

Player Name **Jim Ruggiero**

**Kaeji Maeda** 1 **Monk** 0

Character Name Level Class Paragon Path Epic Destiny Total XP

**Razorclaw Shifter** Medium Young / Male 6'4" 360 lbs Lawful Good The Silver Flame

Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
<b>4</b>	<b>4</b>		

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>16</b>	<b>AC</b>	<b>10</b>	<b>4</b>				<b>2</b>	

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<b>6</b>	<b>Speed (Squares)</b>	<b>6</b>		

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>9</b>	<b>STR</b> Strength	<b>-1</b>	<b>-1</b>
<b>10</b>	<b>CON</b> Constitution	<b>0</b>	<b>0</b>
<b>19</b>	<b>DEX</b> Dexterity	<b>4</b>	<b>4</b>
<b>10</b>	<b>INT</b> Intelligence	<b>0</b>	<b>0</b>
<b>17</b>	<b>WIS</b> Wisdom	<b>3</b>	<b>3</b>
<b>12</b>	<b>CHA</b> Charisma	<b>1</b>	<b>1</b>

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>12</b>	<b>FORT</b>	<b>10</b>		<b>1</b>				<b>1</b>

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>15</b>	<b>REF</b>	<b>10</b>	<b>4</b>	<b>1</b>				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>14</b>	<b>WILL</b>	<b>10</b>	<b>3</b>	<b>1</b>				

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>13</b>	<b>Passive Insight</b>	<b>10</b>	<b>+</b> <b>3</b>

<b>18</b>	<b>Passive Perception</b>	<b>10</b>	<b>+</b> <b>8</b>
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SPECIAL SENSES  
Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Monk Unarmed Strike

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+ 2</b>	<b>0</b>	<b>-1</b>		<b>3</b>			

ABILITY: Melee Basic Attack - Ki Focused Monk Unarmed S

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+ 2</b>	<b>0</b>	<b>-1</b>		<b>3</b>			

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
<b>29</b>	<b>14</b>	<b>7</b>	<b>7</b>	<b>7</b>

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

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
<b>3</b>	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

**Razorclaw Shifting** - Use razorclaw shifting as an encounter power

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Monk Unarmed Strike

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d8-1</b>	<b>-1</b>				

ABILITY: Melee Basic Attack - Ki Focused Monk Unarmed S

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d8-1</b>	<b>-1</b>				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>2</b>	vs <b>AC</b>	Monk Unarmed Strike	1d8-1
<b>2</b>	vs <b>AC</b>	Ki Focused Monk Unarmed S	1d8-1
<b>1</b>	vs <b>AC</b>	Ki Focused Quarterstaff	1d8-1
<b>1</b>	vs <b>AC</b>	Quarterstaff	1d8-1

### SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<b>11</b>	<b>Acrobatics</b>	DEX	<b>4</b>	<b>5</b>	n/a	<b>2</b>
<b>0</b>	<b>Arcana</b>	INT	<b>0</b>	<b>0</b>	n/a	<b>0</b>
<b>4</b>	<b>Athletics</b>	STR	<b>-1</b>	<b>5</b>	n/a	<b>0</b>
<b>1</b>	<b>Bluff</b>	CHA	<b>1</b>	<b>0</b>	n/a	<b>0</b>
<b>1</b>	<b>Diplomacy</b>	CHA	<b>1</b>	<b>0</b>	n/a	<b>0</b>
<b>3</b>	<b>Dungeoneering</b>	WIS	<b>3</b>	<b>0</b>	n/a	<b>0</b>
<b>0</b>	<b>Endurance</b>	CON	<b>0</b>	<b>0</b>	n/a	<b>0</b>
<b>3</b>	<b>Heal</b>	WIS	<b>3</b>	<b>0</b>	n/a	<b>0</b>
<b>0</b>	<b>History</b>	INT	<b>0</b>	<b>0</b>	n/a	<b>0</b>
<b>3</b>	<b>Insight</b>	WIS	<b>3</b>	<b>0</b>	n/a	<b>0</b>
<b>1</b>	<b>Intimidate</b>	CHA	<b>1</b>	<b>0</b>	n/a	<b>0</b>
<b>3</b>	<b>Nature</b>	WIS	<b>3</b>	<b>0</b>	n/a	<b>0</b>
<b>8</b>	<b>Perception</b>	WIS	<b>3</b>	<b>5</b>	n/a	<b>0</b>
<b>0</b>	<b>Religion</b>	INT	<b>0</b>	<b>0</b>	n/a	<b>0</b>
<b>11</b>	<b>Stealth</b>	DEX	<b>4</b>	<b>5</b>	n/a	<b>2</b>

