

FEATHERED LIES
FOR INTERMEDIATE PLAYERS

NATAHK

11th level Githzerai Monk



SKILLS

- +21 **Acrobatics** (you can use Acrobatics to climb & jump)
 - +12 **Endurance**
 - +14 **Insight**
 - +14 **Nature**
 - +16 **Perception**
- Languages: Common, Deep Speech

THE CHARACTER

Natahk hails from Shrak'kt'lor, the githzerai city deep in the Elemental Chaos. He studied to fight alongside the rakkma bands, but when his fellow warriors were unceremoniously betrayed by a fiend, Natahk was left as the sole **war band survivor** and swore vengeance. He was so consumed with rage that he was cast out from Shrak'kt'lor to temper his wrath. Natahk turned up in a crazed state at the steps of a monastery in the Elemental Chaos; the monks were devoted to protecting ancient artifacts believed to be tied to Zerthimon. There he studied the ways of the **elemental initiate**, quieting his mind. Soon thereafter Natahk befriended a party of planewalkers and traveled with them for years. After their latest venture, Natahk retreated to the monastery once more to practice the moving meditation of the **soaring blade**, and learned the Book of Lies was one of the artifacts the monks were sworn to protect.

FEATS

- Deadly Draw
- Fluid Motion
- Githzerai Blade Master
- Improved Defenses
- Starblade Flurry
- Unarmored Agility
- Versatile Expertise (heavy blades)

MAGIC ITEMS

- Psychokinetic Bastard Sword +3
- Githweave Cloth +3
- Amulet of Life +2
- Belt of Vim
- Circlet of Indomitability
- Forgemaster's Gloves
- Potion of Cure Wounds
- 200 gold

ABILITY SCORES

- 10 **Strength** (+5)
- 14 **Constitution** (+7)
- 23 **Dexterity** (+11)
- 11 **Intelligence** (+5)
- 18 **Wisdom** (+9)
- 10 **Charisma** (+5)

DEFENSES

- 28 **AC**
- 25 **Fortitude**
- 26 **Reflex**
- 27 **Will**
- +2 save v. daze, dominate, stun
- Resist fire 5

DISCIPLINES

Your monk at-will and encounter powers are **full disciplines** which provide an attack and movement technique. You may only use powers from one full discipline per round. However, if you spend an action point you can switch disciplines.

HIT POINTS

76

- Healing Surges (16 HP)
-
- Death saves

COMBAT

- +2 **Initiative**
- 8 **Speed**
- +13 **Attack (BASTARD SWORD)** d10+6 **Damage** +3d8 **Critical**

CLASS FEATURES

Centered Flurry of Blows No Action (1/round)

When you hit with an attack during your turn, two enemies adjacent to you and one within 5 squares (thrown dagger) each take 6 damage, and you slide them 1 square toward you (or any direction if they aren't the original target). Enemies you slide adjacent to you grant combat advantage because of Deadly Draw.

A+-WILL DISCIPLINES

Fallen Needle Standard Action +

Target: one creature **Attack:** +16 vs. Reflex
Hit: 1d10 +12 damage and the target takes -2 to attacks against you until the end of your next turn.

Fallen Needle Minor Action

Shift 1 square or move 3 squares.

Five Storms Standard Action Ⓞ1

Target: Each enemy you can see in burst
Attack: +16 vs. Reflex **Hit:** 1d8+12 damage.

Five Storms Move Action

Shift 2 squares.

SPECIAL ABILITIES

Deadly Draw: When you slide an enemy to a space adjacent to you, you gain combat advantage against them until the end of your next turn.

Focused Parry Action: When you spend an action point to attack and hit, you gain +2 defenses until the end of the encounter or until you attack.

ENCOUNTER DISCIPLINES

Open the Gate of Battle Standard Action ⚡T

Target: One creature **Attack:** +16 vs. Reflex
Hit: 2d10+12 damage. If the target was at full hit points when you hit with this attack it takes extra d10 damage.

