain the Heroic Effort power

### Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

### Human Power Selection

Choose an option for your human character.

## Class/Other Features

### Brawler Style

### Combat Agility

### Combat Challenge

Mark foes you attack. They get -2 to attacks not including you. Make basic melee attack against adjacent marked foe who shifts or makes attack not including you. Mark lasts until end of your next turn or marked by other.

### Fighter Talents

You gain a fighter talent

### Unarmed Combatant

Gain Monk Unarmed Strike +3 attack, 1d8 damage

## Feats

### Inescapable Hold

Resist grab escape attempts with Fortitude

### Master of the Fist

Gain training in Athletics or Acrobatics; gain monk's Unarmed Combatant feature and proficiency with ki focuses

### Improved Monk Unarmed Strike

Damage die of your unarmed strike improves to 1d10

### Pin Down

Prone, grabbed targets can't stand until escape

### Weapon Expertise (Unarmed)

Gain bonus to attack rolls when unarmed.

# Treasach Miller

Level 6 Human Fighter (Weaponmaster)

<b>HP</b> 57	SCORE	ABILITY	MOD	<b>AC</b> 22
	19	STR	4	
<b>Spd</b> 6	12	CON	1	<b>Fort</b> 24
	17	DEX	3	
<b>Init</b> +6	10	INT	0	<b>Ref</b> 19
	8	WIS	-1	
+6	12	CHA	1	<b>Will</b> 17
	12	CHA	1	

12 Passive Insight

12 Passive Perception

## Skills

Acrobatics	Dexterity	•	10
Arcana	Intelligence		3
Athletics	Strength	•	12
Bluff	Charisma		4
Diplomacy	Charisma		4
Dungeoneering	Wisdom		2
Endurance	Constitution	•	8
Heal	Wisdom		2
History	Intelligence		3
Insight	Wisdom		2
Intimidate	Charisma	•	9
Nature	Wisdom		2
Perception	Wisdom		2
Religion	Intelligence		3
Stealth	Dexterity		5
Streetwise	Charisma	•	9
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

## Combat Agility

At-Will ♦ Opportunity Action

**Iron Body Ki Focused Monk unarmed strike**

**+1:** +13 vs. AC, 1d10+5 damage

**Monk unarmed strike:** +13 vs. AC, 1d10+4 damage

**Melee** weapon

*Your foe might think it has escaped you, but in its moment of triumph, you chase it down and make it pay.*

**Keywords:** Martial, Weapon

**Trigger:** An enemy adjacent to you takes an action that provokes an opportunity attack

**Effect:** After the triggering enemy completes the action, you shift a number of squares equal to your Dex modifier (+3). You must end the shift closer to the target than you were when you began the shift. Then make the following attack.

**Target:** The triggering enemy

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+4) damage, and you knock the target prone.

Additional Effects

Fighter Attack

## Combat Challenge

At-Will ♦ Immediate Interrupt

**Melee**

**Keywords:** Martial, Weapon

**Effect:** Whenever an enemy marked by you is adjacent to you and shifts or makes an attack that does not include you as a target, you can make a melee basic attack against that enemy.

Additional Effects

Fighter Attack

## Melee Basic Attack

At-Will ♦ Standard Action

**Iron Body Ki Focused Monk unarmed strike**

**+1:** +13 vs. AC, 1d10+5 damage

**Monk unarmed strike:** +13 vs. AC, 1d10+4 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 (+4) damage.

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

Additional Effects

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Unarmed:** +6 vs. AC, 1d4+3 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 (+3) damage.

**Level 21:** 2[W] + Dex modifier (+3) damage.

Additional Effects

Basic Attack

## Grappling Strike

At-Will ♦ Standard Action

**Iron Body Ki Focused Monk unarmed strike**

**+1:** +13 vs. AC, 1d10+5 damage

**Monk unarmed strike:** +13 vs. AC, 1d10+4 damage

**Melee** touch

**Target:** One creature

*You hew your foe with a simple attack and then grab it with your empty hand to keep it from escaping.*

**Keywords:** Martial, Weapon

**Requirement:** You must have a hand free.

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+4) damage, and you grab the target. The grab ends automatically at the end of your next turn.

**Brawler Style:** When making an opportunity attack, you can use this power in place of a melee basic attack.

Additional Effects

Fighter Attack 1

## Slash and Pummel

At-Will ♦ Standard Action

**Iron Body Ki Focused Monk unarmed strike**

**+1:** +13 vs. AC, 1d10+1 damage

**Monk unarmed strike:** +13 vs. AC, 1d10+0 damage

**Melee** touch

**Target:** One creature

*You follow up a quick slash of your weapon with a powerful punch from your free hand.*

