

Githyanki Monk		Level 10 Elite Skirmisher	
Medium Natural Humanoid		XP 1000	
HP 212	Bloodied 106	Initiative +12	
AC 24	Fort 22 Ref 25 Will 20	Perception +12	
Speed 5 see also Astral Stride			
Saving Throws +2 (+4 against charm effects)			
Action Points 1			
Standard Actions			
Crane's Wings (melee) ♦ At-Will			
⚔ Attack: Dexterity (+10) vs. Fort			
Hit: 1d10 + 14 damage and the target is pushed 1 square			
🔄 Steel Wind (psychic) ♦ Recharge			
Target: Each enemy in blast radius 🎯🎯			
Attack: Close blast 2, Dexterity (+10) vs. Reflex			
Hit: 1d8+14 damage			
Minor Actions			
🔄 Psychic Assault (psychic) ♦ Recharge			
Attack: Close blast 3; +13 vs. Will 🎯🎯🎯			
Hit: 1d6 + 4 psychic damage, and the target is dazed (save ends)			
An invisible force hits the targets within the blast, leaving their heads reeling in pain.			
Triggered Actions			
Iron Soul Flurry (melee, psychic) ♦ At-Will			
⚔ Trigger: The monk is hit with an attack			
Effect: The target takes 6 damage and cannot shift until the end of the monks next turn.			
Special: Can only be used once per round			
Graceful Strike (melee) ♦ Encounter			
⚔ Trigger: The monk hits with an attack.			
Effect: In addition to the target, up to 2 more enemies with close 2 are hit for 1d6+4 melee damage.			
Move Actions			
Astral Stride (teleportation) ♦ Encounter			
Effect: The monk teleports 6 squares and gains the insubstantial and phasing qualities until the start of its next turn.			
Crane's Wings Movement ♦ At-Will			
Effect: The monk jumps 4 squares			
Special: Can only be used in tandem with Crane's Wings melee			
Steel Wind Movement ♦ Recharge with melee action			
Effect: The monk is no longer marked and can move its speed +2			
Special: Can only be used in tandem with Steel Wind melee			
Skills Religion +15; Stealth +15			
Str 18 (+9)	Dex 21 (+10)	Wis 15 (+7)	
Con 13 (+6)	Int 16 (+8)	Cha 10 (+5)	
Alignment Unknown	Languages Common, Deep Speech		
Equipment Simple cloth robes			