Character Sheet
For Dungeons and Dragons 4th Edition

GNOgaming

Character Name Poison Pie | **Player Name** David | **Deity** Deadly Galerina | **Alignment** Unaligned

Race Myconid | **Age** 42 | **Gender** Male | **Size** Medium | **Height** 7'0" | **Weight** 300 | **Current Experience** 26,000

Class Psion | **Paragon Path** Spore Dream | **Epic Destiny** Sporetasia | **Level** 11 | **Needed Experience** 9,999,999

Ability Scores

		Base	Racial	Enhance	Modifier	Mod+1/2 Lvl
STR Strength	20	20			5	10
CON Constitution	16	16			3	8
DEX Dexterity	13	13			1	6
INT Intelligence	20	20			5	10
WIS Wisdom	20	20			5	10
CHA Charisma	19	19			4	9

Initiative

6 = Dex+1/2 Lvl 6 + Misc

Speed

5 = Base 5 + Armor + Item + Misc | Special Movement

Conditions

Defenses

	Total	10+1/2 Lvl	Armor	Abil	Class	Feat	Enh	Misc	Misc	Conditional Bonuses
AC	28	15	5	5				3		
Fortitude	20	15		5						
Reflex	20	15		5						
Will	20	15		5						

Resistance

Hit Points

Max HP 126 | Current 126 | Damage | Add. Effects while Bloodied

Death Save Failures | Temp HP | Bloodied (1/2 hp) 63

Surges 9

Surges 9 | Surges Used | Surge Value (1/4 HP) | Second Wind (1/Encounter)

Saving Throw Bonuses

+10 vs Poison

Passive Senses

Passive Insight 20 | Passive Perception 20

Special Senses

Action Points 8

Current 8 | Action Points Used | Milestones

Additional Effects for Spending Action Points

These are psion points for this character

Attacks & Powers

Weapon or Power	Usage	Attack	Defense	Range	Attack Bonus	1/2 Lvl	Abil	Class	Prof	Feat	Enh	Misc	Damage Dice	Damage Bonus	Abil	Feat	Enh	Misc	Properties (High Crit, Magical Effects, Etc.)
Myconid Staff	Basic Attack	Int	AC		17	5	5		2		5		1d8	10	5		5		
Sling with Spore Grenades	Basic Attack	Int	Will	10	17	5	5		2		5		1d8	10	5		5		Each spore has additional effect as described in magic item list
					5	5								0					
					5	5								0					
					5	5								0					
					5	5								0					

Equipment

Item	Qty	Weight	Location
Ritual Book			
Sack, slung over shoulder			
sling			

Total Weight

Skills

Skill Name	Ability	Total	Abil+1/2 Lvl	Trained (+5)	Misc	armor
Acrobatics	Dex	6	6			
Arcana	Int	17	10	X	2	
Athletics	Str	10	10			
Bluff	Cha	9	9			
Diplomacy	Cha	14	9	X		
Dungeoneering	Wis	17	10	X	2	
Endurance	Con	10	8		2	
Heal	Wis	10	10			
History	Int	10	10			
Insight	Wis	10	10			
Intimidate	Cha	16	9	X	2	
Nature	Wis	12	10		2	
Perception	Wis	10	10			
Religion	Int	10	10			
Stealth	Dex	6	6			
Streetwise	Cha	9	9			
Thievery	Dex	6	6			

Languages

Telepathic in all, understands common

Feats

Armor: None
Weapon: Simple melee & ranged
Implements: staff
Ritual Casting
Mushroom Camouflage - pretend to be mushroom, perception check at -10

At-Will Powers

Send Thoughts
Distress Spore
Rapport Spore
Command Spore
Pacification Spore
Hallucination Spore
Spore Burst

Racial Features

Myconid (MM2 164)
Myconid Phosphorescence 30'
Myconid Toxicity +10 vs poison
Myconid Decomposition - eat wood
Swarthy Skin +5 AC
Mushroom Alliance
Mushroom Trance - 4 hr/night

Encounter Powers

Class/Path/Destiny

Psion (PHB3 80)
Psionic, Controller
Discipline Focus: Telepathy

Daily Powers

Mushroom Alliance
Decomposing Spray
Animating Spore
Stink Swarm

Wealth

Astral Diamond	
Platinum Pieces	
Gold Pieces	
Silver Pieces	
Copper Pieces	
Gems/Jewelry*	

* gold piece value

Other Valuables

Magical Items
For Dungeons and Dragons 4th Edition

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Magical Items

Item Name	Qty	Weight	Location	Value	Level	Description
Myconid Staff						+3 AC, +3 to hit, damage, 1d8, w/ decomposing spray, Int+10 vs For,
						close burst 3, 2d10+3 poison, ongoing 5 (save ends)
spore grenades						Area burst 3 within 10 squares, Int+5 vs Will
spore grenade of rapport	6					1d8+5 psychic damage and target is charmed (save ends)
spore grenade of pacification	6					1d8+5 psychic damage and target is asleep (save ends)
spore grenade of command	6					1d8+5 psychic damage and target attacks an ally (save ends)
spore grenade of hallucination	6					1d8+5 psychic damage and target hallucinates (no attack) (save ends)
spore grenade of decomposition	6					1d8+5 psychic damage and 1d8+5 necrotic damage
spore grenade of distress	6					1d8+5 psychic damage and target collapses sobbing (no attack) (save ends)
Myconid Ki Focus +5						+5 to hit and damage, subsumed by mushroom and located under skin in chest

