

Player Name

Sand 11 **Monk** Storvakal 26,000
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Githzerai Medium Male 6'3 160lbs Unaligned
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
13	6	5	2

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
26	AC	15	6			3	2	

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
14	STR Strength	2	7
11	CON Constitution	0	5
23	DEX Dexterity	6	11
11	INT Intelligence	0	5
18	WIS Wisdom	4	9
9	CHA Charisma	-1	4

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
80	40	20	20	7

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

 USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +2 Racial bonus against effects that daze, dominate, or stun

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
13	Acrobatics	DEX	11	0	2
5	Arcana	INT	5	n/a	
14	Athletics	STR	7	5	2
4	Bluff	CHA	4	0	n/a
4	Diplomacy	CHA	4	0	n/a
9	Dungeoneering	WIS	9	0	n/a
5	Endurance	CON	5	0	
9	Heal	WIS	9	0	n/a
5	History	INT	5	0	n/a
9	Insight	WIS	9	0	n/a
4	Intimidate	CHA	4	0	n/a
9	Nature	WIS	9	0	n/a
17	Perception	WIS	9	5	3
5	Religion	INT	5	0	n/a
16	Stealth	DEX	11	5	
4	Streetwise	CHA	4	0	n/a
16	Thievery	DEX	11	5	

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
1	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Iron Mind - Use iron mind as an encounter power

Danger Sense - +2 to initiative

Defended Mind - +2 saves against daze, dominate and stun

Shifting Fortunes - Shift 3 when you second wind

CLASS / PATH / DESTINY FEATURES

Monastic Tradition - Choose a Flurry of Blows and become more resilient

Centered Breath - Centered Flurry of Blows and Mental Equilibrium

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

Unarmored Defense - +2 AC in cloth armor

Restoring Action
Rebalanced Mind

LANGUAGES KNOWN

Common, Deep Speech

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10	+ 9

27	Passive Perception	10	+ 17
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

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

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+11	5	6					

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	2			2	

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+6	6				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
13	vs AC	Magic Ki Focused Spear +3	1d8+9
10	vs AC	Spear	1d8+6
13	vs AC	Magic Ki Focused Monk Unarmed	1d8+7
10	vs AC	Monk Unarmed Strike	1d8+4

FEATS

Miryath's First Strike - Deal extra damage the first time you hit a creature that hasn't acted

Dakshai's Body-Mind Union - Expend iron mind to make a saving throw

Focused Expertise (Spear) - Gain bonus to attack rolls with spears.

Pointed Step Style
Weapon Focus (Spear) - Gain +1 damage per tier with Spears.

Coordinated Explosion - +1 to attack rolls with blast or burst if ally is in area

Paragon Defenses - +1 to Fortitude, Reflex, and Will

CHARACTER NAME
Sand

PLAYER NAME

RACE Githzerai CLASS Monk LEVEL 11

HP 80	STR 14	AC 26
Spd 6	CON 11	Fort 22
Init +13	DEX 23	Ref 25
	INT 11	Will 24
	WIS 18	
	CHA 9	

19 Passive Insight **27** Passive Perception

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 20 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Centered Flurry of Blows

KEYWORDS Psionic USED

Free* Melee 1

ACTION **RANGE**

vs One creature

ATTACK **DEFENSE** **TARGET**

Trigger: You hit with an attack during your turn
Effect: The target takes damage equal to 2 + your Wisdom 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

CLASS Monk LEVEL BOOK PH3

AT-WILL POWER DUNGEONS & DRAGONS

Five Storms

KEYWORDS Full Discipline, Implement, Psionic USED

Standard Close burst 1

ACTION **RANGE**

15 vs Reflex Each enemy you can see in burst

ATTACK **DEFENSE** **TARGET**

Attack: Dexterity vs. Reflex
Hit: 1d8 + Dexterity modifier (+6) damage.
Level 21: 2d8 + Dexterity modifier (+6) damage.
Movement Technique
Move Action Personal
Effect: You shift 2 squares.

Magic Ki Focused Spear +3: +15 attack, 1d8+11 damage
Spear: +12 attack, 1d8+8 damage
Magic Ki Focus +3: +14 attack, 1d8+9 damage
Magic Ki Focused Monk Unarmed Strike +3: +14 attack, 1d8+9 damage
Monk Unarmed Strike: +11 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK PH3

AT-WILL POWER DUNGEONS & DRAGONS

Dancing Cobra

KEYWORDS Full Discipline, Implement, Psionic USED

Standard Melee weapon

ACTION **RANGE**

15 vs Reflex One creature

ATTACK **DEFENSE** **TARGET**

Attack: Dexterity vs. Reflex
Hit: 1d10 + Dexterity modifier (+6) damage. If the target has made an opportunity attack against you during this turn, the target takes extra damage equal to your Wisdom modifier (+4).
Level 21: 2d10 + Dexterity modifier (+6) damage.
Movement Technique
Move Action Personal
Effect: You move your speed +2.

