

Player Name **Dave**

Raptor	4	Monk Psion	3750
Character Name	Level	Class	Total XP
Dragonborn	Medium	Male	Unaligned
Race	Size	Age	Gender
	Height	Weight	Alignment
			Deity
			Adventuring Company
			RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
6	4	2	
INITIATIVE			

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	12	4			1		
CONDITIONAL BONUSES								

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		
SPECIAL MOVEMENT				

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
12	STR Strength	1	3
12	CON Constitution	1	3
19	DEX Dexterity	4	6
10	INT Intelligence	0	2
14	WIS Wisdom	2	4
10	CHA Charisma	0	2

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	FORT	12	1
14	Passive Insight	10	4
14	Passive Perception	10	4
SPECIAL SENSES			

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
36	18	10	10	7
CURRENT HIT POINTS		CURRENT SURGE USES		
SECOND WIND 1/ENCOUNTER		USED		
TEMPORARY HIT POINTS				
DEATH SAVING THROW FAILURES				
SAVING THROW MODS +1 item bonus against ongoing damage				
RESISTANCES				
CURRENT CONDITIONS AND EFFECTS				

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS	

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Monk Unarmed Strike

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	2	1		3			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	2	1					

RACE FEATURES

Dragon Breath - Use dragon breath as an encounter power.

Dragon Breath Dexterity - Use DEX for Dragon Breath

Dragon Breath Lightning - Dragon Breath deals lightning damage

Dragonborn Fury - +1 to attacks while bloodied.

Draconic Heritage - Add Con mod to healing surge value.

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Monk Unarmed Strike

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+1	1				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

SKILLS

BONUS	SKILL NAME	ABIL MOD	TRND (+5)	ARMOR PENALTY	MISC
6	Acrobatics	DEX	6	0	0
2	Arcana	INT	2	0	0
10	Athletics	STR	3	5	2
2	Bluff	CHA	2	0	0
2	Diplomacy	CHA	2	0	0
4	Dungeoneering	WIS	4	0	0
8	Endurance	CON	3	5	0
4	Heal	WIS	4	0	0
4	History	INT	2	0	2
4	Insight	WIS	4	0	0
9	Intimidate	CHA	2	5	2
4	Nature	WIS	4	0	0
4	Perception	WIS	4	0	0
2	Religion	INT	2	0	0
6	Stealth	DEX	6	0	0
2	Streetwise	CHA	2	0	0
6	Thievery	DEX	6	0	0

CLASS / PATH / DESTINY FEATURES

Monastic Tradition (Hybrid) - Gain flurry of blows power from a monastic tradition

Centered Breath (Hybrid) - Gain Centered Flurry of Blows

Discipline Focus (Hybrid)

Telekinesis Focus (Hybrid) - Gain far hand power

Psionic Augmentation (Hybrid)

Unarmed Combatant - Gain Monk Unarmed Strike +3 attack, 1d8 damage

Hybrid Power Point Option

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs AC	Monk Unarmed Strike	1d8+1
3	vs AC	Unarmed (Melee)	1d4+1
6	vs AC	Unarmed (Range)	1d4+4

FEATS

Hybrid Talent - Gain a hybrid talent option for one of your hybrid class entries

Bolstering Breath

Enlarged Dragon Breath - Dragon breath becomes blast 5

LANGUAGES KNOWN

Common, Draconic

CHARACTER NAME
Raptor

PLAYER NAME
Dave

RACE Dragonborn CLASS Hybrid LEVEL 4

SCORE	ABILITY	MOD
HP	12 STR	+1
36	12 CON	+1
Spd	19 DEX	+4
6	10 INT	+0
Init	14 WIS	+2
+6	10 CHA	+0

AC	17
Fort	13
Ref	16
Will	15

14 Passive Insight 14 Passive Perception


Skills

6	Acrobatics	DEX
2	Arcana	INT
10	Athletics	STR (Trained)
2	Bluff	CHA
2	Diplomacy	CHA
4	Dungeoneering	WIS
8	Endurance	CON (Trained)
4	Heal	WIS
4	History	INT
4	Insight	WIS
9	Intimidate	CHA (Trained)
4	Nature	WIS
4	Perception	WIS
2	Religion	INT
6	Stealth	DEX
2	Streetwise	CHA
6	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



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.

PLAY DATA DUNGEONS & DRAGONS

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard Personal ACTION RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 10 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK PH

Centered Flurry of Blows

KEYWORDS Psionic

Free* Melee 1 ACTION RANGE

vs See below

ATTACK	DEFENSE	TARGET

Trigger: You hit with an attack during your turn
Target: One creature
Level 11: One or two creatures
Level 21: Each enemy adjacent to you
Effect: The target takes damage equal to 2 + your Wisdom modifier (+2), 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

CLASS Monk LEVEL 1 BOOK PH3

Force Punch (Augment 0)

KEYWORDS Augmentable, Force, Implement, Psionic

Standard Melee 1 ACTION RANGE

2 vs Fort One creature

ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Fortitude
Hit: 1d8 + Intelligence modifier (+0) force damage, and you push the target and each enemy adjacent to you 1 square.

Monk Unarmed Strike: +2 attack, 1d8 damage

ADDITIONAL EFFECTS
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Psion LEVEL 1 BOOK PH3

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Force Punch (Augment 1)

KEYWORDS Augmentable, Force, Implement, Psionic

Standard Melee 1 ACTION RANGE

2 vs Fort One creature

ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Fortitude
Hit: 1d8 + Intelligence modifier (+0) force damage, and you push the target and each enemy adjacent to you 1 square, but you push the target a number of squares equal to your Wisdom modifier (+2).

