

Player Name

Chai	11	Monk	Storvakal		0		
Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP		
Githzerai	Medium	Male	6'5"	160	Unaligned	Ioun	
Race	Size	Age	Gender	Height	Weight	Alignment	Deity

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
13	6	5	2

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
15	STR Strength	2	7
13	CON Constitution	1	6
22	DEX Dexterity	6	11
11	INT Intelligence	0	5
18	WIS Wisdom	4	9
9	CHA Charisma	-1	4

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
75	37	18	8	
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 +2 Racial bonus against effects that daze, dominate, or stun				
RESISTANCES				
CURRENT CONDITIONS AND EFFECTS				

SKILLS

BONUS	SKILL NAME	DEX	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
20	Acrobatics	DEX	11	5		4
7	Arcana	INT	5	0	n/a	2
16	Athletics	STR	7	5		4
6	Bluff	CHA	4	0	n/a	2
6	Diplomacy	CHA	4	0	n/a	2
11	Dungeoneering	WIS	9	0	n/a	2
8	Endurance	CON	6	0		2
11	Heal	WIS	9	0	n/a	2
7	History	INT	5	0	n/a	2
11	Insight	WIS	9	0	n/a	2
6	Intimidate	CHA	4	0	n/a	2
11	Nature	WIS	9	0	n/a	2
16	Perception	WIS	9	5	n/a	2
7	Religion	INT	5	0	n/a	2
13	Stealth	DEX	11	0		2
11	Streetwise	CHA	4	5	n/a	2
18	Thievery	DEX	11	5		2

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
26	AC	15	6			3	2	

CONDITIONAL BONUSES

+2 AC against opportunity attacks, +5 AC (Githzerai Mobility) against opportunity attacks

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

CONDITIONAL BONUSES

+5 Fortitude Defense (Githzerai Mobility) against opportunity attacks, +2 Fortitude Defense while you are bloodied

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
24	REF	15	6	1		2		

CONDITIONAL BONUSES

+5 Reflex Defense (Githzerai Mobility) against opportunity attacks

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
23	WILL	15	4	1		2	1	

CONDITIONAL BONUSES

+5 Will Defense (Githzerai Mobility) against opportunity attacks

ACTION POINTS

ACTION POINTS	MILESTONES
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Iron Mind - Use iron mind as an encounter power**Danger Sense** - +2 to initiative**Defended Mind** - +2 saves against daze, dominate and stun**Shifting Fortunes** - Shift 3 when you second wind

CLASS / PATH / DESTINY FEATURES

Monastic Tradition - Choose a Flurry of Blows and become more resilient**Centered Breath** - Centered Flurry of Blows and Mental Equilibrium**Unarmed Combatant** - Gain Monk Unarmed Strike +3 attack, 1d8 damage**Unarmored Defense** - +2 AC in cloth armor**Restoring Action****Rebalanced Mind**

LANGUAGES KNOWN

Common, Deep Speech

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

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

26	Passive Perception	10	+	16
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Magic Ki Focused Fullblade +

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 18	5	6		3		3	1

ABILITY: Melee Basic Attack - Fullblade

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 14	5	6		3			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Magic Ki Focused Fullblade +

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d12+14	6	3	3	2	

ABILITY: Melee Basic Attack - Fullblade

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d12+11	6	3		2	

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
18	vs AC	Magic Ki Focused Fullblade +	1d12+14
14	vs AC	Fullblade	1d12+11
18	vs AC	Magic Ki Focused Shuriken +	1d4+9
18	vs AC	Magic Ki Focused Monk Unar	1d8+11

FEATS

Githzerai Blade Master - Gain a damage bonus with

heavy blades

Focused Expertise (Ki Focus) - Gain bonus to attack rolls with Ki Focuses**Melee Training (Dexterity)** - Use Dexterity for melee

basic attacks

Battle Awareness - Fighter: training in one skill,

immediate interrupt basic attack once per encounter

Defensive Mobility - +2 to AC against opportunity attacks**Githzerai Mobility** - Improved defenses against opportunity attacks**Power Attack** - +2 damage for -2 to attack

CHARACTER NAME

Chai

PLAYER NAME

RACE

Githzerai

CLASS

Monk

LEVEL

11

HP

75

STR

15

CON

13

AC

26

Spd

6

DEX

22

Fort

22

Init

+13

INT

11

Ref

24

WIS

18

CHA

9

Will

23

21

Passive Insight

26

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS®

ACTION POINT

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS®

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 18 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

ENCOUNTER ACTION

DUNGEONS & DRAGONS®

Melee Basic Attack

KEYWORDS

Weapon

USED

Standard

Melee weapon

ACTION

RANGE

18

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier (+2) damage. Increase damage to 2[W] + Strength modifier (+2) at 21st level.

Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Magic Ki Focused Fullblade +3: +18 attack, 1d12 +14 damage

Magic Ki Focused Monk Unarmed Strike +3: +18 attack, 1d8+11 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

*

BOOK

AT-WILL POWER

DUNGEONS & DRAGONS®

Ranged Basic Attack

KEYWORDS

Weapon

USED

Standard

Ranged weapon

ACTION

RANGE

18

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier (+6) damage. Increase damage to 2[W] + Dexterity modifier (+6) at 21st level.

Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

Magic Ki Focused Shuriken +3: +18 attack, 1d4+9 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

*

BOOK

AT-WILL POWER

DUNGEONS & DRAGONS®

Centered Flurry of Blows

KEYWORDS

Psionic

USED

Free*

Melee 1

ACTION

RANGE

vs

One creature

Level 11: One or two creatures

ATTACK

DEFENSE

TARGET

Trigger: You hit with an attack during your turn

Effect: The target takes damage equal to 2 + your Wisdom modifier (+4), and you slide it 1 square to a square adjacent to you, or 1 square in any direction if the target wasn't targeted by the triggering attack.

Special: You can use this power only once per round.

ADDITIONAL EFFECTS

CLASS

Monk

LEVEL

BOOK

PH3

AT-WILL POWER

DUNGEONS & DRAGONS®

Five Storms

KEYWORDS

Full Discipline, Implement, Psionic

USED

Standard

Close burst 1

ACTION

1

RANGE

15

vs

Reflex

Each enemy you can see in burst

ATTACK

DEFENSE

TARGET

Attack: Dexterity vs. Reflex

Hit: 1d8 + Dexterity modifier (+6) damage. Level 21: 2d8 + Dexterity modifier (+6) damage.

Movement Technique

Move Action Personal

Effect: You shift 2 squares.

Magic Ki Focused Fullblade +3: +15 attack, 1d8 +12 damage

Magic Ki Focused Monk Unarmed Strike +3: +15 attack, 1d8+9 damage

ADDITIONAL EFFECTS

CLASS

Monk

LEVEL

1

BOOK

PH3

AT-WILL POWER

DUNGEONS & DRAGONS®

Dancing Cobra

KEYWORDS

Full Discipline, Implement, Psionic

USED

Standard

Melee weapon

ACTION

RANGE

15

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Dexterity vs. Reflex

Hit: 1d10 + Dexterity modifier (+6) damage. If the target has made an opportunity attack against you during this turn, the target takes extra damage equal to your Wisdom modifier (+4).

Level 21: 2d10 + Dexterity modifier (+6) damage.

Movement Technique

Move Action Personal

Effect: You move your speed +2.

Magic Ki Focused Fullblade +3: +15 attack, 1d10+12 damage

Magic Ki Focused Monk Unarmed Strike +3: +15 attack, 1d10 +9 damage

ADDITIONAL EFFECTS

CLASS

Monk

LEVEL

1

BOOK

PH3

AT-WILL POWER

DUNGEONS & DRAGONS®

Iron Mind

KEYWORDS

USED

Imm Interr

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Trigger: You are hit by an attack.

Effect: You gain a +2 bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS

CLASS

Racial Power

LEVEL

*

BOOK

PH3

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Drunken Monkey

KEYWORDS

Full Discipline, Implement, Psionic

USED

Standard

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Melee touch

ACTION

↖

↘

RANGE

15

vs

Will

One enemy

ATTACK

DEFENSE

TARGET

Attack: Dexterity vs. Will

Hit: 1d8 + Dexterity modifier (+6) damage, and you slide the target 1 square. The target then makes a melee basic attack as a free action against one enemy of your choice. The target gains a bonus to the attack roll equal to your Wisdom modifier (+4).

Movement Technique

Move Action Personal

Effect: You move your speed + 2. During this movement, you ignore difficult terrain and gain a power bonus to all defenses against opportunity attacks. The bonus equals your Wisdom modifier (+4).

