

Phaeryn Duskhaut

Character Name
Revenant

10

Level
Male

Monk

Class

Paragon Path
Unaligned

Epic Destiny

20,500

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	19	9
1/2 HP		1/4 HP		
CURRENT HIT POINTS		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	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
15	Acrobatics	DEX 10	5		
5	Arcana	INT 5	0	n/a	
10	Athletics	STR 5	5		
4	Bluff	CHA 4	0	n/a	
4	Diplomacy	CHA 4	0	n/a	
9	Dungeoneering	WIS 9	0	n/a	
14	Endurance	CON 7	5		2
9	Heal	WIS 9	0	n/a	
5	History	INT 5	0	n/a	
9	Insight	WIS 9	0	n/a	
6	Intimidate	CHA 4	0	n/a	2
9	Nature	WIS 9	0	n/a	
16	Perception	WIS 9	5	n/a	2
7	Religion	INT 5	0	n/a	2
10	Stealth	DEX 10	0		
4	Streetwise	CHA 4	0	n/a	
10	Thievery	DEX 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

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 +	9

26	Passive Perception	10 +	16
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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.

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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 <i>Dragon 375</i>	

DAILY POWER

DUNGEONS & DRAGONS®






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	<i>Dragon 375</i>

DAILY POWER

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Strength to Weakness

KEYWORDS		Implement, Psionic		USED
Standard	<div><div>*</div><div></div><div></div></div>	Melee touch		
ACTION	<div><div></div><div></div><div></div></div>	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 <i>Dragon 375</i>	

DAILY POWER

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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 <i>Dragon 375</i>	

UTILITY POWER

DUNGEONS & DRAGONS®






Purifying Meditation

KEYWORDS Psionic		USED	
Minor	<div><div></div><div></div></div>	Personal	
ACTION	<div><div></div><div></div></div>	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 <i>Dragon 375</i>	

UTILITY POWER

DUNGEONS & DRAGONS®

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 <i>Dragon 375</i>	

UTILITY POWER

DUNGEONS & DRAGONS®

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			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	
POWER			
ITEM SLOT	Off-hand	WEIGHT	0
		PRICE	5000
		BOOK	
MAGIC WEAPON		DUNGEONS & DRAGONS	

MAGIC WEAPON

DUNGEONS & DRAGONS®

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			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER		<input type="checkbox"/> DAILY
POWER			

MAGIC WEAPON

DUNGEONS & DRAGONS®

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.			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER		<input checked="" type="checkbox"/> 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	4V
MAGIC ITEM		DUNGEONS & DRAGONS	

MAGIC ITEM

DUNGEONS & DRAGONS®

Ornament of Alertness +2

			1
AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will		8	Neck Slot Item
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
Gain an item bonus to Perception checks equal to the ornament's enhancement bonus.			
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

MAGIC ITEM

DUNGEONS & DRAGONS®

Magic Githweave Armor +3

0	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+3 AC		11	Armor
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.			
POWER			

MAGIC ITEM

DUNGEONS & DRAGONS®

Potion of Vigor (heroic tier)

			2
AC BONUS	CHECK	SPEED	QUANTITY
		9	Potion
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
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 4V

MAGIC ITEM

DUNGEONS & DRAGONS®

Firestorm Arrow +1

			2
AC BONUS	CHECK	SPEED	QUANTITY
+1 attack rolls and damage rolls		3	Ammunition
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.			
POWER			
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
ITEM SLOT	WEIGHT 0	PRICE 30	BOOK <i>Dragon 373</i>

MAGIC ITEM

DUNGEONS & DRAGONS®