

Player Name

Bastian Innskeep

1 Monk

Character Name

Level Class

Paragon Path

Epic Destiny

Total XP

Human

Medium

25

Male

6'

180 lb.

Unaligned

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	4		

CONDITIONAL MODIFIERS

### 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

### HIT POINTS

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

### SKILLS

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

Bastian Innskeep

### DEFENSES

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

CONDITIONAL BONUSES

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
13	WILL	10	1	1			1	

CONDITIONAL BONUSES

### 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

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

+2 Speed when you charge or run

### 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: Melee Basic Attack - Magic Ki Focused Club +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 5	0	1		2		2	

ABILITY: Melee Basic Attack - Club

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

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Magic Ki Focused Club +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+3	1		2		

ABILITY: Melee Basic Attack - Club

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+1	1				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
5	vs AC	Magic Ki Focused Club +2	1d6+3
3	vs AC	Club	1d6+1
6	vs AC	Magic Ki Focused Monk Unar	1d8+3
9	vs AC	Magic Ki Focused Shuriken +	1d4+6

### FEATS

**Iron Parry** - +1 to AC with weapon, no armor, no shield**Fast Runner** - +2 to speed when you charge or run**Skill Training (Arcana)** - Gain training in Arcana**Ritual Caster** - Master and perform rituals



CHARACTER NAME

Bastian Innskeep

PLAYER NAME

RACE

Human

CLASS

Monk

LEVEL

1

SCORE

ABILITY

MOD

HP

28

STR

12

AC

18

Spd

6

DEX

18

Fort

15

Init

+4

INT

10

Ref

16

WIS

12

Will

13

CHA

-1

Passive Insight

11

Passive Perception

16

PLAY DATA

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

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

LEVEL

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Iron Soul 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 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

Skills

9 Acrobatics

DEX

(Trained)

5 Arcana

INT

(Trained)

3 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

Melee Basic Attack

KEYWORDS

Weapon

USED

Standard

\* ↓ ↺

Melee weapon

ACTION

↺

↻

RANGE

5

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier (+1) damage.

Level 21: 2[W] + Strength modifier (+1) damage.

Magic Ki Focused Club +2: +5 attack, 1d6+3 damage

Club: +3 attack, 1d6+1 damage

Magic Ki Focused Monk Unarmed Strike +2: +6 attack, 1d8+3 damage

Monk Unarmed Strike: +4 attack, 1d8+1 damage

Unarmed: +1 attack, 1d4+1 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

\*

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Lion's Den

KEYWORDS

Full Discipline, Implement, Psionic

USED

Standard

\* ↓ ↺

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 Club +2: +6 attack, 1d6+6 damage

Club: +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

Magic Ki Focused Shuriken +2: +6 attack, 1d6+6 damage

Monk Unarmed Strike: +4 attack, 1d6+4 damage

Shuriken: +4 attack, 1d6+4 damage

Unarmed: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS

Monk

LEVEL

1

BOOK

PP

AT-WILL POWER

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

Ranged Basic Attack

KEYWORDS

Weapon

USED

Standard

↓

\* ↺

Ranged weapon

ACTION

↺

↻

RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier (+4) damage.

Level 21: 2[W] + Dexterity modifier (+4) damage.

Magic Ki Focused Shuriken +2: +9 attack, 1d4+6 damage

Shuriken: +7 attack, 1d4+4 damage

Unarmed: +4 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

\*

BOOK

PH

AT-WILL POWER

DUNGEONS & DRAGONS

Steel Wind

KEYWORDS

Full Discipline, Implement, Psionic

USED

Standard

↓

↺

Close blast 2

ACTION

2

↺

↻

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 Club +2: +6 attack, 1d8+6 damage

Club: +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

Magic Ki Focused Shuriken +2: +6 attack, 1d8+6 damage

Monk Unarmed Strike: +4 attack, 1d8+4 damage

Shuriken: +4 attack, 1d8+4 damage

Unarmed: +4 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS

Monk

LEVEL

1

BOOK

PP

AT-WILL POWER

DUNGEONS & DRAGONS

Scattering of Leaves

KEYWORDS

Full Discipline, Implement, Psionic

USED

Standard

\*

↓

↗

Melee touch

ACTION

↶

✱

RANGE

6

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

**Primary Attack:** Dexterity vs. Reflex  
**Hit:** 1d10 + Dexterity modifier (+4) damage, and you push the primary target 1 square. You then shift 1 square and make a secondary attack.  
**Secondary Target:** One creature other than the primary target  
**Secondary Attack:** Dexterity vs. Fortitude  
**Hit:** 1d10 + Dexterity modifier (+4) damage, and you slide the secondary target 1 square. You then push each enemy adjacent to the secondary target 1 square from the secondary target.

**Movement Technique**  
**Move Action** **Personal**  
**Effect:** You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start, and the distance of the jump isn't limited by your speed.