Monk Unarmed Strike: +2 attack, 1d8 damage

ADDITIONAL EFFECTS
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Psion LEVEL 1 BOOK PH3

Force Punch (Augment 2)

KEYWORDS Augmentable, Force, Implement, Psionic

Standard Melee 1 ACTION RANGE

2 vs Fort One creature

ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Fortitude
Hit: 1d8 + Intelligence modifier (+0) + Wisdom modifier (+2) force damage, and you knock the target prone. In addition, you push the target and each enemy adjacent to you 1 square.

Monk Unarmed Strike: +2 attack, 1d8+2 damage

ADDITIONAL EFFECTS
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Psion LEVEL 1 BOOK PH3

Dragon's Tail

KEYWORDS Full Discipline, Implement, Psionic

Standard Melee touch ACTION RANGE

6 vs Fort One creature

ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. Fortitude
Hit: 1d6 + Dexterity modifier (+4) damage, and you knock the target prone.
Level 21: 2d6 + Dexterity modifier (+4) damage.
Movement Technique
Move Action Melee 1
Effect: You swap places with the target.

Monk Unarmed Strike: +6 attack, 1d6+4 damage

ADDITIONAL EFFECTS
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Monk LEVEL 1 BOOK PH3

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Dragon Breath

KEYWORDS		Acid, Cold, Fire, Lightning or Poison	USED
Minor		Close blast 3 or 5	
ACTION	3	RANGE	
8	vs	Reflex	All creatures in area.
ATTACK	DEFENSE	TARGET	

Attack: Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex
Hit: 1d6 + Constitution modifier (+1) damage.
 Increase to +4 bonus and 2d6 + Constitution modifier (+1) damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier (+1) damage at 21st level.
Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.

Unarmed: +8 attack, 1d6+1 damage

ADDITIONAL EFFECTS
 +1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS	Racial Power	LEVEL *	BOOK	PH
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Far Hand

KEYWORDS		Psionic	USED
Minor		Ranged 5	
ACTION		RANGE	
	vs		See below
ATTACK	DEFENSE	TARGET	

Target: One object that weighs 20 pounds or less and isn't carried by another creature
Effect: You either move the target to a square within range or manipulate it. When you move the target with this power, you can cause the target to remain aloft until the end of your next turn. If you are holding the target when you use this power, you can put it into a container that's on your person and simultaneously move a second object that you're carrying to your hand. The second object then becomes the target if it weighs 20 pounds or less.
Sustain Minor: You either move the target to a square within range or manipulate it.

ADDITIONAL EFFECTS

CLASS	Psion	LEVEL	BOOK	PH3
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Twin Thunders

KEYWORDS		Full Discipline, Implement, Psionic, Thunder	USED
Standard		Melee touch	
ACTION		RANGE	
6	vs	Fort	One creature
ATTACK	DEFENSE	TARGET	

Attack: Dexterity vs. Fortitude
Hit: 2d10 + Dexterity modifier (+4) thunder damage, and a single enemy adjacent to the target takes 1d10 thunder damage.
Movement Technique
Move Action Personal
Effect: Choose one enemy adjacent to you and move your speed + 2. During this movement, you don't provoke opportunity attacks from that enemy.

Monk Unarmed Strike: +6 attack, 2d10+4 damage

ADDITIONAL EFFECTS
 +1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS	Monk	LEVEL	3	BOOK	PH3
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ENCOUNTER POWER

ENCOUNTER POWER

ENCOUNTER POWER

Harmonious Thunder

KEYWORDS		Implement, Psionic, Thunder	USED
Standard		Melee touch	
ACTION		RANGE	
6	vs	Fort	One or two creatures
ATTACK	DEFENSE	TARGET	

Attack: Dexterity vs. Fortitude
Hit: 3d6 + Dexterity modifier (+4) thunder damage.
Miss: Half damage.
Effect: When one of the targets takes damage, the other target takes thunder damage equal to your Strength modifier (+1). This effect lasts until the end of the encounter or until one of the targets drops to 0 hit points.

Monk Unarmed Strike: +6 attack, 3d6+4 damage

ADDITIONAL EFFECTS
 +1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS	Monk	LEVEL	1	BOOK	PH3
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Telekinetic Lift

KEYWORDS		Psionic	USED
Standard		Ranged 10	
ACTION		RANGE	
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY			

Target: One ally, helpless enemy, or object that weighs 400 pounds or less and isn't carried by another creature
Effect: You slide the target 3 squares in any direction, even into the air. The target remains aloft and is immobilized until the end of your next turn. You can end this effect as a free action, and it ends if you end your turn out of range of the target. If the target is a creature, it can end the effect as a minor action.
Sustain Minor: The target remains aloft and is immobilized until the end of your next turn, and you can slide the target 3 squares in any direction. Alternatively, you can drop the target and then use the power on a new target.

ADDITIONAL EFFECTS

CLASS	Psion	LEVEL	2	BOOK	PH3
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Cloth Armor (Basic Clothing) of Sudder

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AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		3	Armor
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

You gain a +1 item bonus to saving throws against ongoing damage.

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily * Healing): Minor. You can use this power when you're taking ongoing damage. The ongoing damage ends, and you gain regeneration equal to the amount of the ongoing damage until the end of the encounter.

ITEM SLOT	Body	WEIGHT	4	PRICE	680	BOOK	PH
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DAILY POWER

UTILITY POWER

MAGIC ITEM