

## Githyanki Monk Level 10 Elite Skirmisher

Medium Natural Humanoid

XP 1000

**HP** 112   **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 + 10 damage and the target is pushed 1 square

 **Steel Wind** (psychic) ♦ **Encounter**

*Target:* Each enemy in blast radius

*Attack:* Close blast 2, Dexterity (+10) vs. Reflex

*Hit:* 1d8+10 damage

 **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 monk's next turn.

*Special:* Can only be used once per round

### 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** ♦ **Encounter**

*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

**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