Magic Ki Focused Fullblade +3: +15 attack, 1d8+12 damage

Magic Ki Focused Monk Unarmed Strike +3: +15 attack, 1d8+9 damage

ADDITIONAL EFFECTS

CLASS

Monk

LEVEL

1

BOOK

PH3

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Dance of Swords

KEYWORDS

Full Discipline, Implement, Psionic

USED

Standard

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Melee weapon

ACTION

↖

↘

RANGE

15

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Dexterity vs. Reflex

Hit: 2d8 + Dexterity modifier (+6) damage, and the target takes extra damage equal to twice the number of enemies adjacent to you.

Movement Technique

Move Action Personal

Effect: You move your speed + 2. If any enemies make opportunity attacks against you during this movement and miss, you gain combat advantage against the enemies that missed until the end of your turn.

Magic Ki Focused Fullblade +3: +15 attack, 2d8+12 damage

Magic Ki Focused Monk Unarmed Strike +3: +15 attack, 2d8+9 damage

ADDITIONAL EFFECTS

CLASS

Monk

LEVEL

3

BOOK

PH3

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Strike the Avalanche

KEYWORDS

Full Discipline, Implement, Psionic

USED

Standard

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↑

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Melee touch

ACTION

↖

↘

RANGE

15

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

Hit: 2d10 + Dexterity modifier (+6) damage, and you slide the primary target a number of squares equal to your Wisdom modifier (+4). Make a secondary attack that is a close burst 1 centered on the primary target.

Secondary Target: Each creature in burst other than the primary target

Secondary Attack: Dexterity vs. Fortitude

Hit: The secondary target falls prone.

Movement Technique

Move Action Personal

Effect: You move your speed + 2. During this movement, you don't provoke opportunity attacks from prone enemies.

Magic Ki Focused Fullblade +3: +15 attack, 2d10+12 damage

Magic Ki Focused Monk Unarmed Strike +3: +15 attack, 2d10+9 damage

ADDITIONAL EFFECTS

CLASS

Monk

LEVEL

7

BOOK

PH3

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Probability Travel

KEYWORDS

Psionic, Psychic, Teleportation

USED

Standard

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Close blast 5

ACTION

5

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RANGE

15

vs

Will

Each enemy in burst

ATTACK

DEFENSE

TARGET

Attack: Your highest ability modifier + 4 vs. Will

Level 21: Your highest ability modifier + 6 vs. Will

Hit: 3d10 + your highest ability modifier psychic damage, and you teleport the target a number of squares equal to 1 + your Wisdom modifier (+4).

Effect: Each ally in the area can teleport a number of squares equal to your Wisdom modifier (+4).

Unarmed: +15 attack, 3d10+6 damage

ADDITIONAL EFFECTS

CLASS

Storvakal

LEVEL

11

BOOK

Dragon 378

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Masterful Spiral

KEYWORDS

Force, Implement, Psionic, Stance

USED

Standard

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Close burst 2

ACTION

2

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↘

RANGE

15

vs

Reflex

Each enemy in burst

ATTACK

DEFENSE

TARGET

Attack: Dexterity vs. Reflex

Hit: 3d8 + Dexterity modifier (+6) force damage.

Miss: Half damage.

Effect: You assume the spiral stance. Until the stance ends, your reach with melee touch attacks increases by 1.

Magic Ki Focused Fullblade +3: +15 attack, 3d8 +12 damage

Magic Ki Focused Monk Unarmed Strike +3: +15 attack, 3d8+9 damage

ADDITIONAL EFFECTS

CLASS

Monk

LEVEL

1

BOOK

PH3

DAILY POWER

DUNGEONS & DRAGONS®

One Hundred Leaves

KEYWORDS

Implement, Psionic

USED

Standard

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Close blast 3

ACTION

3

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↘

RANGE

15

vs

Reflex

Each creature in blast

ATTACK

DEFENSE

TARGET

Attack: Dexterity vs. Reflex

Hit: 3d8 + Dexterity modifier (+6) damage, and you push the target 2 squares.

Miss: Half damage, and you push the target 1 square.

Effect: Until the end of your next turn, you can target one additional creature in range with your flurry of blows power.