### CLASS / PATH / DESTINY FEATURES

**Monastic Tradition** - Choose a Flurry of Blows and become more resilient

**Centered Breath** - Centered Flurry of Blows and Mental Equilibrium

**Unarmed Combatant** - Gain Monk Unarmed Strike +3 attack, 1d8 damage

**Unarmored Defense** - +2 AC in cloth armor

### FEATS

**Implement Expertise (Ki Focuses)** - +1 to attack rolls with ki focuses

### LANGUAGES KNOWN



CHARACTER NAME  
**Kaeji Maeda**

PLAYER NAME  
**Jim Ruggiero**

RACE **Razorclaw Shifter** CLASS **Monk** LEVEL **1**

	SCORE	ABILITY	MOD	
<b>HP</b>	<b>9</b>	<b>STR</b>	<b>-1</b>	<b>AC</b>
<b>29</b>		<b>10</b>	<b>CON</b>	<b>+0</b>
<b>Spd</b>	<b>19</b>	<b>DEX</b>	<b>+4</b>	<b>Fort</b>
<b>6</b>		<b>10</b>	<b>INT</b>	<b>+0</b>
<b>Init</b>	<b>17</b>	<b>WIS</b>	<b>+3</b>	<b>Ref</b>
<b>+4</b>		<b>12</b>	<b>CHA</b>	<b>+1</b>
				<b>Will</b>
				<b>14</b>

**13** Passive Insight    **18** Passive Perception


Skills

11	Acrobatics	DEX	(Trained)
0	Arcana	INT	
4	Athletics	STR	(Trained)
1	Bluff	CHA	
1	Diplomacy	CHA	
3	Dungeoneering	WIS	
0	Endurance	CON	
3	Heal	WIS	
0	History	INT	
3	Insight	WIS	
1	Intimidate	CHA	
3	Nature	WIS	
8	Perception	WIS	(Trained)
0	Religion	INT	
11	Stealth	DEX	(Trained)
1	Streetwise	CHA	
4	Thievery	DEX	

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



**Effect:** Gain a standard action this turn.  
**Special:** You are reset to one action point when you take an extended rest. You gain an action point each milestone.

PLAY DATA **DUNGEONS & DRAGONS**

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ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS Standard Personal ACTION RANGE

AT-WILL  ENCOUNTER  DAILY

**Effect:** You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK PH

Centered Flurry of Blows

KEYWORDS Psionic ACTION RANGE

Free\* Melee 1

vs See below

ATTACK DEFENSE TARGET

**Trigger:** You hit with an attack during your turn  
**Target:** One creature  
Level 11: One or two creatures  
Level 21: Each enemy adjacent to you  
**Effect:** The target takes damage equal to 2 + your Wisdom modifier (+3), 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.