Potions

Potion Name	Qty	Location	Value	Level	Description

Ritual Scrolls

Ritual Name	Qty	Level	Time	Duration	Comp Cost	Key Skill	Value	Effect
Cure/Cause Disease			1 hr			Heal		
Cure/Cause Toxins			1 hr			Heal		
Spore Grenade Creation			1 hr			Nature		
						Arcana		
						Arcana		
						Arcana		
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						Arcana		
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						Arcana		

Miscellaneous Items

Item Name	Qty	Location	Value	Description

At-Will Powers
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Character Name: Poison Pie | Campaign: | Player's Name: David | Level:

Power Name: Send Thoughts | Attack: | vs | Defense: | Level:

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
Psionic	N/A	N/A	N/A	Psion

Action	Range	Target
Free	Ranged [20]	1 or all creatures in ran

Result:

Myconids are telepathic. They can communicate crudely with 1 or all creatures within range. A common language is not necessary for this communication.

PHB3 82

Power Name: Distress Spore | Attack: Int | vs | Defense: Will | Level: 1

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
N/A	Psychic	Fear	Implement	Myconid Psion

Action	Range	Target
Standard	Close Burst [2]	all enemies in range

Result:

The myconid emits a cloud of spores. As enemies breathe these spores, they take 2d8 + Int mod damage and collapse and begin to sob and weep uncontrollably until the end of your next turn. No attack or spell casting is possible until this effect ends. Save ends.

Power Name: Rapport Spore | Attack: Int | vs | Defense: Will | Level: 1

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
Psionic	Psychic	Charm	Implement	Myconid Psion

Action	Range	Target
Standard	Close Burst [2]	all enemies in range

Result:

The myconid emits a cloud of spores. As enemies breathe these spores, they take 2d8 + Int mod damage and look toward the Myconid(s) to help them until the end of your next turn. No attack or spell casting is possible until this effect ends. Save ends.

Power Name: Command Spore | Attack: Int | vs | Defense: Will | Level: 1

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
Psionic	Psychic	Charm	Implement	Myconid Psion

Action	Range	Target
Standard	Close Burst [2]	all enemies in range

Result:

The myconid emits a cloud of spores. As enemies breathe these spores, they take 2d8 + Int mod damage and use a basic melee or ranged attack against an ally until the end of your next turn. No other attack or spell casting is possible until this effect ends. Save ends.

Power Name: Pacification Spore | Attack: Int | vs | Defense: Will | Level: 1

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
Psionic	Psychic	Sleep	Implement	Myconid Psion

Action	Range	Target
Standard	Close Burst [2]	all enemies in range

Result:

The myconid emits a cloud of spores. As enemies breathe these spores, they take 2d8 + Int mod damage and use a basic melee or ranged attack against an ally until the end of your next turn. No other attack or spell casting is possible until this effect ends. Save ends.

Power Name: Hallucination Spore | Attack: Int | vs | Defense: Will | Level: 1

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
Psionic	Psychic	Fear	Implement	Myconid Psion

Action	Range	Target
Standard	Close Burst [2]	all enemies in range

Result:

The myconid emits a cloud of spores. As enemies breathe these spores, they take 2d8 + Int mod damage and hallucinate wildly until the end of your next turn. No other attack or spell casting is possible until this effect ends. Save ends.

Power Name: Spore Burst | Attack: Int | vs | Defense: Will | Level: 1

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
Psionic	Psychic	Healing	Implement	Myconid Psion

Action	Range	Target
Standard	Close Burst [2]	all in range

Result:

The myconid emits a cloud of spores. As enemies breathe these spores, they each heal 1 surge + Int mod damage. A successful save can avoid the effect.

Power Name: Spore Burst | Attack: Int | vs | Defense: Will | Level: 10

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
Psionic	Poison	Poison	Implement	Myconid Psion

Action	Range	Target
Standard	Close Burst [5]	all enemies in range

Result:

The myconid emits a cloud of spores. As enemies breathe these spores, they 1d8 + Int mod damage and vomit uncontrollably with on-going poison damage of Int modifier. No other attack or spell casting is possible until this effect ends. Save ends.

Power Name: | Attack: | vs | Defense: | Level:

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
N/A	N/A	N/A	N/A	

Action	Range	Target
Standard	Melee Weapon	

Result:

Reminder: Psions don't use encounter powers. Psions accumulate psionic power points to augment the at will powers described above.
A spore attack augmented once lasts twice as long.
A spore attack augmented twice does 3d8+Int mod damage and lasts twice as long.

