

Player Name

Phaeryn Duskhaut

10 Monk

Character Name

Level Class

Paragon Path

Epic Destiny

20,500

Revenant

Male

Unaligned

Total XP

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
14	5	5	4

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	STR Strength	0	5
15	CON Constitution	2	7
20	DEX Dexterity	5	10
10	INT Intelligence	0	5
18	WIS Wisdom	4	9
8	CHA Charisma	-1	4

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
		SURGE VALUE SURGES/DAY
77	38	19 9

CURRENT HIT POINTS

1/2 HP	1/4 HP	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	DEX	INT	STR	CHA	WIS	CON	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
15	Acrobatics							10	5		
5	Arcana							5	0	n/a	
10	Athletics							5	5		
4	Bluff							4	0	n/a	
4	Diplomacy							4	0	n/a	
9	Dungeoneering							9	0	n/a	
14	Endurance							7	5		2
9	Heal							9	0	n/a	
5	History							5	0	n/a	
9	Insight							9	0	n/a	
6	Intimidate							4	0	n/a	2
9	Nature							9	0	n/a	
16	Perception							9	5	n/a	2
7	Religion							5	0	n/a	2
10	Stealth							10	0		
4	Streetwise							4	0	n/a	
10	Thievery							10	0		

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
25	AC	15	5			3	2	

 CONDITIONAL BONUSES
 +2 AC against opportunity attacks

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
21	FORT	15	2	1		2		1

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
23	REF	15	5	1		2		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
23	WILL	15	4	1		2	1	

CONDITIONAL BONUSES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

CLASS / PATH / DESTINY FEATURES

Monastic Tradition - Choose a Flurry of Blows and

become more resilient

Centered Breath - Centered Flurry and Mental

Equilibrium

Centered Breath - Centered Flurry and Mental Equilibrium

Centered Flurry of Blows - Deal wisdom modifier

(+4) damage and slide 1 if it is not your target

Mental Equilibrium - +1 to Fortitude, +2 at 11th, +3

at 21st

Unarmed Combatant - Gain Monk Unarmed Strike +3

attack, 1d8 damage

Unarmored Defense - +2 AC in cloth armor

FEATS

Weapon Expertise (Unarmed) - Gain bonus to attack

rolls when unarmed.

Toughness - Gain 5 additional hit points per tier

Elf Soul - You gain the elven accuracy elf racial power

(Player's Handbook, page 40). In a given encounter, you can

use your elven accuracy racial power or your dark reaping

racial power.

Bloodied Fleetness - +1 speed while bloodied

Defensive Mobility - +2 to AC against opportunity attacks

Improved Initiative - +4 to initiative checks

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	0		6

SPECIAL MOVEMENT

+1 Speed while bloodied, +2 Speed while bloodied

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
26	Passive Perception	10	+

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Lifedrinker Monk Unarmed S

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	5	0		3		2	1

ABILITY: Ranged Basic Attack - Distance Longbow +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	5	5				1	

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Lifedrinker Monk Unarmed S

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+2	0		2		

ABILITY: Ranged Basic Attack - Distance Longbow +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+6	5		1		

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
11	vs AC	Lifedrinker Monk Unarmed St	1d8+2
11	vs AC	Distance Longbow +1	1d10+6
5	vs AC	Unarmed (Melee)	1d4
10	vs AC	Unarmed (Range)	1d4+5

PERSONALITY TRAITS

Speed: 6 squares

Vision: Low-light vision

Skill Bonuses: +2 Endurance, +2 Intimidate

Undead: You are considered to be an undead creature for effects that relate to that keyword. You are also considered a living creature.

Past Life: Select a race other than revenant [Elf]. You can take feats, a paragon path, and an epic destiny that have the selected race as a prerequisite, as long as you meet all other prerequisites.

Unnatural Vitality: Whenever you drop to 0 hit points or fewer, you are dying but you can choose to remain conscious until you attempt your first death saving throw. If you remain conscious, you can take only one standard action before you attempt your first death saving throw.

