

Player Name

Name **5** Monk
 Character Name **Half-Orc** Level **6** Class **Monk** Paragon Path **Kord** Epic Destiny **Kord**
 Race **M** Size **23** Age **M** Gender **6** Height **180** Weight **Good** Alignment **Deity** Adventuring Company or Other Affiliations
 Total XP **6500**

INITIATIVE

SCORE DEX 1/2 LEVEL MISC
7 Initiative **5** **2**
 CONDITIONAL MODIFIERS

DEFENSES

SCORE DEFENSE 10 + 1/2 LVL ARMOR/ ABIL CLASS FEAT ENH MISC MISC
21 AC **12** **5** **2** **2**
 CONDITIONAL REMARKS

MOVEMENT

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

ABILITY SCORES

SCORE ABILITY ABIL MOD MOD + 1/2 LVL
18 STR **+4** **+6**
12 CON **+1** **+3**
20 DEX **+5** **+7**
8 INT **-1** **+1**
12 WIS **+1** **+3**
10 CHA **+0** **+2**

DEFENSE 10 + 1/2 LVL ABIL CLASS FEAT ENH MISC MISC
17 FORT **12** **4** **1**
 CONDITIONAL REMARKS

DEFENSE 10 + 1/2 LVL ABIL CLASS FEAT ENH MISC MISC
18 REF **12** **5** **1**
 CONDITIONAL REMARKS

DEFENSE 10 + 1/2 LVL ABIL CLASS FEAT ENH MISC MISC
15 WILL **12** **1** **2**
 CONDITIONAL REMARKS

SENSES

SCORE PASSIVE SCORE SKILL BONUS
13 Passive Insight 10 + **3**
18 Passive Perception 10 + **8**

SPECIAL SENSES

Low-light

ATTACK WORKSPACE

ABILITY: Melee Attack with Unarmed (Monk)
 ATTACK BONUS 1/2 LVL ABIL CLASS PROF FEAT ENH MISC
+9 **2** **4** **3**

ABILITY: Implement Powers with Magic Ki Focus

ATTACK BONUS 1/2 LVL ABIL CLASS PROF FEAT ENH MISC
+7 **2** **5**

HIT POINTS

MAX HP HEALING SURGES
44 **22** **11** **8**

CURRENT HIT POINTS CURRENT SURGE USES
 SECOND WIND 1/ENCOUNTER USED
 TEMPORARY HIT POINTS
 DEATH SAVING THROW FAILURES
 SAVING THROW MODIFIERS
 RESISTANCES
 CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points MILESTONES ACTION POINTS
 ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

ABILITY SCORE MODS
 Half-orc Resilience: Gain 5 temporary HP when first bloodied
 Swift charge: +2 speed when charging
 Furious Assault: Extra 1[W] or 1d8 on hit

CLASS / PATH / DESTINY FEATURES

Monastic Tradition: Stone Fist
 Unarmed Combatant: +3 proficiency, d8 damage

Unarmored Defense: +2 AC when wearing cloth or no armor
 Stone Fist Flurry of Blows: +7 damage, +9 if not originally targeted

Mental Bastion: +1 Will

0

0

Stone Fist

LANGUAGES KNOWN

Common Giant

DAMAGE WORKSPACE

ABILITY: Melee Attack with Unarmed (Monk)
 DAMAGE ABIL CLASS FEAT ENH ITEM MISC
1d8+4 **4**
 ABILITY: Implement Powers with Magic Ki Focus
 DAMAGE ABIL CLASS FEAT ENH ITEM MISC
+5 **5**

STANDARD ATTACKS

ATTACK DEFENSE DAMAGE
+9 vs **AC** Unarmed (Monk) **1d8+4**
+7 vs **FORT** Crane's Wings **1d10+5**
+7 vs **REF** Five Storms **1d8+5**
 vs

FEATS

Unarmored Agility
 +2 AC when wearing cloth or no armor
 Superior Implement Training Orb
 Can use properties of Superior Orb
 Versatile Expertise Unarmed/Focus
 +1 to attack rolls on both weapon and implement

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LEVEL	TRND (+5)	ARMOR PENALTY	MISC
12	Acrobatics	DEX 7	X	+0	
1	Arcana	INT 1		n/a	
11	Athletics	STR 6	X	+0	
2	Bluff	CHA 2		n/a	
2	Diplomacy	CHA 2	-	n/a	
3	Dungeoneering	WIS 3		n/a	
10	Endurance	CON 3	X	+0	+2
3	Heal	WIS 3		n/a	
1	History	INT 1		n/a	
3	Insight	WIS 3		n/a	
4	Intimidate	CHA 2		n/a	+2
3	Nature	WIS 3		n/a	
8	Perception	WIS 3	X	n/a	
1	Religion	INT 1	-	n/a	
7	Stealth	DEX 7	-	+0	
2	Streetwise	CHA 2		n/a	
7	Thievery	DEX 7	-	+0	

Instructions for 4E Character Sheet

This sheet is designed to assist in filling out your D&D character sheet.
It is recommended that you try D&D Insider for a more complete experience.

