

Player Name John

 Bastian 1 Monk  
 Character Name Level Class  
 Human Medium 25 Male 6' 180 Unaligned  
 Race Size Age Gender Height Weight Alignment Deity

 Epic Destiny 0  
 Total XP  
 Adventuring Company RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
<b>4</b>	<b>4</b>		
CONDITIONAL MODIFIERS			

DEFENSES							
SCORE	DEFENSE	10 +	ARMOR/	CLASS	FEAT	ENH	MISC
		1/2 LVL	ABIL				
<b>19</b>	<b>AC</b>	<b>10</b>	<b>4</b>		<b>2</b>		<b>3</b>
CONDITIONAL BONUSES							

MOVEMENT			
SCORE	BASE	ARMOR	ITEM
<b>6</b>	<b>Speed</b> (Squares)	<b>6</b>	
SPECIAL MOVEMENT			

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>12</b>	<b>STR</b> Strength	<b>1</b>	<b>1</b>
<b>16</b>	<b>CON</b> Constitution	<b>3</b>	<b>3</b>
<b>18</b>	<b>DEX</b> Dexterity	<b>4</b>	<b>4</b>
<b>10</b>	<b>INT</b> Intelligence	<b>0</b>	<b>0</b>
<b>12</b>	<b>WIS</b> Wisdom	<b>1</b>	<b>1</b>
<b>8</b>	<b>CHA</b> Charisma	<b>-1</b>	<b>-1</b>

SCORE	DEFENSE	10 +	ABIL	CLASS	FEAT	ENH	MISC
		1/2 LVL					
<b>15</b>	<b>FORT</b>	<b>10</b>	<b>3</b>	<b>1</b>			<b>1</b>
CONDITIONAL BONUSES							

SCORE	DEFENSE	10 +	ABIL	CLASS	FEAT	ENH	MISC
		1/2 LVL					
<b>16</b>	<b>REF</b>	<b>10</b>	<b>4</b>	<b>1</b>			<b>1</b>
CONDITIONAL BONUSES							

SCORE	DEFENSE	10 +	ABIL	CLASS	FEAT	ENH	MISC
		1/2 LVL					
<b>15</b>	<b>WILL</b>	<b>10</b>	<b>1</b>	<b>1</b>	<b>2</b>		<b>1</b>
CONDITIONAL BONUSES							

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>11</b>	<b>Passive Insight</b>	<b>10</b>	<b>1</b>
<b>16</b>	<b>Passive Perception</b>	<b>10</b>	<b>6</b>
SPECIAL SENSES			

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES	
		SURGE VALUE	SURGES/DAY
<b>28</b>	<b>14</b>	<b>7</b>	<b>10</b>
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES			
SAVING THROW MODS			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

ACTION POINTS		
	MILESTONES	ACTION POINTS
<b>1</b>	0	1
<b>2</b>	1	2
<b>3</b>	2	3
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

RACE FEATURES	
<b>Bonus Feat</b>	- Choose an extra feat at 1st level.
<b>Bonus Skill</b>	- Trained in one additional class skill.
<b>Human Defense Bonuses</b>	- +1 to Fortitude, Reflex, and Will.
<b>Human Power Selection</b>	- Choose an option for your human character.
<b>Bonus At-Will Power</b>	- Know one extra 1st-level attack power from your class.

ATTACK WORKSPACE							
ABILITY:	Ranged Basic Attack - Magic Ki Focused Shuriken						
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+ 9</b>	<b>0</b>	<b>4</b>		<b>3</b>		<b>2</b>	
ABILITY: Ranged Basic Attack - Shuriken							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+ 7</b>	<b>0</b>	<b>4</b>		<b>3</b>			

DAMAGE WORKSPACE					
ABILITY:	Ranged Basic Attack - Magic Ki Focused Shuriken				
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d4+6</b>	<b>4</b>		<b>2</b>		
ABILITY: Ranged Basic Attack - Shuriken					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d4+4</b>	<b>4</b>				

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>9</b>	vs <b>AC</b>	Magic Ki Focused Shuriken +	1d4+6
<b>7</b>	vs <b>AC</b>	Shuriken	1d4+4
<b>6</b>	vs <b>AC</b>	Magic Ki Focused Monk Unar	1d8+3
<b>4</b>	vs <b>AC</b>	Monk Unarmed Strike	1d8+1

