

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 (Full Discipline) ♦ At Will			
Effect: The monk jumps 4 squares.			
Special: Can only be used once per round.			
Steel Wind Movement (Full Discipline) ♦ Recharge with melee action			
Effect: The monk is no longer marked and can move its speed +2			
Special: Can only be used once per round.			
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			