

Player Name

Bastian Innskeep

1

Monk

Level

Class

Character Name

Human

Medium

25

Male

6'

180 lb.

Paragon Path
Unaligned

Epic Destiny

Total XP

0

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	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

	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
----	--------------------	------	---

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

12

WIS

+1

Will

13

8

CHA

-1

11

Passive Insight

16

Passive Perception

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

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
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			

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			

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			

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			

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			

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			

Amanuensis

			1
AC BONUS	CHECK	SPEED	QUANTITY
<p>PROPERTIES</p> <p>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.</p> <p>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).</p> <p>NOTES</p>			
ITEM SLOT	WEIGHT 0	PRICE	BOOK <i>FRPG</i>

ITEM

Magic Ki Focus +2

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

MAGIC WEAPON