SKILLS						
BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<b>9</b>	<b>Acrobatics</b>	DEX	<b>4</b>	<b>5</b>	n/a	<b>0</b>
<b>0</b>	<b>Arcana</b>	INT	<b>0</b>	<b>0</b>	n/a	<b>0</b>
<b>1</b>	<b>Athletics</b>	STR	<b>1</b>	<b>0</b>	n/a	<b>0</b>
<b>-1</b>	<b>Bluff</b>	CHA	<b>-1</b>	<b>0</b>	n/a	<b>0</b>
<b>-1</b>	<b>Diplomacy</b>	CHA	<b>-1</b>	<b>0</b>	n/a	<b>0</b>
<b>1</b>	<b>Dungeoneering</b>	WIS	<b>1</b>	<b>0</b>	n/a	<b>0</b>
<b>8</b>	<b>Endurance</b>	CON	<b>3</b>	<b>5</b>	n/a	<b>0</b>
<b>6</b>	<b>Heal</b>	WIS	<b>1</b>	<b>5</b>	n/a	<b>0</b>
<b>0</b>	<b>History</b>	INT	<b>0</b>	<b>0</b>	n/a	<b>0</b>
<b>1</b>	<b>Insight</b>	WIS	<b>1</b>	<b>0</b>	n/a	<b>0</b>
<b>-1</b>	<b>Intimidate</b>	CHA	<b>-1</b>	<b>0</b>	n/a	<b>0</b>
<b>1</b>	<b>Nature</b>	WIS	<b>1</b>	<b>0</b>	n/a	<b>0</b>
<b>6</b>	<b>Perception</b>	WIS	<b>1</b>	<b>5</b>	n/a	<b>0</b>
<b>0</b>	<b>Religion</b>	INT	<b>0</b>	<b>0</b>	n/a	<b>0</b>
<b>4</b>	<b>Stealth</b>	DEX	<b>4</b>	<b>0</b>	n/a	<b>0</b>
<b>-1</b>	<b>Streetwise</b>	CHA	<b>-1</b>	<b>0</b>	n/a	<b>0</b>
<b>9</b>	<b>Thievery</b>	DEX	<b>4</b>	<b>5</b>	n/a	<b>0</b>

CLASS / PATH / DESTINY FEATURES	
<b>Monastic Tradition</b>	- Choose a Flurry of Blows and become more resilient
<b>Iron Soul</b>	- Gain the iron soul flurry of blows power, +1 shield bonus to AC if wielding a weapon outside the unarmed weapon group
<b>Unarmed Combatant</b>	- Gain Monk Unarmed Strike +3 attack, 1d8 damage
<b>Unarmored Defense</b>	- +2 AC in cloth or no armor

FEATS	
<b>Iron Will</b>	- +2 to Will defense, +3 at 11th, +4 at 21st
<b>Unarmored Agility</b>	- +2 AC while wearing cloth armor or no armor

LANGUAGES KNOWN	
Common, Damaran	



CHARACTER NAME  
**Bastian**

PLAYER NAME  
**John**

RACE Human CLASS Monk LEVEL 1

SCORE	ABILITY	MOD
HP	12 STR	+1
28	16 CON	+3
Spd	18 DEX	+4
6	10 INT	+0
Init	12 WIS	+1
+4	8 CHA	-1

AC 19 Fort 15 Ref 16 Will 15

11 Passive Insight 16 Passive Perception

Skills

9	Acrobatics	DEX	(Trained)
0	Arcana	INT	
1	Athletics	STR	
-1	Bluff	CHA	
-1	Diplomacy	CHA	
1	Dungeoneering	WIS	
8	Endurance	CON	(Trained)
6	Heal	WIS	(Trained)
0	History	INT	
1	Insight	WIS	
-1	Intimidate	CHA	
1	Nature	WIS	
6	Perception	WIS	(Trained)
0	Religion	INT	
4	Stealth	DEX	
-1	Streetwise	CHA	
9	Thievery	DEX	(Trained)

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 7 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

Five Storms

KEYWORDS Full Discipline, Implement, Psionic ACTION RANGE

6 vs Reflex Each enemy you can see in burst

ATTACK DEFENSE TARGET

**Attack:** Dexterity vs. Reflex  
**Hit:** 1d8 + Dexterity modifier (+4) damage.  
Level 21: 2d8 + Dexterity modifier (+4) damage.  
**Movement Technique**  
**Move Action Personal**  
**Effect:** You shift 2 squares.

