

Dak

Githzerai Monk (Centered Breath, Striker)

Level 2 **XP** 1,000 (Next at 2,250)

Player: John xxxxx

RPGA/DCI Number: xxxxx

DM: Ryan xxxxx

Abilities			Defenses	Movement
11	Str	+0	Fortitude	Initiative
10	Con	+0	14	+8
20	Dex	+5	Reflex	Speed
10	Int	+0	18	6
16	Wis	+3	Will	Special Movement
8	Cha	-1	16	
			AC	Action Points
			18	



Condition

HP	Bloodied	Surge Value	Surges per Day
27	13	6	7
Current HP			Surges Used

Temp HP

Current Conditions & Effects

Saving Throws

+2 racial bonus against effects that daze, dominate, or stun.

Resistances

Senses

Passive	Passive	Vision	Languages
Insight	Perception	Normal	Common
19	21		Deep Speech
Special Senses			

Racial Traits

Danger Sense: You have a +2 racial bonus to initiative checks.

Defended Mind: You have a +2 racial bonus to saving throws against effects that daze, dominate, or stun.

Shifting Fortunes: When you use your second wind, you can shift 3 squares as a free action.

Iron Mind: You have the *iron mind* power.

Class Features

Armor Proficiencies: cloth

Weapon Proficiencies: club, dagger, monk unarmed strike, quarterstaff, shuriken, sling, spear

Implement Proficiencies: Ki focuses, weapons with which you have proficiency

Monastic Tradition—Centered Breath:

Flurry of Blows: You gain the *Centered Flurry of Blows* power.

Mental Equilibrium: You gain a +1 bonus to Fortitude.

Unarmed Combatant: When you make a weapon attack, you can use the monk unarmed strike.

Unarmored Defense: While you are wearing cloth armor or no armor and aren't using a shield, you gain a +2 bonus to AC.

Skills

Acrobatics	+13
Arcana	+1
Athletics	+8
Bluff	+0
Diplomacy	+0
Dungeoneering	+4
Endurance	+1
Heal	+4
History	+1
Insight	+9
Intimidate	+0
Nature	+4
Perception	+11
Religion	+1
Stealth	+6
Streetwise	+0
Thievery	+6

Action Index

Move:

Dancing Cobra (at-will)

Five Storms (at-will)

Minor:

Standard:

Dancing Cobra (at-will)

Drunken Monkey (encounter)

Five Storms (at-will)

Masterful Spiral (daily)

Second Wind (encounter)

Immediate:

Iron Mind (encounter)

Mantle of the Apprentice (daily)

Free:

Action Point (encounter)

Centered Flurry of Blows (at-will)

Supreme Flurry (daily)

Feats

Improved Monk Unarmed Strike: The damage die of your monk unarmed strike becomes 1d10, instead of 1d8.

Miryath's First Strike: The first time you hit a creature that has not yet acted during the encounter, that creature takes 6 extra psychic damage.

Gear

Armor:

Cloth

Weapons:

Monk Unarmed Strike

Shuriken (15)

Implements:

Ki Focus

Other:

Adventurer's Kit

Backpack

Bedroll

Flint and Steel

Belt Pouch

Hemp Rope (50 ft)

Sunrod (2)

Waterskin

Bottle of Wine (13)

Grappling Hook

Magic Items:

Mantle of the Apprentice +1

Potion of Healing

Treasure:

69g 30s

Appearance & Mannerisms

Size	Sex	Height	Weight	Age
Medium	Male	6'2"	175lbs	61yrs

Alignment	Deity
Good	None

Notes

As a githzerai, you seek inner harmony and self-mastery. You travel great distances to explore the self and to give up mortal attachments by witnessing the possibilities that existence has to offer. You are taller than most humans but slender to the point of being gaunt. Your skin tends towards yellow, shading into brown and green. You have distinctive angular features: pointed ears, eyes set in deep sockets, and a flattened nose set high on your face. Your head and face are shaved, though with a long braid of russet hair trailing from the back.

As a monk, you tap into the psionic potential that rests within yourself, honing your mind and body to perfection. Centered Breath monks emphasize honing their mental awareness, in contrast to Stone Fist monks who focus on physical mastery. You combine movement with powerful strikes, allowing you to dart in and out of battle without rising attack from your foes. Compared to other strikers you are better at taking on small groups of enemies.

Personality

Social Interactions	Decision Points	Dire Straights
Reserved	Impatient	Competitive
Self-assured	Honest	Stoic
Open-minded	Stern	Patient

Background**War Band Survivor**

+2 bonus to Perception checks

You joined a githzerai war band that traveled to this world from the Elemental Chaos. The band sought enemies of the githzerai and found foes beyond the group's capabilities. You were the only survivor.

Stranded in the world with no easy route home, you cannot return until avenging the death of your companions.