Power Name: | Attack: | vs | Defense: | Level:

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
N/A	N/A	N/A	N/A	

Action	Range	Target
Standard	Melee Weapon	

Result:

Encounter Powers
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Character Name: Poison Pie | Campaign: | Player's Name: David | Level:

Power Name: | Attack: | vs | Defense: | Level:

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
N/A	N/A	N/A	N/A	

Action	Range	Target
Standard	Melee Weapon	

Result:

Reminder: Psions don't use encounter powers. Psions accumulate psionic power points to augment the at will powers described above.
A spore attack augmented once lasts twice as long.
A spore attack augmented twice does 3d8+Int mod damage and lasts twice as long.

Power Name: | Attack: | vs | Defense: | Level:

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
N/A	N/A	N/A	N/A	

Action	Range	Target
Standard	Melee Weapon	

Result:

Power Name: | Attack: | vs | Defense: | Level:

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
N/A	N/A	N/A	N/A	

Action	Range	Target
Standard	Melee Weapon	

Result:

Power Name: | Attack: | vs | Defense: | Level:

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
N/A	N/A	N/A	N/A	

Action	Range	Target
Standard	Melee Weapon	

Result:

Power Name: | Attack: | vs | Defense: | Level:

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
N/A	N/A	N/A	N/A	

Action	Range	Target
Standard	Melee Weapon	

Result:

Power Name: | Attack: | vs | Defense: | Level:

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
N/A	N/A	N/A	N/A	

Action	Range	Target
Standard	Melee Weapon	

Result:

Power Name: | Attack: | vs | Defense: | Level:

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
N/A	N/A	N/A	N/A	

Action	Range	Target
Standard	Melee Weapon	

Result:

Power Name: | Attack: | vs | Defense: | Level:

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
N/A	N/A	N/A	N/A	

Action	Range	Target
Standard	Melee Weapon	

Result:

Power Name: | Attack: | vs | Defense: | Level:

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
N/A	N/A	N/A	N/A	

Action	Range	Target
Standard	Melee Weapon	

Result:

Power Name: | Attack: | vs | Defense: | Level:

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
N/A	N/A	N/A	N/A	

Action	Range	Target
Standard	Melee Weapon	

Result:

Daily Powers
For Dungeons and Dragons 4th Edition

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Character Name: Poison Pie | Campaign: | Player's Name: David | Level:

Power Name: Mushroom Alliance

Attack: Int vs Defense: Will | Level: 5

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
Psionic	Poison	N/A	Implement	Myconid Psion

Action	Range	Target
Standard	Area Burst [2] within [10] squares	all in bursts

Result:

A myconid psion in the presence of any mushrooms, no matter how benign under ordinary circumstances, can induce them to emit poisonous spores into the air. Every mushroom in range emits a cloud of spores. As enemies breathe these spores, they take 2d8 + Int mod poison damage and on-going 5 poison. Save ends.

Power Name: Decomposing Spray

Attack: Int vs Defense: For | Level: 10

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
Psionic	Necrotic	N/A	Implement	Myconid Psion

Action	Range	Target
Standard	Close Blast [3]	all in blast

Result:

The myconid emits a foul, putrid spray at its enemies.

3d10+10 necrotic damage
miss: half damage

Power Name: Animating Spore

Attack: vs Defense: | Level: 11

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
Psionic	Psychic	N/A	Implement	Myconid Psion

Action	Range	Target
Standard	Melee Touch	1 corpse

Result:

The myconid expectorates a puce fluid into the mouth of a corpse (anything with at least half the skeleton still covered in rotting flesh). Within several minutes, the corpse animates as a zombie (MM 274).
HP 40, AC 13 F 13 R 9 W `0, slam +6 vs AC 2d6+2 dam, zombie grab +4 vs Ref
Zombie obeys telepathic commands of Myconid and remains until destroyed or consumed by mushroom infestation in ten days. At one zombie per day, up to 10 zombies can be amassed.

Power Name: Stink Swarm

Attack: vs Defense: | Level: 1

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
Psionic	Psychic	N/A	Implement	Myconid Psion

Action	Range	Target
Standard	Close Burst [5]	all in burst

Result:

The myconid emits an over-powering stench of raw sewage. A swarm of flies is attracted to the stench. The swarm is so thick that all attacks (both of allies and enemies) are at -5 to hit. Movement is slowed by 1.

Power Name:

Attack: vs Defense: | Level:

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
N/A	N/A	N/A	N/A	

Action	Range	Target
Standard	Melee Weapon	

Result:

Power Name:

Attack: vs Defense: | Level:

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
N/A	N/A	N/A	N/A	

Action	Range	Target
Standard	Melee Weapon	

Result:

Power Name:

Attack: vs Defense: | Level:

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
N/A	N/A	N/A	N/A	

Action	Range	Target
Standard	Melee Weapon	

Result:

Power Name:

Attack: vs Defense: | Level:

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
N/A	N/A	N/A	N/A	

Action	Range	Target
Standard	Melee Weapon	

Result:

Power Name:

Attack: vs Defense: | Level:

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
N/A	N/A	N/A	N/A	

Action	Range	Target
Standard	Melee Weapon	

Result:

Power Name:

Attack: vs Defense: | Level:

Power Source	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
N/A	N/A	N/A	N/A	

Action	Range	Target
Standard	Melee Weapon	

Result: