

Player Name

Sand	1	Monk	Level	Class	Paragon Path	Epic Destiny	Total XP
Githzerai	Medium	Male	6'0	160lbs	Unaligned		
Race	Size	Age	Gender	Height	Weight	Alignment	Deity
						Adventuring Company	RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
6	4		2

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

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

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Perception	10	+

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Monk Unarmed Strike

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+	4	0	1	3			

ABILITY: Melee Basic Attack - Quarterstaff

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

HIT POINTS

MAX HP	HEALING SURGES
30	SURGE VALUE
15	SURGES/DAY
7	7
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 +2 Racial bonus against effects that daze, dominate, or stun

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

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

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Iron Mind - Use iron mind as an encounter power

Danger Sense - +2 to initiative

Defended Mind - +2 saves against daze, dominate and stun

Shifting Fortunes - Shift 3 when you second wind

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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Monk Unarmed Strike

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+1	1				

ABILITY: Melee Basic Attack - Quarterstaff

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+1	1				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs AC	Monk Unarmed Strike	1d8+1
3	vs AC	Quarterstaff	1d8+1
1	vs AC	Unarmed (Melee)	1d4+1
4	vs AC	Unarmed (Range)	1d4+4

FEATS

Implement Expertise (staff) - +1 to attack rolls with staffs

LANGUAGES KNOWN

Common, Deep Speech

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Centered Flurry of Blows	
Five Storms	
Crane's Wings	

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Iron Mind	<input type="checkbox"/>
Open the Gate of Battle	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Masterful Spiral	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Monk Unarmed Strike (E)
Adventurer's Kit
Everburning Torch
Quarterstaff (E)
Thieves' Tools

COINS AND OTHER WEALTH

Money on hand: 10 gp
Stored money: 0 gp
Encumbrance: 39 / 130

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	<input type="checkbox"/>
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Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Impiltur
The star of Impiltur has fallen. The retreat of the sea, coupled with widespread corruption, has led this region into decline. The people of this once-great nation huddle in fear as their kingdom unravels around them. Add the higher of your Wisdom score or your Constitution score to your starting hit points (instead of automatically adding your Constitution score). Your number of healing surges is still based on your Constitution score.

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Sand

PLAYER NAME

RACE Githzerai CLASS Monk LEVEL 1

	SCORE	ABILITY	MOD	
HP	13	STR	+1	AC
30	11	CON	+0	16
Spd	18	DEX	+4	Fort
6	10	INT	+0	13
Init	18	WIS	+4	Ref
+6	8	CHA	-1	15
				Will
				15

14 Passive Insight **19** Passive Perception

PLAY DATA



ENCOUNTER SPECIAL

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 LEVEL BOOK *PH*

UTILITY POWER

Centered Flurry of Blows

KEYWORDS Psionic USED

Free* Melee 1

ACTION **RANGE**

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 (+4), 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 BOOK *PH3*

AT-WILL POWER

Five Storms

KEYWORDS Full Discipline, Implement, Psionic USED

Standard Close burst 1

ACTION **1** **RANGE**

4 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
Quarterstaff: +5 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK *PH3*

AT-WILL POWER

Crane's Wings

KEYWORDS Full Discipline, Implement, Psionic USED

Standard Melee touch

ACTION **RANGE**

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
Quarterstaff: +5 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK *PH3*

AT-WILL POWER

Iron Mind

KEYWORDS

Imm Interr Personal

ACTION **RANGE**

vs

ATTACK **DEFENSE** **TARGET**

Trigger: You are hit by an attack.
Effect: You gain a +2 bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK *PH3*

ENCOUNTER POWER

Open the Gate of Battle

KEYWORDS Full Discipline, Implement, Psionic USED

Standard Melee weapon

ACTION **RANGE**

4 vs **Reflex** One creature

ATTACK **DEFENSE** **TARGET**

Attack: Dexterity vs. Reflex
Hit: 2d10 + Dexterity modifier (+4) damage. The target takes 1d10 extra damage if it was at full hit points when you hit it with this attack.
Movement Technique
Move Action Personal
Effect: You move your speed + 2. During this movement, you don't provoke opportunity attacks from the first enemy you move away from.

Monk Unarmed Strike: +4 attack, 2d10+4 damage
Quarterstaff: +5 attack, 2d10+4 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK *PH3*

ENCOUNTER POWER

Masterful Spiral

KEYWORDS Force, Implement, Psionic, Stance USED

Standard Close burst 2

ACTION **2** **RANGE**

4 vs **Reflex** Each enemy in burst

ATTACK **DEFENSE** **TARGET**

Attack: Dexterity vs. Reflex
Hit: 3d8 + Dexterity modifier (+4) force damage.
Miss: Half damage.
Effect: You assume the spiral stance. Until the stance ends, your reach with melee touch attacks increases by 1.

Monk Unarmed Strike: +4 attack, 3d8+4 damage
Quarterstaff: +5 attack, 3d8+4 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK *PH3*

DAILY POWER