Companions and Allies**Campaign & Session Log****Leveling Plan**

3: *Eternal Mountain* encounter discipline

4: +1 to Dex; +1 to Str; *Dakshai's Body-Mind Union* feat

5: *One Hundred Leaves* daily discipline

6: *Echoing Thunder* utility discipline; *Alhahn's Mindful Relocation* feat

7: *Strike the Avalanche* encounter discipline

8: +1 to Dex; +1 to Wis; *Rapid Assault* feat

9: *Crane Dance* daily discipline

10: *Spring Up* utility discipline; *Lucky Start* feat

11: +1 to all; Ghostwalker paragon path; *Tormented Spirit* encounter discipline; *Starblade Fury* feat

12: *Souldance* utility discipline; *Iron Hands* feat

13:

Basic Attacks

⚔ Monk Unarmed Strike (standard; at-will) – Weapon

You resort to the simple attack you learned from your master.
+4 vs. AC; 1d10 + 0 damage

🌀 Shuriken (standard; at-will) – Weapon

You resort to the simple attack you learned when you first picked up a ranged weapon.
Ranged 6/12: +9 vs. AC; 1d4 + 5 damage

At-Will Disciplines

⬇ Centered Flurry of Blows (free; at-will) – Psionic

Your fists become a blur as you follow up your initial attack with another, shifting your foes' positions to your advantage.
Trigger: You hit with an attack during your turn.
Effect: *Melee 1* (one creature): The target takes 5 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.

Special: You can use this power only once per round.

⬇ Dancing Cobra, Attack Technique (standard; at-will) – Full Discipline, Implement, Psionic

You dodge and weave like a cobra, confounding your enemy and turning its attacks back against it.
Melee touch (one creature): +6 vs. Reflex; 1d10 + 5 damage. If the target made an opportunity attack against you during this turn, the target takes 3 extra damage.

Dancing Cobra, Movement Technique (move; at-will) – Full Discipline, Implement, Psionic

You dodge and weave like a cobra, confounding your enemy and turning its attacks back against it.
Effect: You move your speed +2.

⬅ Five Storms, Attack Technique (standard; at-will) – Full Discipline, Implement, Psionic

You move like a whirlwind, spinning as you unleash an array of kicks and punches, which slam into your foes like a storm crashing onto the shore.
Close burst 1 (each enemy you can see in burst): +6 vs. Reflex; 1d8 + 5 damage.

Five Storms, Movement Technique (move; at-will) – Full Discipline, Implement, Psionic

You move like a whirlwind, spinning as you unleash an array of kicks and punches, which slam into your foes like a storm crashing onto the shore.
Effect: You shift 2 squares.

Encounter Disciplines

Iron Mind (immediate interrupt; encounter) – Personal

Under the brunt of an attack, you use the power of your mind to fortify yourself against harm.

Trigger: You are hit by an attack.

Effect: You gain a +2 bonus to all defenses until the end of your next turn.

⬇ Drunken Monkey, Attack Technique (standard; encounter) – Full Discipline, Implement, Psionic

You lurch seemingly out of control. Your enemies are bewildered as they try to hit your swaying form, and with a cunning jab, you cause one of your foes to attack its companion.

Melee touch (one enemy): +6 vs. Will; 1d8 + 5 damage, and you slide the target 1 square. The target then makes a melee basic attack as a free action against one enemy of your choice. The target gains a +3 attack bonus.

Drunken Monkey, Movement Technique (move; encounter) – Full Discipline, Implement, Psionic

You lurch seemingly out of control. Your enemies are bewildered as they try to hit your swaying form, and with a cunning jab, you cause one of your foes to attack its companion.

Effect: You move your speed +2. During this movement, you ignore difficult terrain and gain a +3 power bonus to all defenses against opportunity attacks.

Daily Disciplines

⬅ Masterful Spiral (standard; daily) – Force, Implement, Psionic, Stance

With a sudden burst of motion, you deliver crushing kicks and punches of psionic force to nearby enemies.

Close burst 2 (each enemy in burst): +6 vs. Reflex; 3d8 + 5 force damage.

Effect: You can assume the spiral stance. Until the stance ends, your reach with melee touch attacks increases by 1.

Miss: Half damage.

Utility Disciplines

Supreme Flurry (free; daily) – Psionic

Your speed is a blur. Where does one strike end and another begin? It doesn't matter as long as the blow lands.

Trigger: You use *Centered Flurry of Blows* and resolve the effects of the power that triggered it.

Effect: You shift half your speed and use *Centered Flurry of Blows* again.

Magic Items**Mantle of the Apprentice +1**—Level 4, 840g**Item Slot:** Neck**Enhancement:** Fortitude, Reflex, Will**Power:** (immediate reaction; daily)*Trigger:* You are hit by a close or area attack.*Effect:* An adjacent enemy of your choice is included in the attack.**Potion of Healing**—Level 5, 50g**Potion****Power:** (minor; consumable)—**Healing**

Consume this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.