Magic Ki Focused Club +2: +6 attack, 1d10+6 damage  
Club: +4 attack, 1d10+4 damage  
Magic Ki Focus +2: +6 attack, 1d10+6 damage  
Magic Ki Focused Monk Unarmed Strike +2: +6 attack, 1d10+6 damage  
Magic Ki Focused Shuriken +2: +6 attack, 1d10+6 damage  
Monk Unarmed Strike: +4 attack, 1d10+4 damage  
Shuriken: +4 attack, 1d10+4 damage  
Unarmed: +4 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS

Monk

LEVEL

1

BOOK

PP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Whirling Mantis Step

KEYWORDS

Implement, Psionic

USED

Standard

\*

↓

↗

Melee touch

ACTION

↶

✱

RANGE

6

vs

Fort

ATTACK

DEFENSE

TARGET

**Effect:** You shift your speed. If you enter a square adjacent to any enemy during this shift, you slide that enemy 1 square. You can slide each enemy only once during the shift. After the shift, make the following attack.  
**Target:** One, two, or three creatures  
**Attack:** Dexterity vs. Fortitude  
**Hit:** 2d10 + Dexterity modifier (+4) damage, and the target is slowed (save ends).  
**Miss:** Half damage, and the target is slowed until the end of your next turn.

Magic Ki Focused Club +2: +6 attack, 2d10+6 damage  
Club: +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  
Magic Ki Focused Shuriken +2: +6 attack, 2d10+6 damage  
Monk Unarmed Strike: +4 attack, 2d10+4 damage  
Shuriken: +4 attack, 2d10+4 damage  
Unarmed: +4 attack, 2d10+4 damage

ADDITIONAL EFFECTS

CLASS

Monk

LEVEL

1

BOOK

PH3

DAILY POWER

DUNGEONS & DRAGONS

Monk Unarmed Strike

1d8

3

Unarmed

DAMAGE

PROFICIENT

GROUP

RANGE

PROPERTIES

Melee Basic Attack: +4 attack, 1d8+1 damage

NOTES

ITEM SLOT

Off-hand

WEIGHT

0

PRICE

0

BOOK

PH3

WEAPON

DUNGEONS & DRAGONS

Club

1d6

2

Mace

DAMAGE

PROFICIENT

GROUP

RANGE

PROPERTIES

one-handed melee weapon  
Cost: 1 gp  
Damage: 1d6  
Proficient: +2  
Weight: 3 lb.

Melee Basic Attack: +3 attack, 1d6+1 damage

NOTES

ITEM SLOT

One-hand

WEIGHT

3

PRICE

1

BOOK

PH

WEAPON

DUNGEONS & DRAGONS

Shuriken

1d4

3

Light Blade

6/12

DAMAGE

PROFICIENT

GROUP

RANGE

PROPERTIES

Light Thrown (A basic attack with a light thrown weapon uses your Dexterity. Light thrown weapons don't deal as much damage as heavy thrown weapons, but some powers let you hurl several of them at once or in rapid succession.).  
  
Ranged Basic Attack: +7 attack, 1d4+4 damage

NOTES

ITEM SLOT

One-hand

WEIGHT

0

PRICE

0

BOOK

PH

WEAPON

DUNGEONS & DRAGONS

Cloth Armor (Basic Clothing)

-

-

1

AC BONUS

CHECK

SPEED

QUANTITY

PROPERTIES

Jackets, mantles, woven robes, and padded vests don't, by themselves, provide any significant protection. However, you can imbue them with protective magic. Cloth armor doesn't slow you down or hinder your movement at all. All characters have proficiency with cloth armor.

NOTES

ITEM SLOT

Body

WEIGHT

4

PRICE

1

BOOK

PH

ITEM

DUNGEONS & DRAGONS

Adventurer's Kit

1

AC BONUS

CHECK

SPEED

QUANTITY

PROPERTIES

This kit includes a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.

NOTES

ITEM SLOT

WEIGHT

33

PRICE

15

BOOK

PH

ITEM

DUNGEONS & DRAGONS

Fastidiousness

1

AC BONUS

CHECK

SPEED

QUANTITY

PROPERTIES

You or a creature within 2 squares of you is warded against becoming dirty. No matter what the target does, touches, walks through, or experiences, the target's person, clothes, and carried possessions are not soiled. If the target is in any way soiled when the ritual is completed, that filth is immediately shed. Attacks or other effects that involve dirtying the character work as normal but leave no lasting waste or residue.

NOTES

ITEM SLOT

WEIGHT

0

PRICE

BOOK

Dragon 366

ITEM

DUNGEONS & DRAGONS

Portend Weather

1

AC BONUS

CHECK

SPEED

QUANTITY

PROPERTIES

You determine what the weather will be like for the next 24 hours within a 50-mile radius of you. You and any allies present for the ritual gain a +5 bonus to Endurance checks to endure extreme weather you have foreseen.

NOTES

ITEM SLOT

WEIGHT

0

PRICE

BOOK

PP

ITEM

DUNGEONS & DRAGONS

Magic Ki Focus +2

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

MAGIC WEAPON