Dark Reaping: You can use dark reaping as an encounter power.

Dark Reaping Revenant Racial Power

Encounter Necrotic

Free Action

Trigger: A creature within 5 squares of you is reduced to 0 hit points

Effect: One creature you hit with an attack you make before the end of your next turn takes an additional 1d8 + Constitution modifier (+2) necrotic damage.

CHARACTER NAME
Phaeryn Duskhaut

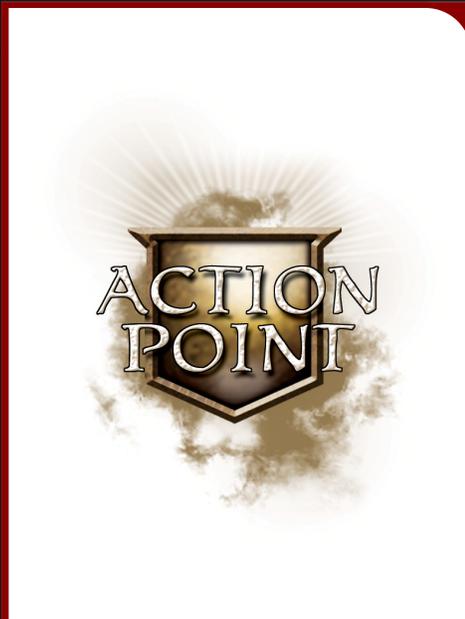
PLAYER NAME

RACE Revenant CLASS Monk LEVEL 10

HP 77	11 STR	AC 25
Spd 6	15 CON	Fort 21
Init +14	20 DEX	Ref 23
	10 INT	Will 23
	18 WIS	
	8 CHA	

19 Passive Insight **26** Passive Perception

PLAY DATA DUNGEONS & DRAGONS



ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard	Personal
ACTION	RANGE
vs	Self
ATTACK	DEFENSE
	TARGET

Effect: You spend a healing surge and regain 19 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK *PH*

ENCOUNTER ACTION DUNGEONS & DRAGONS

Centered Flurry of Blows

KEYWORDS Implement, Psionic

Free	Melee touch
ACTION	RANGE
vs	One creature
ATTACK	DEFENSE
	TARGET

Trigger: You hit with an attack during your turn
Effect: The target takes damage equal to your Wisdom modifier (+4). If the target was not a target of the triggering attack, you can slide the target 1 square to a square adjacent to you.
Special: You can use this power only once per round.
Special: Level 11: Target one or two creatures
 Level 21: Target each enemy adjacent to you

ADDITIONAL EFFECTS

CLASS Monk LEVEL BOOK *Dragon 375*

AT-WILL POWER DUNGEONS & DRAGONS

Dragon's Tail

KEYWORDS Full Discipline, Implement, Psionic

Standard	Melee touch
ACTION	RANGE
12 vs Fort	One creature
ATTACK	DEFENSE
	TARGET

Attack: Dexterity vs. Fortitude
Hit: 1d6 + Dexterity modifier (+5) damage, and you knock the target prone.
Movement Technique
Move Action Personal
Effect: You swap places with an adjacent ally or an adjacent prone enemy.

Lifedrinker Monk Unarmed Strike +2: +12 attack, 1d6+7 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK *Dragon 375*

AT-WILL POWER DUNGEONS & DRAGONS

Dancing Cobra

KEYWORDS Full Discipline, Psionic, Weapon

Standard	Melee weapon
ACTION	RANGE
16 vs Reflex	One creature
ATTACK	DEFENSE
	TARGET

Attack: Dexterity vs. Reflex
Hit: 1[W] + Dexterity modifier (+5) damage. The attack deals extra damage equal to your Wisdom modifier (+4) if the target made an opportunity attack against you during this turn.
Requirement: you must be wielding a monk weapon
Movement Technique
Move Action Personal
Effect: You move your speed +2.

