

Daily

<input type="checkbox"/> Masterful Spiral (<i>close burst 2, enemies</i>)	+10 vs Reflex, 3d8+7 damage. Miss: half damage. Effect: You assume the spiral <u>stance</u> . 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. 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.
<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, <u>stance</u>)	Until the <u>stance</u> ends, you gain a +2 power bonus to all defenses.

Encounter

<input type="checkbox"/> Open the Gate of Battle	Standard: +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. Move: 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	Standard: +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. Move: 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)	Trigger: <u>you spend a healing surge</u> . 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		
<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 (Close burst 1)	Standard: +10 vs Reflex, 1d8+7 damage Move: You shift 2 squares
Dragon's Tail	Standard: +10 vs Fortitude, 1d6+7 damage and you knock the target prone. Move: You swap places with an adjacent ally or prone enemy.
Centered Flurry of Blows (free, 1/round)	Trigger: You hit with an attack during your turn. Effect: 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

PLAYER NAME

RACE ElfCLASS MonkLEVEL 6

HP

50

Spd

7

Init

+8

SCORE

10

STR

+0

13

CON

+1

20

DEX

+5

10

INT

+0

18

WIS

+4

8

CHA

-1

AC

24

Fort

17

Ref

20

Will

19

17

Passive

Insight

24

Passive

Perception

Skills

13	Acrobatics	DEX	(Trained)
3	Arcana	INT	
3	Athletics	STR	
2	Bluff	CHA	
2	Diplomacy	CHA	
7	Dungeoneering	WIS	
4	Endurance	CON	
7	Heal	WIS	
3	History	INT	
7	Insight	WIS	
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