Open the Gate of Battle Move Action

Effect: Move your speed +2. Don't provoke an opportunity attack from the first enemy you move away from.

Wind thru the Willows Standard Action ⚡3

Target: Each creature in blast **Attack:** +16 vs. Reflex
Hit: 2d8+12 damage and the targets are slowed and cannot charge until the end of your next turn.
Effect: Shift up to 3 squares into or adjacent to the blast.

Wind thru the Willows Move Action ⚡

Target: One creature
Effect: You shift 1 and slide the creature 1, swapping places.

Arc of Flashing Storm Standard Action ⚡T

Target: One creature **Attack:** +16 vs. Reflex
Hit: 2d10+12 lightning damage, push the target 2 squares, and they take -2 attack until the end of your next turn.

Arc of Flashing Storm Move Action

Effect: Teleport your speed.

Sword Fall Leap Standard Action ⚡T

Target: One creature **Attack:** +16 vs. Reflex
Hit: 3d8+12 damage and adjacent enemies takes 2 damage.

Sword Fall Leap Move Action

Effect: Make an Acrobatics check to jump with +10 bonus as if you had a running start and no speed limit.

UTILITY POWERS & MISC.

Iron Mind Interrupt

Effect: When you're hit by an attack, gain a +2 bonus to all defenses until end of your next turn.

Second Wind Standard Action

Effect: Spend a healing surge, shift 3 squares, and gain +2 defenses until start of your next turn.

Disciplined Counter Reaction ⚡

Trigger: An enemy misses you with a melee attack
Target: The triggering enemy **Attack:** +19 vs. Reflex
Hit: 2d10+6 damage, slide the target 2 squares, and they grant combat advantage until the end of your next turn.

Swift Flight Move Action

Effect: Fly a number of squares equal to your speed +4. If you don't land at the end of this movement, you fall.

Centered Defense Minor Action

Effect (Stance): Until the stance ends, gain a +2 power bonus to all defenses.

Iron Dragon Defense Interrupt

Effect: When you take damage, reduce the amount you take by 14.

DAILY POWERS

Masterful Spiral Standard Action Ⓞ2

Target: Each enemy in burst **Attack:** +16 vs. Reflex
Hit: 3d8+12 force damage. **Miss:** Half damage.
Effect (Stance): Assume the spiral stance. Until the stance ends your reach with melee touch (⚡T) attacks increases by 1.

Calm Before the Storm Standard Action ⚡T

Target: One creature **Attack:** +16 vs. Fortitude
Hit: 2d6+12 damage. **Miss:** Half damage.
Effect (Stance): Assume the calm before the storm stance. Until the stance ends you are slowed, but you can use the secondary power at-will.

Secondary Power (Interrupt ⚡)

Trigger: An adjacent enemy makes an attack

Target: The triggering enemy

Attack: +16 vs. Reflex

Hit: 1d8+12 damage and knocked prone.

Miss: You grant combat advantage to the target until the start of your next turn.

Twilight Touch Standard Action ⚡T

Target: 1, 2, or 3 creatures **Attack:** +16 vs. Reflex
Hit: 3d6+12 psychic damage, and the target is blinded until the end of your next turn.
Miss: Half damage.

MAGIC ITEM POWERS

Psychokinetic Blade Standard Ⓞ 5/10

Target: Hurl your sword at one creature and make a ranged attack, at the end of which your sword returns to you.
Attack: +19 vs. AC **Hit:** 1d10+12 damage

Amulet of Life Free Action

Effect: When you spend a healing surge you can spend an additional healing surge.

Forgemaster's Gloves Minor Action

Effect: The next attack power you use deals +1d6 fire damage.

CONSUMABLE ITEMS

Potion of Cure Wounds Minor Action

Effect: When you drink the potion, if you have a healing surge you must spend one. Instead of the hit points you'd normally regain, you heal 2d8+10 HP. If you are bloodied and don't have any healing surges, you still regain the hit points.