Lifedrinker Monk Unarmed Strike +2: +16 attack, 1d8 +7 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK *Dragon 375*

AT-WILL POWER DUNGEONS & DRAGONS

Drunken Monkey

KEYWORDS Full Discipline, Implement, Psionic

Standard	Melee touch
ACTION	RANGE
12 vs Will	One creature
ATTACK	DEFENSE
	TARGET

Attack: Dexterity vs. Will
Hit: 1d6 + Dexterity modifier (+5) damage, and you slide the target 1 square. The target then makes a melee basic attack as a free action against an enemy of your choice. The target gains a bonus to the attack roll equal to your Wisdom modifier (+4).
Movement Technique
Move Action Personal
Effect: You move your speed + 2. During this movement, you ignore difficult terrain and gain a power bonus to all defenses against opportunity attacks triggered by the movement. The power bonus equals your Wisdom modifier (+4).

Lifedrinker Monk Unarmed Strike +2: +12 attack, 1d6+7 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK *Dragon 375*

ENCOUNTER POWER DUNGEONS & DRAGONS

Dance of Swords

KEYWORDS Full Discipline, Psionic, Weapon

Standard	Melee weapon
ACTION	RANGE
16 vs Reflex	One creature
ATTACK	DEFENSE
	TARGET

Requirement: You must be wielding a monk weapon.
Attack: Dexterity vs. Reflex
Hit: 2[W] + Dexterity modifier (+5) damage. The attack deals extra damage equal to twice the number of enemies adjacent to you.
Movement Technique
Move Action Personal
Effect: You move your speed + 2. If any enemy makes an opportunity attack provoked by this movement and misses you, you gain combat advantage against that enemy until the end of this turn.

Lifedrinker Monk Unarmed Strike +2: +16 attack, 2d8+7 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 3 BOOK *Dragon 375*

ENCOUNTER POWER DUNGEONS & DRAGONS

Strike the Avalanche

KEYWORDS Full Discipline, Implement, Psionic

Standard	Melee touch
ACTION	RANGE
12 vs Fort	One creature
ATTACK	DEFENSE
	TARGET

Hit: 1d10 + Dexterity modifier (+5) damage, and you slide the primary target a number of squares equal to your Wisdom modifier (+4). Then make a secondary attack.
Secondary Target: Each enemy adjacent to the primary target
Secondary Attack: Dexterity vs. Fortitude
Hit: The secondary target is knocked prone.
Movement Technique
Move Action Personal
Effect: You move your speed + 2. During this movement, you don't provoke opportunity attacks from prone enemies.

Lifedrinker Monk Unarmed Strike +2: +12 attack, 1d10+7 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 7 BOOK *Dragon 375*

ENCOUNTER POWER DUNGEONS & DRAGONS

Masterful Spiral

KEYWORDS Force, Implement, Psionic, Stance USED

Standard	↓ ↻	Close burst 2
ACTION	↶ 2 ↷	RANGE
12	vs Reflex	Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. Reflex
Hit: 2d6 + Dexterity modifier (+5) force damage.
Miss: Half damage.
Effect: You assume the spiral stance. Until the stance ends, your reach with melee touch attacks increases by 1.

Lifedrinker Monk Unarmed Strike +2: +12 attack, 2d6+7 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK *Dragon 375*

DAILY POWER

One Hundred Leaves

KEYWORDS Implement, Psionic USED

Standard	↓ ↻	Close blast 3
ACTION	3 ↶ ↷	RANGE
12	vs Reflex	Each creature in blast
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. Reflex
Hit: 1d10 + Dexterity modifier (+5) 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 with your Flurry of Blows power.

Lifedrinker Monk Unarmed Strike +2: +12 attack, 1d10+7 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 5 BOOK *Dragon 375*

DAILY POWER

Strength to Weakness

KEYWORDS Implement, Psionic USED

Standard	* ↓ ↻	Melee touch
ACTION	↶ ↷	RANGE
12	vs Fort	One creature
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. Fortitude or Reflex
Hit: Ongoing damage equal to 15 + your Dexterity modifier (+5) (save ends).
Miss: Ongoing 10 damage (save ends).

