

## Daily

<input type="checkbox"/> Masterful Spiral ( <i>close burst 2, enemies</i> )	+10 vs Reflex, 3d8+7 damage. <b>Miss:</b> half damage. <b>Effect:</b> You assume the spiral <b>stance</b> . Until the stance ends, your reach with melee touch attacks increases by 1.
<input type="checkbox"/> One Hundred Leaves ( <i>Close blast 3, creatures</i> )	+10 vs Reflex, 3d8+7 damage and you push the target 2 squares. <b>Miss:</b> Half damage and you push the target 1 square. <b>Effect:</b> Until the end of your next turn, you can target one additional creature in range with your flurry of blows power.
<input type="checkbox"/> Healing Word (minor, close burst 5)	You or one ally in range can spend a healing surge and heal +2d6 damage.
<input type="checkbox"/> Centered Defense (minor, <b>stance</b> )	Until the <b>stance</b> ends, you gain a +2 power bonus to all defenses.

## Encounter

<input type="checkbox"/> Open the Gate of Battle	<b>Standard:</b> +10 vs Reflex, 2d10+7 damage. The target takes 1d10 extra damage if it was at full hit points when you hit it with this attack.
	<b>Move:</b> You move 9 squares. During this movement, you don't provoke opportunity attacks from the first enemy you move away from.
<input type="checkbox"/> Enduring Champion	<b>Standard:</b> +10 vs Reflex, 2d10+7 damage and you can make a saving throw against one effect that a save can end, with a +4 bonus. If you save, the target takes 4 extra damage.
	<b>Move:</b> You move 9 squares. Each time you are attacked during this movement, you gain a +1 bonus to speed until the end of your next turn.
<input type="checkbox"/> Harmonious Discipline (minor)	You gain 4 temporary hit points. When you have no temporary hit points remaining, you gain a +4 bonus to the damage roll of your next melee attack before the end of your next turn.
<input type="checkbox"/> Amulet of Life (Free)	<b>Trigger:</b> <i>you spend a healing surge</i> . You can spend an additional healing surge and heal 15 hit points.
<input type="checkbox"/> Elven Accuracy (Free)	Reroll an attack roll. Use the second roll, even if it's lower.

## Status

HPs: 50	Surges: 8
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<input type="checkbox"/> Dazed	<input type="checkbox"/> Stunned	<input type="checkbox"/> Blind
<input type="checkbox"/> Slowed	<input type="checkbox"/> Restrained	<input type="checkbox"/> Ongoing 5
<input type="checkbox"/> Ongoing 10	<input type="checkbox"/>	<input type="checkbox"/>

Action points earned	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Action points used	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Second Wind	<input type="checkbox"/>
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# At Will

Basic Attack	+13 vs. AC, d8+7 damage.
Five Storms <i>(Close burst 1)</i>	<b>Standard:</b> +10 vs Reflex, 1d8+7 damage
	<b>Move:</b> You shift 2 squares
Dragon's Tail	<b>Standard:</b> +10 vs Fortitude, 1d6+7 damage and you knock the target prone.
	<b>Move:</b> You swap places with an adjacent ally or prone enemy.
Centered Flurry of Blows <i>(free, 1/round)</i>	<b>Trigger:</b> You hit with an attack during your turn. <b>Effect:</b> The target takes 10 damage 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.

- **Group awareness:** Non-elf allies within 5 gain a +1 bonus to perception
- **Wild step:** Ignore difficult terrain when shifting.

CHARACTER NAME		Skills	
PLAYER NAME		13 Acrobatics DEX (Trained)	
RACE Elf	CLASS Monk	LEVEL 6	3 Arcana INT
<b>HP</b> 50 <b>Spd</b> 7 <b>Init</b> +8	SCORE ABILITY MOD	<b>AC</b> 24 <b>Fort</b> 17 <b>Ref</b> 20 <b>Will</b> 19	3 Athletics STR
	10 STR +0		2 Bluff CHA
	13 CON +1		2 Diplomacy CHA
	20 DEX +5		7 Dungeoneering WIS
	10 INT +0		4 Endurance CON
	18 WIS +4		7 Heal WIS
8 CHA -1	3 History INT	7 Insight WIS	
17 Passive Insight	24 Passive Perception	2 Intimidate CHA	9 Nature WIS
		14 Perception WIS (Trained)	8 Religion INT (Trained)
		13 Stealth DEX (Trained)	2 Streetwise CHA
		13 Thievery DEX (Trained)	ADDITIONAL EFFECTS