Magic Ki Focused Spear +3: +15 attack, 1d10+13 damage
Spear: +12 attack, 1d10+10 damage
Magic Ki Focus +3: +14 attack, 1d10+11 damage
Magic Ki Focused Monk Unarmed Strike +3: +14 attack, 1d10+11 damage
Monk Unarmed Strike: +11 attack, 1d10+8 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK PH3

AT-WILL POWER DUNGEONS & DRAGONS

Iron Mind

KEYWORDS USED

Imm Intern Personal

ACTION **RANGE**

vs

ATTACK **DEFENSE** **TARGET**

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

CLASS Racial Power LEVEL * BOOK PH3

ENCOUNTER POWER DUNGEONS & DRAGONS

Open the Gate of Battle

KEYWORDS Full Discipline, Implement, Psionic USED

Standard Melee weapon

ACTION **RANGE**

15 vs Reflex One creature

ATTACK **DEFENSE** **TARGET**

Attack: Dexterity vs. Reflex
Hit: 2d10 + Dexterity modifier (+6) damage. The target takes 1d10 extra damage if it was at full hit points when you hit it with this attack.
Movement Technique
Move Action Personal
Effect: You move your speed + 2. During this movement, you don't provoke opportunity attacks from the first enemy you move away from.

Magic Ki Focused Spear +3: +15 attack, 2d10+13 damage
Spear: +12 attack, 2d10+10 damage
Magic Ki Focus +3: +14 attack, 2d10+11 damage
Magic Ki Focused Monk Unarmed Strike +3: +14 attack, 2d10+11 damage
Monk Unarmed Strike: +11 attack, 2d10+8 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK PH3

ENCOUNTER POWER DUNGEONS & DRAGONS

Twin Thunders

KEYWORDS Full Discipline, Implement, Psionic, Thunder USED

Standard Melee touch

ACTION **RANGE**

15 vs Fort One creature

ATTACK **DEFENSE** **TARGET**

Attack: Dexterity vs. Fortitude
Hit: 2d10 + Dexterity modifier (+6) 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.

Magic Ki Focused Spear +3: +15 attack, 2d10+13 damage
Spear: +12 attack, 2d10+10 damage
Magic Ki Focus +3: +14 attack, 2d10+11 damage
Magic Ki Focused Monk Unarmed Strike +3: +14 attack, 2d10+11 damage
Monk Unarmed Strike: +11 attack, 2d10+8 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 3 BOOK PH3

ENCOUNTER POWER DUNGEONS & DRAGONS

Strike the Avalanche

KEYWORDS Full Discipline, Implement, Psionic USED

Standard	* ↓ ↘	Melee touch
ACTION	↶ ↷	RANGE
15	vs Fort	One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Dexterity modifier (+6) damage, and you slide the primary target a number of squares equal to your Wisdom modifier (+4). Make a secondary attack that is a close burst 1 centered on the primary target.
Secondary Target: Each creature in burst other than the primary target
Secondary Attack: Dexterity vs. Fortitude
Hit: The secondary target falls prone.
Movement Technique
Move Action Personal
Effect: You move your speed + 2. During this movement, you don't provoke opportunity attacks from prone enemies.

Magic Ki Focused Spear +3: +15 attack, 2d10+13 damage
 Spear: +12 attack, 2d10+10 damage
 Magic Ki Focus +3: +14 attack, 2d10+11 damage
 Magic Ki Focused Monk Unarmed Strike +3: +14 attack, 2d10+11 damage
 Monk Unarmed Strike: +11 attack, 2d10+8 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 7 BOOK PH3

ENCOUNTER POWER DUNGEONS & DRAGONS®

Probability Travel

KEYWORDS Psionic, Psychic, Teleportation USED

Standard	↑ ↘	Close blast 5
ACTION	↶ ↷	RANGE
15	vs Will	Each enemy in burst
ATTACK	DEFENSE	TARGET

Attack: Your highest ability modifier + 4 vs. Will
Level 21: Your highest ability modifier + 6 vs. Will
Hit: 3d10 + your highest ability modifier psychic damage, and you teleport the target a number of squares equal to 1 + your Wisdom modifier (+4).
Effect: Each ally in the area can teleport a number of squares equal to your Wisdom modifier (+4).

Unarmed: +15 attack, 3d10+6 damage

ADDITIONAL EFFECTS

CLASS Stovakal LEVEL 11 BOOK Dragon 378

ENCOUNTER POWER DUNGEONS & DRAGONS®

Masterful Spiral

KEYWORDS Force, Implement, Psionic, Stance USED

Standard	↑ ↘	Close burst 2
ACTION	↶ ↷	RANGE
15	vs Reflex	Each enemy in burst
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. Reflex
Hit: 3d8 + Dexterity 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.

