

Character Name

Firesoul

Race

Monk N1

Class & Level

Height & Weight

Age & Sex

15 STR +2

13 CON +1

16 DEX +3

Initiative

+3

Level + Dex

7 INT -2

15 WIS +2

9 CHA -1



Hit Points

12

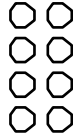
Maximum

Current

Recoveries

4

1d8+1



Death Saves



PD

13

11 + Level + Str/Con/Dex

AC

13

11 + Level + Con/Dex/Wis

MD

10

11 + Level + Int/Wis/Cha

Ki Points

2



Icon Relationships

The Three (conflicted 1)

One Unique Thing

Backgrounds

Urchin in the streets of Drakkenhall +4

Trained in the Black's monastery +2

Talents & Features

Burning Vengeance (Racial Power)

Once per battle, when you take damage from an attack by a nearby enemy, deal 1d6 per level fire damage to your attacker as an interrupt action.

Jab, Punch, Kick (Class Feature)

JAB = d6; PUNCH = 1d8; KICK = 1d10.

Defense bonus (Class Feature)

When you use an element of a form, you gain an AC bonus until the start of your next turn. After using an opening attack you gain a +1 bonus to AC. After using a flow attack, you gain a +2 bonus to AC. After using a finishing attack, you gain a +3 bonus to AC.

Ki (Class Feature)

When you take a full heal-up, you regain all your ki points. After rolling an attack, you can spend 1 point of ki as a free action to change your attack's natural result by 1, unless that result is a natural 1. The change can be +1 or -1. You can only spend 1 point of ki each turn.

Fire Fist (Seven Deadly Secrets)

Close-quarters power; Once per battle; Quick action

Effect: Your JAB, PUNCH and KICK attacks deal fire damage. If the escalation die is 2+, deal 1d4 extra damage on a hit with your JAB, PUNCH and KICK attacks.

Ki Power (Immolating Fist): After rolling the extra fire damage, you can spend a ki point to deal ongoing fire damage to the target equal to the extra damage.



Attacks & Forms

Punch (Melee attack)

Attack: 1d20+3 vs. AC

Hit: 1d8+2 damage

Miss: —

Natural 2: Reroll the attack.

Javelin (Ranged attack)

Attack: 1d20+3 vs. AC

Hit: 1d6+3 damage

Miss: —

Firewalker (Monk Form)

Opening Attack (Flying Cinders)

Melee attack

Attack: 1d20+3 vs. AC

Hit: 1d6+2 fire damage.

Cycle bonus: Whenever an enemy makes a melee attack against you, deal 2 fire damage to the attacker.

Miss: You can spend a ki point to gain the cycle bonus.

Flow Attack (Awaken the Flames)

Melee attack

Attack: 1d20+3 vs. AC

Hit: 5 ongoing fire damage.

Miss: —

Finishing Attack (Fan of Flames)

Melee attack

Target: 2 nearby enemies

Attack: 1d20+3 vs. AC

Hit: Half (1d10 + 2 fire damage)

Miss: —