Magic Ki Focused Fullblade +3: +15 attack, 3d8+12 damage

Magic Ki Focused Monk Unarmed Strike +3: +15 attack, 3d8+9 damage

ADDITIONAL EFFECTS

CLASS

Monk

LEVEL

5

BOOK

PH3

DAILY POWER

DUNGEONS & DRAGONS®

Strength to Weakness

KEYWORDS

Implement, Psionic

USED

Standard

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Melee touch

ACTION

↖

↘

RANGE

15

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

Attack: Dexterity vs. Fortitude or Reflex

Hit: Ongoing damage equal to 15 + your Dexterity modifier (+6) (save ends).

Miss: Ongoing 10 damage (save ends).

Magic Ki Focused Fullblade +3: +15 attack, Ongoing+0 damage

Magic Ki Focused Monk Unarmed Strike +3: +15 attack, Ongoing+0 damage

ADDITIONAL EFFECTS

CLASS

Monk

LEVEL

9

BOOK

PH3

DAILY POWER

DUNGEONS & DRAGONS®

Fast Hands

KEYWORDS

USED

Free

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Personal

ACTION

↖

↘

RANGE

☒ AT-WILL

☐ ENCOUNTER

☐ DAILY

Effect: You draw or sheathe a weapon, pick up an item in your space or adjacent to it, or retrieve or stow an item

Special: You can use this power only once per round.

Prerequisite: You must be trained in Thievery.

ADDITIONAL EFFECTS

CLASS

Thievery

LEVEL

2

BOOK

PH3

UTILITY POWER

DUNGEONS & DRAGONS®

Mighty Sprint

KEYWORDS

USED

Move

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↘

Personal

ACTION

↖

↘

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Effect: You move your speed + 4. During this movement, you ignore difficult terrain and gain a +5 power bonus to Athletics checks you make as part of the move.

Prerequisite: You must be trained in Athletics.

ADDITIONAL EFFECTS

CLASS

Athletics

LEVEL

6

BOOK

PH3

UTILITY POWER

DUNGEONS & DRAGONS®

Spider Technique

KEYWORDS

Psionic

USED

Move

Personal

ACTION

RANGE

☒ AT-WILL

☐ ENCOUNTER

☐ DAILY

Effect: You climb your speed. During this movement, you can move across overhanging surfaces, like ceilings, but you fall if you end your turn on such a surface.

ADDITIONAL EFFECTS

CLASS

Monk

LEVEL

10

BOOK

PH3

UTILITY POWER

Magic Ki Focus +3

DAMAGE

PROFICIENT

GROUP

RANGE

+3 attack rolls and damage rolls

11

+3d6 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

9000

BOOK

Dragon 379

MAGIC WEAPON

Belt of Vim (heroic tier)

AC BONUS

CHECK

SPEED

1

QUANTITY

8

Waist Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Gain a +1 bonus to Fortitude defense.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Waist

WEIGHT

0

PRICE

3400

BOOK

AV

MAGIC ITEM

Bracers of Mighty Striking (heroic tier)

AC BONUS

CHECK

SPEED

1

QUANTITY

2

Arms Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Arms

WEIGHT

0

PRICE

520

BOOK

PH

MAGIC ITEM

Periapt of Cascading Health +2

AC BONUS

CHECK

SPEED

1

QUANTITY

+2 Fortitude, Reflex, and Will

10

Neck Slot Item

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER

Power (Encounter): Minor Action. You end one condition that a save can end.

ITEM SLOT

Neck

WEIGHT

0

PRICE

5000

BOOK

Dragon 369

MAGIC ITEM

Ioun's Revelation (level 3)

AC BONUS

CHECK

SPEED

1

QUANTITY

3

Divine Boon

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

Gain a +2 item bonus to skill checks.

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily): Minor Action. Until the end of the encounter, you and your allies gain a +1 bonus to skill checks with a single skill of your choice.

ITEM SLOT

WEIGHT

0

PRICE

680

BOOK

DMG2

MAGIC ITEM

Vigorous Resolve Vestments Githweave

0

-

-

1

QUANTITY

+3 AC

12

Armor

ENHANCEMENT

LEVEL

TYPE

PROPERTIES

While you are bloodied, you gain a +2 item bonus to Fortitude.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Body

WEIGHT

2

PRICE

13000

BOOK

AV

MAGIC ITEM