Magic Ki Focused Shuriken +2: +6 attack, 1d8+6 damage  
Shuriken: +4 attack, 1d8+4 damage  
Magic Ki Focus +2: +6 attack, 1d8+6 damage  
Magic Ki Focused Monk Unarmed Strike +2: +6 attack, 1d8+6 damage  
Monk Unarmed Strike: +4 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK PH3

Iron Soul Flurry of Blows

KEYWORDS Psionic ACTION RANGE

Free vs Melee 1

One creature

ATTACK DEFENSE TARGET

**Trigger:** You hit with an attack during your turn  
**Effect:** The target takes damage equal to 2 + your Constitution modifier (+3), and it cannot shift until the start of your next turn. If the target was not a target of the triggering attack, it also can't make opportunity attacks until the end of your turn.  
**Special:** You can use this power only once per round.

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK PP

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Steel Wind

KEYWORDS Full Discipline, Implement, Psionic ACTION RANGE

6 vs Reflex Each enemy you can see in blast

ATTACK DEFENSE TARGET

**Attack:** Dexterity vs. Reflex  
**Hit:** 1d8 + Dexterity modifier (+4) damage.  
Level 21: 2d8 + Dexterity modifier (+4) damage.  
**Movement Technique**  
**Move Action Personal**  
**Effect:** You are no longer marked. You move your speed + 2.

Magic Ki Focused Shuriken +2: +6 attack, 1d8+6 damage  
Shuriken: +4 attack, 1d8+4 damage  
Magic Ki Focus +2: +6 attack, 1d8+6 damage  
Magic Ki Focused Monk Unarmed Strike +2: +6 attack, 1d8+6 damage  
Monk Unarmed Strike: +4 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK PP

Lion's Den

KEYWORDS Full Discipline, Implement, Psionic ACTION RANGE

6 vs Reflex One creature

ATTACK DEFENSE TARGET

**Attack:** Dexterity vs. Reflex  
**Hit:** 1d6 + Dexterity modifier (+4) damage. Until the start of your next turn, as a free action, you can deal damage equal to your Constitution modifier (+3) to any enemy that enters a square adjacent to you.  
Level 21: 2d6 + Dexterity modifier (+4) damage.  
**Movement Technique**  
**Move Action Personal**  
**Effect:** You shift 1 square and gain a +1 power bonus to all defenses until the start of your next turn.

Magic Ki Focused Shuriken +2: +6 attack, 1d6+6 damage  
Shuriken: +4 attack, 1d6+4 damage  
Magic Ki Focus +2: +6 attack, 1d6+6 damage  
Magic Ki Focused Monk Unarmed Strike +2: +6 attack, 1d6+6 damage  
Monk Unarmed Strike: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK PP

Open the Gate of Battle

KEYWORDS Full Discipline, Implement, Psionic ACTION RANGE

6 vs Reflex One creature

ATTACK DEFENSE TARGET

**Attack:** Dexterity vs. Reflex  
**Hit:** 2d10 + Dexterity modifier (+4) 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 Shuriken +2: +6 attack, 2d10+6 damage  
Shuriken: +4 attack, 2d10+4 damage  
Magic Ki Focus +2: +6 attack, 2d10+6 damage  
Magic Ki Focused Monk Unarmed Strike +2: +6 attack, 2d10+6 damage  
Monk Unarmed Strike: +4 attack, 2d10+4 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK PH3

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Steel Avalanche			
KEYWORDS Implement, Psionic			USED
Standard		Close blast 3	
<b>ACTION</b>	3	<b>RANGE</b>	
6	vs Reflex	Each enemy in blast	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	
<p><b>Attack:</b> Dexterity vs. Reflex  <b>Hit:</b> 3d8 + Dexterity modifier (+4) damage, and the target takes a -2 penalty to attack rolls (save ends).  <b>Miss:</b> Half damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.  <b>Effect:</b> You shift 4 squares to any square adjacent to the blast.</p> <p>Magic Ki Focused Shuriken +2: +6 attack, 3d8+6 damage            Shuriken: +4 attack, 3d8+4 damage            Magic Ki Focus +2: +6 attack, 3d8+6 damage            Magic Ki Focused Monk Unarmed Strike +2: +6 attack, 3d8+6 damage            Monk Unarmed Strike: +4 attack, 3d8+4 damage</p>			
ADDITIONAL EFFECTS			
CLASS Monk	LEVEL 1	BOOK <i>PP</i>	
<b>DAILY POWER</b>			

Magic Ki Focus +2			
<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>
+2 attack rolls and damage rolls		6	+2d6 damage
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>CRITICAL</b>
PROPERTIES			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY			
POWER			
<b>Requirement:</b> Must be able to use Ki Focuses as an implement.			
ITEM SLOT Ki Focus	WEIGHT 0	PRICE 1800	BOOK <i>Dragon 382</i>
<b>MAGIC WEAPON</b>		<b>DUNGEONS &amp; DRAGONS</b>	