Level and XP:

When you enter your XP it will fill in the appropriate level. You can select the XP needed to start a level from the popup on the XP field.
To autocalculate XP from level instead, remove the leading single quote from the XP box (leaving =XPStart).
If have entered a level and wish to regain automatic level calculation, you can enter =LevelCalc into the level box. Say Yes at the validation warning.

Starting A New Character:

This is a macro-free worksheet. Excel is unable to recover any formula that is overwritten.

Because of this, it is always best to start with the master file when making a new character.

Stats:

When filling in your stats at first level, you will see a green number above your stats. This lets you know how many points left you have to spend. This number already includes your racial bonuses. Humans use the highest stat as your +2 racial bonus.

Skills:

To train skills, mark them with an X. This will add 5 to the total.
Skill totals will not be calculated until the stats are filled in.
Also at first level, there is a skill counter seen as a green number in the SKILLS title block. This is the number of skills you have left to choose.

Class Option:

If you choose a Class option, you will have to manually delete it or move to that cell and press ALT DOWN ARROW to select a new option if you change to a new Class. If you play a Fighter, be sure to select your Fighter Weapon Talent to get your class bonus to attacks.

Feats:

Start entering Feats from the topmost Feat space. A description of that feat should appear right below it. Enter the next Feat below the last Feat's description. If Feat's are not entered in this way, you may not see your Feat description appear. Use Alt Down Arrow to get a list of all your available feats that you currently qualify for (based on race, class, stats, etc...)
If a feat affects a skill, it should add any bonuses under the Misc column. It will also add in the Improved Initiative, Toughness, Backstabber & Lethal Hunter die increase. Durable will add to your daily surge total.
Remember that feat bonuses of the same type doesn't stack.

If for some reason if you see something from a feat that doesn't update, try pressing F9 to force an update.

Paragon Paths:

This sheet lets you select a Paragon Path with Alt Down Arrow starting at level 11. Path ability bonuses that are persistent are automatically added in. You must spend an action point to use the Action abilities. Note that some action abilities will replace taking an action. The descriptions are only meant as a quick reference, always read the entire description in the PHB.

Selecting Armor:

In the Armor box under the Magic Items column, press Alt Down Arrow on the left Side of the Armor box to select your armor. It will only list the armor that you qualify for. On the right side of the Armor box, press alt down arrow to select the magic type for that armor. It will only list qualifying armor that is within 4 levels of your own level, or as set in the Filter tab. You can temporarily raise your level if you need a higher level magic armor. It also filters out lower level armor if it is of masterwork quality. After selecting your armor, your armor penalty checks for the skills will automatically update. Armor Specialization will properly update AC, skills penalty or speed penalty. You can turn off the proficiency filter by going to the Filters tab and clearing the Proficiency Filter box. This will allow for the selection of non-proficient armor and weapons.

Selecting a Shield:

Put shields into the offhand slot. You will not be able to select a shield if the primary weapon is two-handed. If you have magical bracers, you will not be able to select a magical shield.

Remember that you can not wear both a magical shield and bracers at the same time because of the Arms slot limitation.

If you put a 2 handed weapon into the first weapon slot, your shield bonus will not be added in.

Selecting a Weapon:

You should select your weapons under you Magic Items slots even if they are not magical. Your Attack Workspace fill in's will be based off the primary weapon and the other weapons. In the right hand side of the weapon box you can select the weapon's magic. The selection include items that are up to 4 levels higher than you, , or as set in the Filter tab. This selection should work the first time but you may have to press F9 before changing your selection to something else. This spreadsheet is large and complex and automatic calculation is being pushed to it's limits. F9 forces a manual refresh of the sheet.

Selecting an Implement:

If you are a spellcaster, choose your magic implement in the Implement box under the primary weapon. Your enhancement bonus will be added to your attack workspace. If you want to use an offhand implement, such as Staff of Ruin, choose

Implement for your offhand weapon, and then you can select the implement in the magic enchantment field.

Selecting Magic Items:

Select your magic item in the appropriate slot. Modifiers will be automatically applied for skill bonuses, initiative bonuses, speed bonuses, etc...

Selecting Powers:

Your powers are filtered by your level, class and multiclass.

Encounter and Daily powers are entered in the top 3 slots.

You need to enter your path power in the 4th slot.

You will get a list of replacement powers from your 2nd class in your path slot if you paragon multiclass.

Note that it will not stop you from selecting too many powers of too high of a level. See the character advancement table in the PHB to see how to replace powers when gaining levels. When multiclassing you should not swap more than one power in each category (Encounter, Daily or Utility).

Daily and Utility powers are divided into 2 cells. For non-wizards, use the left cell.

Since wizards have spellbooks, you may enter your second spell in the right cell.

