

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Aaron Vaubel

13

Level

Gral Ma'duu

male Githzerai Monk

27

6' 4"

171

Medium

Age

Height

Weight

Size

Deity

39880

Total XP

47000

Defenses



Conditional Bonuses



Hit Points

Max HP
(Bloodied 45) **90**

Temp HP

Current Hit Points

Healing Surges

Surge Value

22

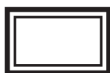
Surges/Day

11

Current Conditions:

Action Points

Action Points



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

+2 Saving Throws against effects that daze, dominate, or stun, +1 Saving Throws against fear effects and effects that render you dazed, dominated, or stunned, +2 Saving Throws against effects that apply the slowed, immobilized, or restrained condition

Current Conditions and Effects

Basic Attacks

Melee

Ki Greatspear +3

16

Strength vs. AC

1d10+7

Damage

Ranged

Distance Shuriken +1

16

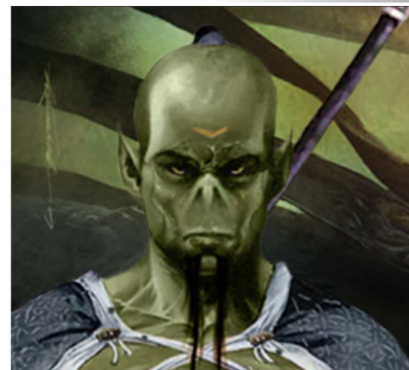
Dexterity vs. AC

1d4+7

Damage

Languages

Common, Deep Speech



Abilities

		Check
STR	Strength	14 8
CON	Constitution	11 6
DEX	Dexterity	22 12
INT	Intelligence	11 6
WIS	Wisdom	18 10
CHA	Charisma	9 5

Skills

Acrobatics	Dexterity	✓	19
Arcana	Intelligence		6
Athletics	Strength	✓	17
Bluff	Charisma		5
Diplomacy	Charisma		5
Dungeoneering	Wisdom		10
Endurance	Constitution		6
Heal	Wisdom		10
History	Intelligence		6
Insight	Wisdom		12
Intimidate	Charisma		5
Nature	Wisdom		10
Perception	Wisdom	✓	17
Religion	Intelligence	✓	11
Stealth	Dexterity		16
Streetwise	Charisma		5
Thievery	Dexterity		12

Combat Statistics and Senses

Initiative

14

Conditional Modifiers:

Speed

8

Passive Insight

22

Passive Perception

27

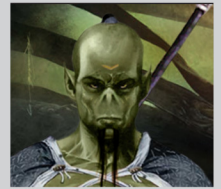
Special Senses: Normal

Aaron Vaubel

Player Name

Gral Ma'duu

Character Name



Character Details

Background

Chessenta

Theme

Sohei

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Circlet of Indomitability (heroic...

Neck

Piwafwi +4

Arms

Iron Armbands of Power (heroic...

Hands

Gauntlets of Blood (heroic tier)

Rings

Rings

Off Hand

Main Hand

Ki Greatspear +3

Waist

Armor

Vigorous Resolve Vestments...

Tattoo

Demonskin Tattoo (heroic tier)

Feet

Boots of Free Movement

Ki Focus

Other Equipment

Monk unarmed strike
Journeybreads (10)
Amulet of Protection +3
Sunrod (2)
Thieves' Tools
Distance Shuriken +1
Waterskin
Belt Pouch (empty)
Ki Focus
Footpads
Battle Standard of the Tides

Total Weight (lbs.)

69

Carrying Capacity
(lbs.)

Treasure

2,579 gp
0 gp banked

Normal

140

Heavy

280

Max

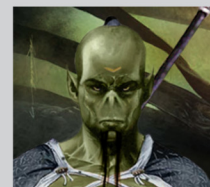
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Aaron Vaubel

Player Name

Gral Ma'duu

Character Name



Racial Features

Danger Sense

+2 to initiative

Defended Mind

+2 saves against daze, dominate and stun

Iron Mind

Use iron mind as an encounter power

Shifting Fortunes

Shift 3 when you second wind

Class/Other Features

Centered Breath

Centered Flurry of Blows and Mental Equilibrium

Monastic Tradition

Choose a Flurry of Blows and become more resilient

Sohei Starting Feature

Gain the sohei flair power

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.

Sohei Level 5 Feature

Gain a +2 power bonus to Insight checks and Perception checks

Sohei Level 10 Feature

Gain a +1 power bonus to saving throws against fear, dazed, dominated or stunned effects

Rebalanced Mind

Restoring Action

Feats

Versatile Expertise

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

Pointed Step Style

Attack from 2 squares away when using spear with Flurry of Blows

Improved Defenses

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

Unarmored Agility

+2 AC while wearing cloth armor or no armor

Fluid Motion

+1 to speed

Weapon Proficiency (Greataxe)

Gain proficiency with the Greataxe.

