

Player Name John

Bastian			1	Monk				0		
Character Name		Level	Class		Paragon Path			Epic Destiny		Total XP
Human	Medium	25	Male	6'	180	Unaligned				
Race	Size	Age	Gender	Height	Weight	Alignment		Deity	Adventuring Company	RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	4		

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	10	4		2		3	

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

### ABILITY SCORES

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

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	FORT	10	3	1			1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	10	4	1			1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	10	1	1	2		1	

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10 +	1

16	Passive Perception	10 +	6
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SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Ranged Basic Attack - Magic Ki Focused Shuriken

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	0	4		3		2	

ABILITY: Ranged Basic Attack - Shuriken

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	0	4		3			

### DAMAGE WORKSPACE

ABILITY: Ranged Basic Attack - Magic Ki Focused Shuriken

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+6	4		2		

ABILITY: Ranged Basic Attack - Shuriken

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

### BASIC ATTACKS

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

### FEATS

Iron Will - +2 to Will defense, +3 at 11th, +4 at 21st

Unarmored Agility - +2 AC while wearing cloth armor or no armor

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
28	14	7	10	

1/2 HP 1/4 HP

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

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.

Bonus Skill - Trained in one additional class skill.

Human Defense Bonuses - +1 to Fortitude, Reflex, and Will.

Human Power Selection - Choose an option for your human character.

Bonus At-Will Power - Know one extra 1st-level attack power from your class.

### CLASS / PATH / DESTINY FEATURES

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

Iron Soul - Gain the iron soul flurry of blows power, +1 shield bonus to AC if wielding a weapon outside the unarmed weapon group

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

Unarmored Defense - +2 AC in cloth or no armor

### LANGUAGES KNOWN

Common, Damaran



CHARACTER NAME  
Bastian

PLAYER NAME  
John

RACE HumanCLASS MonkLEVEL 1

SCORE ABILITY MOD

HP28

STR12+1

AC19

Spd6

CON16+3

Fort15

Init+4

DEX18+4

Ref16

INT10+0

Will15

WIS12+1

CHA8-1

11Passive Insight

16Passive Perception

PLAY DATA

DUNGEONS &amp; DRAGONS

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

PLAY DATA

DUNGEONS & DRAGONS

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.

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

Close burst 1

Close burst 1

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

LEVEL

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Five Storms

KEYWORDS

Full Discipline, Implement, Psionic

USED

Standard

Close burst 1

Close burst 1

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

AT-WILL POWER

DUNGEONS & DRAGONS

Iron Soul Flurry of Blows

KEYWORDS

Psionic

USED

Free

Melee 1

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 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

BOOK

PP

AT-WILL POWER

DUNGEONS & DRAGONS

Steel Wind

KEYWORDS

Full Discipline, Implement, Psionic

USED

Standard

Close blast 2

Close blast 2

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

AT-WILL POWER

DUNGEONS & DRAGONS

Lion's Den

KEYWORDS

Full Discipline, Implement, Psionic

USED

Standard

Melee touch

Melee touch

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

AT-WILL POWER

DUNGEONS & DRAGONS

Open the Gate of Battle

KEYWORDS

Full Discipline, Implement, Psionic

USED

Standard

Melee touch

Melee touch

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

ENCOUNTER POWER

DUNGEONS & DRAGONS

Steel Avalanche

KEYWORDS

Implement, Psionic

USED

Standard

Close blast 3

ACTION

3

RANGE

6

vs

Reflex

Each enemy in blast

ATTACK

DEFENSE

TARGET

**Attack:** Dexterity vs. Reflex

**Hit:** 3d8 + Dexterity modifier (+4) damage, and the target takes a -2 penalty to attack rolls (save ends).

**Miss:** Half damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

**Effect:** You shift 4 squares to any square adjacent to the blast.

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

ADDITIONAL EFFECTS

CLASS

Monk

LEVEL

1

BOOK

PP

DAILY POWER

DUNGEONS & DRAGONS

Magic Ki Focus +2

DAMAGE

PROFICIENT

GROUP

RANGE

+2 attack rolls and damage rolls

6

+2d6 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

1800

BOOK

Dragon 382

MAGIC WEAPON

DUNGEONS & DRAGONS