Magic Ki Focused Spear +3: +15 attack, 3d8+11 damage
 Spear: +12 attack, 3d8+8 damage
 Magic Ki Focus +3: +14 attack, 3d8+9 damage
 Magic Ki Focused Monk Unarmed Strike +3: +14 attack, 3d8+9 damage
 Monk Unarmed Strike: +11 attack, 3d8+6 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK PH3

DAILY POWER DUNGEONS & DRAGONS®

One Hundred Leaves

KEYWORDS Implement, Psionic USED

Standard	↑ ↘	Close blast 3
ACTION	↶ ↷	RANGE
15	vs Reflex	Each creature in blast
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. Reflex
Hit: 3d8 + Dexterity modifier (+6) damage, and you push the target 2 squares.
Miss: Half damage, and you push the target 1 square.
Effect: Until the end of your next turn, you can target one additional creature in range with your flurry of blows power.

Magic Ki Focused Spear +3: +15 attack, 3d8+11 damage
 Spear: +12 attack, 3d8+8 damage
 Magic Ki Focus +3: +14 attack, 3d8+9 damage
 Magic Ki Focused Monk Unarmed Strike +3: +14 attack, 3d8+9 damage
 Monk Unarmed Strike: +11 attack, 3d8+6 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 5 BOOK PH3

DAILY POWER DUNGEONS & DRAGONS®

Twilight Touch

KEYWORDS Implement, Psionic, Psychic USED

Standard	* ↑ ↘	Melee touch
ACTION	↶ ↷	RANGE
15	vs Reflex	One, two, or three creatures
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. Reflex
Hit: 3d6 + Dexterity modifier (+6) psychic damage, and the target is blinded until the end of your next turn.
Miss: Half damage.

Magic Ki Focused Spear +3: +15 attack, 3d6+13 damage
 Spear: +12 attack, 3d6+10 damage
 Magic Ki Focus +3: +14 attack, 3d6+11 damage
 Magic Ki Focused Monk Unarmed Strike +3: +14 attack, 3d6+11 damage
 Monk Unarmed Strike: +11 attack, 3d6+8 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 9 BOOK PH3

DAILY POWER DUNGEONS & DRAGONS®

Harmonious Discipline

KEYWORDS Psionic USED

Minor	↑ ↘	Personal
ACTION	↶ ↷	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You gain temporary hit points equal to your Wisdom modifier (+4). When you have no temporary hit points remaining, you gain a bonus to the damage roll of your next melee attack before the end of your next turn. The bonus equals your Wisdom modifier (+4).

ADDITIONAL EFFECTS

CLASS Monk LEVEL 2 BOOK PH3

UTILITY POWER DUNGEONS & DRAGONS®

Purifying Meditation

KEYWORDS Psionic USED

Minor	↑ ↘	Personal
ACTION	↶ ↷	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You make a saving throw with a bonus equal to your Wisdom modifier (+4).

ADDITIONAL EFFECTS

CLASS Monk LEVEL 6 BOOK PH3

UTILITY POWER DUNGEONS & DRAGONS®

Iron Dragon Defense

KEYWORDS Psionic USED

Imm Interr	↑ ↘	Personal
ACTION	↶ ↷	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You take damage
Effect: The damage is reduced by 10 + your Wisdom modifier (+4).

ADDITIONAL EFFECTS

CLASS Monk LEVEL 10 BOOK PH3

UTILITY POWER DUNGEONS & DRAGONS®

Magic Ki Focus +3

DAMAGE	PROFICIENT	GROUP	RANGE
+3 attack rolls and damage rolls		11	+3d6 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER
Requirement: Must be able to use Ki Focuses as an implement.

ITEM SLOT Ki Focus WEIGHT 0 PRICE 9000 BOOK Dragon 379

MAGIC WEAPON DUNGEONS & DRAGONS®

Robe of Eyes Githweave Armor +3

AC BONUS	CHECK	SPEED	QUANTITY
0	-	-	1
+3 AC		12	Armor
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES
You cannot be blinded and gain an item bonus to Perception checks equal to the armor's enhancement bonus.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Body WEIGHT 2 PRICE 13000 BOOK AV

MAGIC ITEM

Iron Armbands of Power (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
		6	Arms Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES
Gain a +2 item bonus to melee damage rolls.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Arms WEIGHT 0 PRICE 1800 BOOK AV

MAGIC ITEM

Medallion of Death Deferred +2

AC BONUS	CHECK	SPEED	QUANTITY
			1
+2 Fortitude, Reflex, and Will		9	Neck Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily): No Action. Use this power when you are reduced to 0 hit points or fewer. You regain hit points equal to 3 per plus of this item.

ITEM SLOT Neck WEIGHT 0 PRICE 4200 BOOK AV

MAGIC ITEM

Boots of the Fencing Master (heroic tie)

AC BONUS	CHECK	SPEED	QUANTITY
			1
		7	Feet Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES
When you shift, gain a +1 item bonus to AC and Reflex defense until the end of your next turn.

AT-WILL ENCOUNTER DAILY

POWER
Power (Encounter): Minor Action. Shift 2 squares.

ITEM SLOT Feet WEIGHT 0 PRICE 2600 BOOK AV

MAGIC ITEM

Reading Spectacles (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
		2	Head Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES
You can read any language while wearing this item.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Head WEIGHT 0 PRICE 520 BOOK AV

MAGIC ITEM