Zuoken's Centering

Base hit points and healing surges on your Wisdom; use Wisdom for Strength checks, Athletics checks

Miryath's First Strike

Extra damage against creature that has not yet acted

Gral Ma'dduu

Level 13 Githzerai Monk

SCORE		ABILITY		MOD	
HP 90	14	STR	2	AC 29	Fort 27
Spd 8	11	CON	0	Ref 29	Will 29
Init +14	22	DEX	6	Str 29	Ag 29
Init +14	11	INT	0	Ref 29	Will 29
Init +14	18	WIS	4	Str 29	Ag 29
Init +14	9	CHA	-1	Str 29	Ag 29

22 Passive Insight

27 Passive Perception

Player Name: Aaron Vaubel

Skills

Acrobatics	Dexterity	•	19
Arcana	Intelligence		6
Athletics	Strength	•	17
Bluff	Charisma		5
Diplomacy	Charisma		5
Dungeoneering	Wisdom		10
Endurance	Constitution		6
Heal	Wisdom		10
History	Intelligence		6
Insight	Wisdom		12
Intimidate	Charisma		5
Nature	Wisdom		10
Perception	Wisdom	•	17
Religion	Intelligence	•	11
Stealth	Dexterity		16
Streetwise	Charisma		5
Thievery	Dexterity		12

• indicates a trained skill.

Action Point

Base action points: 1

Chessenta Benefit: When you spend an action point to take an extra action, you gain a +1 bonus to all rolls made during the extra action granted.

Restoring Action: When you spend an action point to take an extra action, you can roll a saving throw against each effect on you that a save can end.

Demonskin Tattoo (heroic tier): When you spend an action point to take an extra action, choose acid, cold, fire, lightning, or thunder. You gain resist 5 to the chosen damage type until the end of the encounter.

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

Ki Greatspear +3: +16 vs. AC, 1d10+7 damage
Monk unarmed strike: +11 vs. AC, 1d8+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 (+2) damage.

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

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Distance Shuriken +1: +16 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 (+6) damage.

Level 21: 2[W] + Dex modifier (+6) damage.

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Basic Attack

Five Storms

At-Will ♦ Standard Action

Ki Greatspear +3: +17 vs. Reflex, 1d8+9 damage
Distance Shuriken +1: +13 vs. Reflex, 1d8+7 damage

Monk unarmed strike: +12 vs. Reflex, 1d8+6 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 (+6) damage.

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Monk Attack 1

Steel Wind

At-Will ♦ Standard Action

Ki Greatspear +3: +17 vs. Reflex, 1d8+9 damage
Distance Shuriken +1: +13 vs. Reflex, 1d8+7 damage

Monk unarmed strike: +12 vs. Reflex, 1d8+6 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 (+6) damage.

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Monk Attack 1

Sohei Flurry

Encounter ♦ Minor Action

Ki Greatspear +3: +20 vs. AC, 2d10+5 damage
Monk unarmed strike: +15 vs. AC, 2d8+2 damage

Melee weapon **Target:** One creature
Level 21: One or two creatures

The blood you've drawn spurs you on, and you lash at other enemies around you with divinely inspired fury.

Keywords: Divine, Weapon

Requirement: You must have hit an enemy with a weapon attack during this turn.

Attack: Highest ability modifier vs. AC

Hit: 1[W] damage.

Level 11: 2[W] damage.

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Sohei Attack

Used ☐

Eternal Mountain

Encounter ♦ Standard Action

Ki Greatspear +3: +17 vs. Fortitude, 2d8+9 damage

Distance Shuriken +1: +13 vs. Fortitude, 2d8+7 damage

Monk unarmed strike: +12 vs. Fortitude, 2d8+6 damage

Close burst 1 **Target:** Each enemy in the burst

You focus your mind, calling on your iron discipline to walk, fight, and shrug off attacks with a mountain's enduring spirit.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Fortitude

Hit: 2d8 + Dex modifier (+6) damage, and you knock the target prone.

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Monk Attack 3

Used ☐

Strike the Avalanche

Encounter ♦ Standard Action

Ki Greatspear +3: +17 vs. Fortitude, 2d10+11 damage
Distance Shuriken +1: +13 vs. Fortitude, 2d10+9 damage
Monk unarmed strike: +12 vs. Fortitude, 2d10+8 damage
Melee touch

As your blow falls, you send your foe flying across the battlefield to slam into your enemies like an avalanche.

Keywords: Full Discipline, Implement, Psionic

Primary Target: One creature

Primary Attack: Dexterity vs. Fortitude

Hit: 2d10 + Dex modifier (+6) damage, and you slide the primary target a number of squares equal to your Wis modifier (+4). Make a secondary attack that is a close burst 1 centered on the primary target.

Secondary Target: Each creature in the burst other than the primary target

Secondary Attack: Dexterity vs. Fortitude

Hit: The secondary target falls prone.

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Monk Attack 7 Used ☐

Masterful Spiral

Daily ♦ Standard Action

Ki Greatspear +3: +17 vs. Reflex, 3d8+9 damage
Distance Shuriken +1: +13 vs. Reflex, 3d8+7 damage
Monk unarmed strike: +12 vs. Reflex, 3d8+6 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 (+6) 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

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

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 (+4), 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

Probability Travel

Encounter ♦ Standard Action

Unarmed: +16 vs. Will, 3d10+6 damage
Close blast 5 **Target:** Each enemy in the burst

You see all the possibilities and choose one, and the minds of your enemies reel from the sudden changes.

Keywords: Psionic, Psychic, Teleportation

Attack: Your highest ability modifier + 4 vs. Will

Hit: 3d10 + your highest ability modifier psychic damage, and you teleport the target a number of squares equal to 1 + your Wis modifier (+4).

Effect: Each ally in the area can teleport a number of squares equal to your Wis modifier (+4).

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Storvakal Attack 11 Used ☐

Whirling Mantis Step

Daily ♦ Standard Action

Ki Greatspear +3: +17 vs. Fortitude, 2d10+11 damage
Distance Shuriken +1: +13 vs. Fortitude, 2d10+9 damage
Monk unarmed strike: +12 vs. Fortitude, 2d10+8 damage
Melee touch

With swift steps and overwhelming leverage, you shove aside your foes and cripple them with vicious kicks.

Keywords: Implement, Psionic

Effect: You shift your speed. If you enter a square adjacent to any enemy during this shift, you slide that enemy 1 square. You can slide each enemy only once during the shift. After the shift, make the following attack.

Target: One, two, or three creatures

Attack: Dexterity vs. Fortitude

Hit: 2d10 + Dex modifier (+6) damage, and the target is slowed (save ends).

Miss: Half damage, and the target is slowed until the end of your next turn.

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Monk Attack 1 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

Furious Bull

Encounter ♦ Standard Action

Ki Greatspear +3: +17 vs. Fortitude, 2d6+9 damage
Distance Shuriken +1: +13 vs. Fortitude, 2d6+7 damage
Monk unarmed strike: +12 vs. Fortitude, 2d6+6 damage
Close burst 2 **Target:** Each enemy in the burst

You move like an enraged bull, drawing on your psionic power to shove aside your foes and deliver vicious punches that leave them senseless.

Keywords: Full Discipline, Implement, Psionic

Requirement: You must not be immobilized.

Attack: Dexterity vs. Fortitude

Hit: 2d6 + Dex modifier (+6) damage, and you slide the target 1 square. The target is dazed until the end of your next turn.

Effect: You shift 3 squares to a square in the burst.

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Monk Attack 13 Used ☐

Stone Juggernaut

Daily ♦ Minor Action

Personal

Attuning your mind to elemental earth triggers your transformation into a stone juggernaut. Your every strike causes the earth to fracture and enemies to fall.

Keywords: Polymorph, Psionic

Effect: You assume the form of the stone juggernaut until the end of the encounter. While in this form, you have a +2 power bonus to all defenses and can make saving throws against slowing, immobilizing, or restraining effects at the start of your turn as well as the end of your turn. The form also enables you to ignore difficult terrain and use the secondary power at will.

Additional Effects

Monk Attack 9 Used ☐

Steel Wind...

At-Will ♦ Move Action

Personal

Keywords: Full Discipline, Psionic

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

Additional Effects

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

Eternal Mountain...

Encounter ♦ Move Action

Personal

You focus your mind, calling on your iron discipline to walk, fight, and shrug off attacks with a mountain's enduring spirit.

Keywords: Full Discipline, Psionic

Effect: You gain resistance to all damage equal to your Str modifier (+2) until the end of your next turn. In addition, you shift 2 squares.

Additional Effects

Used ☐

Furious Bull [Movement...

Encounter ♦ Move Action

Personal

You move like an enraged bull, drawing on your psionic power to shove aside your foes and deliver vicious punches that leave them senseless.

Keywords: Full Discipline, Psionic

Effect: You move your speed + 2. During this movement, you can move through enemies' spaces.

Additional Effects

Used ☐

Iron Mind

Encounter ♦ Immediate Interrupt

Personal

Under the brunt of an attack, you use the power of your mind to fortify yourself against harm.

Trigger: You are hit by an attack.

Effect: You gain a +2 bonus to all defenses until the end of your next turn.

Additional Effects

Githzerai Racial Power

Used ☐

Strike the Avalanche...

Encounter ♦ Move Action

Personal

As your blow falls, you send your foe flying across the battlefield to slam into your enemies like an avalanche.

Keywords: Full Discipline, Psionic

Effect: You move your speed + 2. During this movement, you don't provoke opportunity attacks from prone enemies.

Additional Effects

Used ☐

Iron Dragon Defense

Encounter ♦ Immediate Interrupt

Personal

You quiet your mind and shrug off the pain inflicted upon you.

Keyword: Psionic

Trigger: You take damage

Effect: The damage is reduced by 10 + your Wis modifier (+4).

Additional Effects

Monk Utility 10

Used ☐

Stone Juggernaut...

Daily ♦ Standard Action

Ki Greatspear +3: +17 vs. Reflex, 2d6+11 damage

Distance Shuriken +1: +13 vs. Reflex, 2d6+9 damage

Monk unarmed strike: +12 vs. Reflex, 2d6+8 damage

Melee touch

Keywords: Implement, Psionic

Requirement: The power Stone Juggernaut must be active in order to use this power.

Trigger: One creature

Attack: Dexterity vs. Reflex

Hit: 2d6 + Dex modifier (+6) damage, and the target falls prone.

Additional Effects

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

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

Used ☐

Wind of Reprisal

Daily ♦ Immediate Interrupt

Personal

Riding a psychic connection created from your enemy's wrath, you teleport closer to your attacker and send a projectile intended for you at another target.

Keywords: Psionic, Teleportation

Trigger: An enemy misses you with a ranged attack

Effect: The attacking creature rerolls the attack against a creature of your choice within 5 squares of you. You then teleport up to 5 squares plus a number of squares equal to your Wis modifier (+4), as long as you arrive in a square within 5 squares of the triggering enemy.

Additional Effects

Storvakal Utility 12

Used ☐

Iron Armbands of Power...

Arms Slot Item ♦ Level 6

Properties

Gain a +2 item bonus to melee damage rolls.

Distance Shuriken +1

Weapon ♦ Level 1

Damage: 1d4

Proficiency Bonus: 3

Range: 6/12

Properties: Light Thrown

Enhancement: +1 attack rolls and damage rolls

Critical: None

Properties

Increase the weapon's normal range by 5 squares and the long range by 10 squares.

Gauntlets of Blood (heroic...

Hands Slot Item ♦ Level 4

Properties

You gain a +2 bonus to damage rolls against bloodied targets.

Ki Greatspear +3

Weapon ♦ Level 13

Damage: 1d10

Proficiency Bonus: 3

Properties: Reach

Enhancement: +3 attack rolls and damage rolls

Critical: +1d8 damage per plus

Properties

Once per turn, when you use your Flurry of Blows power, it deals 2 extra damage to its targets.

Amulet of Protection +3

Neck Slot Item ♦ Level 11

Enhancement: +3 Fortitude, Reflex, and Will

Piwafwi +4

Neck Slot Item ♦ Level 17

Enhancement: +4 Fortitude, Reflex, and Will

Property

- ♦ Gain an item bonus to Stealth checks equal to the cloak's enhancement bonus.
- ♦ Gain resist 5 fire.

Power (Illusion) ♦ **Daily** (Minor Action)

You have concealment until you make an attack or are hit by an attack.

Circlet of Indomitability...

Head Slot Item ♦ Level 8

Properties

Gain a +1 bonus to Will defense.

Boots of Free Movement

Feet Slot Item ♦ Level 6

Properties

Gain a +2 item bonus to saving throws against effects that apply the slowed, immobilized, or restrained condition.

Power ♦ **Encounter** (Minor Action)

Make a saving throw against a slow, immobilize, or restrain effect that a save can end.

Vigorous Resolve Vestments...

Armor ♦ Level 12

Armor Bonus: 0

Special: +1 Will

Enhancement: +3 AC

Properties

While you are bloodied, you gain a +2 item bonus to Fortitude.

Battle Standard of the Tides

Wondrous Item ♦ Level 16

>>> WANT

Power (Zone) ♦ **Encounter** (Standard Action)

Effect: When you plant the battle standard in your space or in a square adjacent to you, it creates a zone of wind and tides in a close burst 3. Enemies treat the zone as difficult terrain, and when a nonaquatic enemy ends its turn in the zone, it is pushed 3 squares from the standard's square. The zone lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to the battle standard's square can remove it from the ground of as a standard action.

Demonskin Tattoo (heroic...

Wondrous Item ♦ Level 3

Properties

When you spend an action point to take an extra action, choose acid, cold, fire, lightning, or thunder. You gain resist 5 to the chosen damage type until the end of the encounter.