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK PH3

Crane's Wings

KEYWORDS Full Discipline, Implement, Psionic ACTION RANGE

Standard Melee touch

4 vs Fort One creature

ATTACK DEFENSE TARGET

**Attack:** Dexterity vs. Fortitude  
**Hit:** 1d10 + Dexterity modifier (+4) damage, and you push the target 1 square.  
Level 21: 2d10 + Dexterity modifier (+4) damage.  
**Movement Technique**  
**Move Action Personal**  
**Effect:** You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start, and the distance of the jump isn't limited by your speed.  
Monk Unarmed Strike: +4 attack, 1d10+4 damage  
Ki Focus: +5 attack, 1d10+4 damage  
Ki Focused Monk Unarmed Strike: +5 attack, 1d10+4 damage  
Ki Focused Quarterstaff: +4 attack, 1d10+4 damage  
Quarterstaff: +4 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK PH3

UTILITY POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Five Storms

KEYWORDS Full Discipline, Implement, Psionic ACTION RANGE

Standard Close burst 1

1 vs Reflex Each enemy you can see in burst

ATTACK DEFENSE TARGET

**Attack:** Dexterity vs. Reflex  
**Hit:** 1d8 + Dexterity modifier (+4) damage.  
Level 21: 2d8 + Dexterity modifier (+4) damage.  
**Movement Technique**  
**Move Action Personal**  
**Effect:** You shift 2 squares.  
Monk Unarmed Strike: +4 attack, 1d8+4 damage  
Ki Focus: +5 attack, 1d8+4 damage  
Ki Focused Monk Unarmed Strike: +5 attack, 1d8+4 damage  
Ki Focused Quarterstaff: +4 attack, 1d8+4 damage  
Quarterstaff: +4 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK PH3

Razorclaw Shifting

KEYWORDS Minor Personal ACTION RANGE

Minor Personal

ATTACK DEFENSE TARGET

**Requirement:** You must be bloodied.  
**Effect:** Until the end of the encounter, your speed increases by 2, and you gain a +1 bonus to AC and Reflex.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK PH2

Drunken Monkey

KEYWORDS Full Discipline, Implement, Psionic ACTION RANGE

Standard Melee touch

4 vs Will One enemy

ATTACK DEFENSE TARGET

**Attack:** Dexterity vs. Will  
**Hit:** 1d8 + Dexterity modifier (+4) 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 bonus to the attack roll equal to your Wisdom modifier (+3).  
**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. The bonus equals your Wisdom modifier (+3).  
Monk Unarmed Strike: +4 attack, 1d8+4 damage  
Ki Focus: +5 attack, 1d8+4 damage  
Ki Focused Monk Unarmed Strike: +5 attack, 1d8+4 damage  
Ki Focused Quarterstaff: +4 attack, 1d8+4 damage  
Quarterstaff: +4 attack, 1d8+4 damage

ADDITIONAL EFFECTS





CLASS Monk LEVEL 1 BOOK PH3

AT-WILL POWER **DUNGEONS & DRAGONS**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

# Whirling Mantis Step

KEYWORDS		Implement, Psionic	USED
Standard	*  	Melee touch	
<b>ACTION</b>	 	<b>RANGE</b>	
<b>4</b>	vs	<b>Fort</b>	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	
<p><b>Effect:</b> You shift your speed. If you enter a square adjacent to any enemy during this shift, you slide that enemy 1 square. You can slide each enemy only once during the shift. After the shift, make the following attack.</p> <p><b>Target:</b> One, two, or three creatures</p> <p><b>Attack:</b> Dexterity vs. Fortitude</p> <p><b>Hit:</b> 2d10 + Dexterity modifier (+4) damage, and the target is slowed (save ends).</p> <p><b>Miss:</b> Half damage, and the target is slowed until the end of your next turn.</p> <p>Monk Unarmed Strike: +4 attack, 2d10+4 damage            Ki Focus: +5 attack, 2d10+4 damage            Ki Focused Monk Unarmed Strike: +5 attack, 2d10+4 damage            Ki Focused Quarterstaff: +4 attack, 2d10+4 damage            Quarterstaff: +4 attack, 2d10+4 damage</p>			
ADDITIONAL EFFECTS			
CLASS	Monk	LEVEL	1
		BOOK	PH3
<b>DAILY POWER</b>		