

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

DEFENSES

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

CONDITIONAL BONUSES

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	+

16	Passive Perception	10	+
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SPECIAL SENSES

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
13	WILL	10	1	1			1	

CONDITIONAL BONUSES

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			

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
28	14	7
	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.

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

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

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

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

LANGUAGES KNOWN

Common, Damaran

CHARACTER NAME
Bastian Innskeep

PLAYER NAME

RACE Human CLASS Monk LEVEL 1

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

AC 18

Fort 15

Ref 16

Will 13

11 Passive Insight

16 Passive Perception

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

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**

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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 LEVEL BOOK PH

Melee Basic Attack

KEYWORDS Weapon

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

Ranged Basic Attack

KEYWORDS Weapon

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

UTILITY POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Iron Soul Flurry of Blows

KEYWORDS Psionic

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

Lion's Den

KEYWORDS Full Discipline, Implement, Psionic

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

Steel Wind

KEYWORDS Full Discipline, Implement, Psionic

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**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Five Storms

KEYWORDS		Full Discipline, Implement, Psionic	USED
Standard		Close burst 1	
ACTION	1	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 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	PH3
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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
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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
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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
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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
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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
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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
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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
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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
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Amanuensis

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

You capture the writing from one source (a book, scroll, or tablet) and cause it to appear onto a special prepared paper, parchment, book, or some other similar item. This ritual copies up to 250 words of text, enough to fill one page with text. A copied illustration counts as a number of words proportional to the amount of the page the illustration requires.

This ritual can be used to copy a ritual scroll, even if you have not mastered the ritual on the original scroll. Creating a ritual scroll in this manner takes twice as long as creating a ritual book but has the same cost (in addition to the component cost of this ritual).

NOTES

ITEM SLOT	WEIGHT	PRICE	BOOK
	0		FRPG

ITEM 

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	WEIGHT	PRICE	BOOK
Ki Focus	0	1800	Dragon 382

MAGIC WEAPON 