You can use CTRL B, CTRL U or CTRL I to mark memorized spells. If you have an expanded spell book it will appear in the Coin and Other Wealth section.

Warlocks must choose a pact before getting their At-Will power.

Character Portrait:

In Excel 2007 you can simply right click on the picture then on change picture, then resize.

In Excel 97-2003, you have to click the picture then delete. Unprotect the sheet, insert picture from file, resize to fit the portrait box, then protect sheet.

Editing Locked Cells:

If you need to edit a cell that you can not normally click on, you can unprotect the sheet to allow this. Be careful you do not click on a Text or Object graphic.

You may have to click a nearby cell and then arrow over to the cell you want.

After you are done with this edit, you should protect the sheet again.

Look in your Excel help file regarding Protection on how to turn this on and off.

*Mark filter with an X to enable or
press delete to disable.*

Proficiency Filters

Armor and Weapon Proficiency Filters
Conceal magic items this many
levels above PC level

X

7

Sources

Players Handbook
Monster Manual
Dragon Magazines
Adventurer's Vault
Forgotten Realms Players' Guide
Martial Power
Arcane Power
Players Handbook 2
Dungeon Magazines
Manual of the Planes
Eberron Players' Guide
Open Grave
Divine Power
Miniature Sets
Adventurer's Vault 2
Dungeon Master's Guide 2
Primal Power
PHB: Dragonborn
Monster Manual 2
Martial Power 2
Players Handbook 3
PHB: Tieflings

X

X

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X

X

X

X

X

X

X

Non WOTC Sources

Quitessential books

Dungeon Master (custom)



DPR - Damage Per Round - How much damage the char would do in a normal round on average
Source for average monster stats - DMG pg. 184-185, and this Enworld thread: <http://www.enworld.org/showthread.php?p=1>

Included: Quarry, backstab, Warlock curse, and Oath of Enmity, d6 damage for magic weapon (if applicable)
Not included: Miss damage, auto-damage, or different crit damage from different magic weapons

Standard Attacks	Hit %	Hands	DPR
Unarmed (Monk)	55%	1	5.03
Crane's Wings	50%		5.48
Five Storms	58%		5.64

Pick weapon-based attack to compare with	
Look for	One- or Two-Handed
Assume current weapon feats replaced by best appropriate feat for weapon	Yes

Base	Hit %	Hands	DPR	+/- %
	#N/A	#N/A	0.00	0%

Proficient Alternatives	Hit %	Hands	DPR	+/- %
	#N/A	#N/A	#N/A	#N/A

e

world.org/forum/d-d-4th-edition-rules/229092-lots-statistics-monster-manual.html

crits

ons, attack type feat effects (cold, necrotic, etc)

Non-proficient Alternatives	Hit %	Hands	DPR	+/- %
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DPR - Damage Per Round - How much damage the char would do in a normal round on average
MK10R - Monsters killed in 10 rounds - How many average monsters the char would kill in 10 rounds if they lined up
ATB - Attacks until bloodied - How many attacks the char could take from an average monster of his level before bloodied
MKBB - Monsters Killed Before Bloodied - How many monsters the char would kill in a line trading one round each
Source for average monster stats - DMG pg. 184-185, and this Enworld thread: <http://www.enworld.org/forum/>

Included: Quarry, backstab, Warlock curse, and Oath of Enmity, d6 damage for magic weapon crits
Not included: Miss damage, auto-damage, or different crit damage from different magic weapons, attack type feats

Choose an Standard Attack to compare against:

Prioritize by	Mixed
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	Offense		Defense	Mixed	Off	Def	Mix
	DPR	MK10R	ATB	MKBB	Percentage change		
Key stats before feats:	0.00	0.00	0.00	0.00			
After feats:	0.00	0.00	0.00	0.00	0%	0%	0%

	Offense		Defense	Mixed	Off	Def	Mix
Feats taken:	DPR	MK10R	ATB	MKBB	Percentage change		

ed up for him evil ninja-style

he became bloodied - assumes a typical distribution of AC, Fort, Ref attacks for his tier

ch before the char got bloodied

d-d-4th-edition-rules/229092-lots-statistics-monster-manual.html

eat effects (cold, necrotic, etc)

	Offense		Defense	Mixed	Off	Def	Mix
Feats taken:	DPR	MK10R	ATB	MKBB	Percentage change		

ATB - Attacks until bloodied - How many attacks the char could take from an average monster of his level

DR - Damage reduction

Source for average monster stats - DMG pg. 184-185, and this Enworld thread: <http://www.enworld.org/showthread.php?p=10422>

[illegible]

[illegible]

<http://www.dnd4e.org/forum/d-d-4th-edition-rules/229092-lots-statistics-monster-manual.html>

Attack frequency		
16%	16%	9%

Chances to be hit			
Fort	Ref	Will	ATB
55%	50%	65%	4.58

[illegible]

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