Lifedrinker Monk Unarmed Strike +2: +12 attack, Ongoing damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 9 BOOK *Dragon 375*

DAILY POWER

Monk Leaf on the Wind

KEYWORDS Psionic USED

Imm Interr	↓ ↻	Personal
ACTION	↶ ↷	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You are pulled, pushed, or slid
Effect: Instead of being affected by the forced movement, you shift the number of squares it would have moved you.

ADDITIONAL EFFECTS

CLASS Monk LEVEL 2 BOOK *Dragon 375*

UTILITY POWER

Purifying Meditation

KEYWORDS Psionic USED

Minor	↓ ↻	Personal
ACTION	↶ ↷	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You make a saving throw with a bonus equal to your Wisdom modifier (+4).

ADDITIONAL EFFECTS

CLASS Monk LEVEL 6 BOOK *Dragon 375*

UTILITY POWER

Iron Dragon Defense

KEYWORDS Psionic USED

Imm Interr	↓ ↻	Personal
ACTION	↶ ↷	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You take damage
Effect: The damage is reduced by 10 + your Wisdom modifier (+4).

ADDITIONAL EFFECTS

CLASS Monk LEVEL 10 BOOK *Dragon 375*

UTILITY POWER

Lifedrinker Monk Unarmed Strike +2

1d8	3	Unarmed	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls	10	+2d6 necrotic damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES
 When you drop an enemy to 0 hit points or fewer with a melee attack made with this weapon, gain 5 temporary hit points.
 Off-hand

Melee Basic Attack: +11 attack, 1d8+2 damage

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Off-hand WEIGHT 0 PRICE 5000 BOOK

MAGIC WEAPON

Distance Longbow +1

1d10	2	Bow	20/40
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls	1		
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES
 Increase the weapon's normal range by 5 squares and the long range by 10 squares.
 Load Free

Ranged Basic Attack: +11 attack, 1d10+6 damage

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Two-Hands WEIGHT 3 PRICE 360 BOOK *PH*

MAGIC WEAPON

Boots of Furious Speed (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		9	Feet Slot Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES
 Gain a +2 item bonus to speed while bloodied.

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily): Immediate Reaction. Use this power when you become bloodied. Shift a number of squares equal to half your speed.

ITEM SLOT Feet WEIGHT 0 PRICE 4200 BOOK *AV*

MAGIC ITEM

Ornament of Alertness +2

AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will	8	Neck Slot Item	1
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Gain an item bonus to Perception checks equal to the ornament's enhancement bonus.

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily): Minor Action. Until the end of the encounter, enemies don't gain the normal +2 bonus to attack rolls when you grant them combat advantage. They still gain any other benefit of combat advantage.

ITEM SLOT	Neck	WEIGHT	0	PRICE	3400	BOOK	AV
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MAGIC ITEM



Magic Githweave Armor +3

AC BONUS	CHECK	SPEED	QUANTITY
+3 AC	11	Armor	1
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

Githzerai weavers first taught other peoples the methods of making githweave. It's clear that the githzerai took these techniques from their erstwhile masters, the mind flayers.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	Body	WEIGHT	2	PRICE	9000	BOOK	AV
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MAGIC ITEM



Potion of Vigor (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		9	Potion
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain 15 temporary hit points.

ITEM SLOT		WEIGHT	0	PRICE	160	BOOK	AV
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MAGIC ITEM



Firestorm Arrow +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 attack rolls and damage rolls	3	Ammunition	2
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

When you hit an enemy using this ammunition, that enemy and each creature adjacent to it take 1d6 extra fire damage.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT		WEIGHT	0	PRICE	30	BOOK	Dragon 373
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MAGIC ITEM