**Keywords:** Martial, Weapon

**Requirement:** You must have a hand free.

**Primary Attack:** Strength vs. AC (main weapon)

**Hit:** 1[W] damage. Make a secondary attack against the target.

**Secondary Attack:** Strength vs. Reflex (unarmed)

**Hit:** 3 + Str modifier (+4) damage.

Additional Effects

Fighter Attack 1

### Takedown Attack

Encounter ♦ Standard Action

**Iron Body Ki Focused Monk unarmed strike**

**+1:** +13 vs. Fortitude, 1d10+5 damage

**Monk unarmed strike:** +13 vs. Fortitude, 1d10+4 damage

**Melee** 1

**Target:** One creature

*You bash your foe with a vicious attack and then drag the creature down to the ground.*

**Keywords:** Martial, Weapon

**Requirement:** You must have a hand free.

**Attack:** Strength vs. Fortitude

**Hit:** 1[W] + Str modifier (+4) damage, and you knock the target prone.

**Special:** When charging, you can use this power in place of a melee basic attack.

Additional Effects

Fighter Attack 1

Used

### Slamming Rush

Encounter ♦ Standard Action

**Iron Body Ki Focused Monk unarmed strike**

**+1:** +13 vs. Fortitude, 1d10+5 damage

**Monk unarmed strike:** +13 vs. Fortitude, 1d10+4 damage

**Melee** 1

**Target:** One creature grabbed by you

*You yank your grabbed foe across the battlefield. Upon reaching your destination, you slam it to the ground.*

**Keywords:** Martial, Weapon

**Effect:** You move your speed. For each square you move, you slide the target 1 square to a square adjacent to you. The creature remains grabbed, and you do not provoke an opportunity attack from the target during this movement.

**Attack:** Strength vs. Fortitude (unarmed)

**Hit:** 1[W] + Str modifier (+4) damage, and you knock the target prone. If the target is adjacent to blocking terrain, add your Dex modifier (+3) to the damage.

Additional Effects

Fighter Attack 3

Used

### Seize and Stab

Daily ♦ Standard Action

**Iron Body Ki Focused Monk unarmed strike**

**+1:** +13 vs. Reflex, 2d10+5 damage

**Monk unarmed strike:** +13 vs. Reflex, 2d10+4 damage

**Melee** 1

**Target:** One creature

*You grab your foe to make certain of your aim. Then you plunge your weapon into the creature.*

**Keywords:** Martial, Reliable, Weapon

**Requirement:** You must have a hand free.

**Attack:** Strength vs. Reflex

**Hit:** 2[W] + Str modifier (+4) damage, and you grab the target. The target cannot attempt to escape the grab until the end of its next turn.

Additional Effects

Fighter Attack 1

Used

### Rain of Steel

Daily ♦ Minor Action

#### Personal

*You constantly swing your weapon about, slashing and cutting into nearby enemies.*

**Keywords:** Martial, Stance, Weapon

**Effect:** You assume the rain of steel stance. Until the stance ends, any enemy that starts its turn adjacent to you takes 1[W] damage, but only if you're able to make opportunity attacks.

Additional Effects

Fighter Attack 5

Used

### Heroic Effort

Encounter ♦ No Action

#### Personal

*Your grim focus and unbridled energy means that failure is not an option.*

**Trigger:** You miss with an attack or fail a saving throw.

**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power

Used

### Forceful Drag

Encounter ♦ Move Action

#### Personal

*You dig your fingers into a foe and drag the struggling opponent across the battlefield.*

**Keyword:** Martial

**Requirement:** You must have a creature grabbed.

**Effect:** You move your speed. For each square you move, you slide a creature grabbed by you 1 square to a square adjacent to you. The creature remains grabbed, and you do not provoke an opportunity attack from the grabbed creature for this movement. At the end of the move, you can end the grab to knock the creature prone.

Additional Effects

Fighter Utility 2

Used

### Unbalancing Dodge

Encounter ♦ Immediate Reaction

**Melee** touch

**Target:** The triggering enemy

*You duck out of the way of your foe's attack, putting the creature off balance.*

**Keyword:** Martial

**Trigger:** An enemy misses you with a melee attack

**Effect:** The target takes a -2 penalty to attack rolls and all defenses until the end of its next turn.

Additional Effects

Fighter Utility 6

Used

### Magic Hide Armor +2

Armor ♦ Level 6

**Armor Bonus:** 3

**Check:** -1

**Enhancement:** +2 AC

### Amulet of Physical Resolve +2

Neck Slot Item ♦ Level 7

**Enhancement:** +2 Fortitude, Reflex, and Will

#### Properties

Gain a +2 item bonus to saving throws against effects with the poison keyword and effects that render you weakened, slowed, or immobilized.

### Iron Body Ki Focus +1

Ki Focus ♦ Level 5

**Enhancement:** +1 attack rolls and damage rolls

**Critical:** +1d10 damage per plus

#### Properties

If you hit an opponent with an attack using this ki focus, you gain resistance to all of that target's attacks equal to 2 + this implement's enhancement bonus until the end of your next turn.

### Gauntlets of Ogre Power

Hands Slot Item ♦ Level 5

#### Properties

You gain a +1 item bonus to Athletics checks and Strength ability checks (but not Strength attacks).

#### Power Daily (Minor Action)

You gain a +2 power bonus to melee damage rolls until the end of the encounter.