

Player Name

Du Seng
Character Name



Character Details

Background

Born Under a Bad Sign

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Boar Tusk Helm (heroic tier)

Neck

Cape of the Mountebank +1

Arms

Bracers of Tactical Blows (heroic...)

Hands

Gloves of Recovery

Rings

Rings

Main Hand

Monk unarmed strike

Waist

Armor

Feedback Cloth Armor (Basic...)

Feet

Tattoo

Surefoot Boots

Ki Focus

Magic Ki Focus +2

Other Equipment

Cloth Armor (Basic Clothing)

Adventurer's Kit

Ki Focus

Warding Mind (heroic tier)

Total Weight (lbs.) 42 Carrying Capacity (lbs.)

| | | |
|----------|--------|-----|
| Treasure | Normal | 140 |
| 84 gp | Heavy | 280 |
| | Max | 700 |



Du Seng

Player Name

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Racial Features

Crystalline Mind

Gain resist 5 psychic; 10 at 11th, 15 at 21st

Immortal Origin

Immortal creature origin

Living Construct

No need to eat, drink, breathe, or sleep

Shard Swarm

Gain shard swarm power

Telepathy

Communicate telepathically with creatures within 5 squares capable of language

Class/Other Features

Monastic Tradition

Choose a Flurry of Blows and become more resilient

Unarmed Combatant

Gain Monk Unarmed Strike +3 attack, 1d8 damage

Unarmored Defense

+2 AC in cloth or no armor

Feats

Improved Monk Unarmed Strike

Damage die of your unarmed strike improves to 1d10

Weapon Expertise (Unarmed)

Gain bonus to attack rolls when unarmed.

Water Splitting Stone

Unarmed strike critical hit causes target to lose resistances

Du Seng

Level 5 Shardmind Monk

| HP | 49 | Score | Ability Mod | AC |
|------|--|-------|-------------|------|
| Spd | 6 | 14 | STR 2 | 18 |
| Init | +5 | 11 | CON 0 | Fort |
| | | 17 | DEX 3 | 16 |
| | <td>12</td> <td>INT 1</td> <td>Ref</td> | 12 | INT 1 | Ref |
| | <td>15</td> <td>WIS 2</td> <td>17</td> | 15 | WIS 2 | 17 |
| | <td>12</td> <td>CHA 1</td> <td>Will</td> | 12 | CHA 1 | Will |
| | <td></td> <td></td> <td>16</td> | | | 16 |

14 Passive Insight

19 Passive Perception

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Magic Ki Focused Monk unarmed strike +2: +10 vs. AC, 1d10+4 damage

Boar Tusk Helm (heroic tier): +9 vs. AC, 1d10+4 damage

Monk unarmed strike: +8 vs. AC, 1d10+2 damage

Melee weapon

Target: One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+2) damage.

Level 21: 2[W] + Str modifier (+2) damage.

Additional Effects

+1d6 damage on opportunity attacks.

Basic Attack

Dancing Cobra

At-Will ♦ Standard Action

Magic Ki Focus +2: +7 vs. Reflex, 1d10+5 damage

Magic Ki Focused Monk unarmed strike +2: +7 vs. Reflex, 1d10+5 damage

Monk unarmed strike: +5 vs. Reflex, 1d10+3 damage

Melee touch

Target: One creature

You dodge and weave like a cobra, confounding your enemy and turning its attacks back against it.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Reflex

Hit: 1d10 + Dex modifier (+3) damage. If the target has made an opportunity attack against you during this turn, the target takes extra damage equal to your Wis modifier (+2).

Additional Effects

Skills

| | | |
|---------------|--------------|------|
| Acrobatics | Dexterity | • 12 |
| Arcana | Intelligence | 5 |
| Athletics | Strength | • 11 |
| Bluff | Charisma | 3 |
| Diplomacy | Charisma | • 8 |
| Dungeoneering | Wisdom | 4 |
| Endurance | Constitution | 4 |
| Heal | Wisdom | 4 |
| History | Intelligence | 3 |
| Insight | Wisdom | 4 |
| Intimidate | Charisma | 3 |
| Nature | Wisdom | 4 |
| Perception | Wisdom | • 9 |
| Religion | Intelligence | 3 |
| Stealth | Dexterity | 5 |
| Streetwise | Charisma | 3 |
| Thievery | Dexterity | 5 |

• indicates a trained skill.

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +5 vs. AC, 1d4+3 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+3) damage.

Level 21: 2[W] + Dex modifier (+3) damage.

Additional Effects

+1d6 damage on opportunity attacks.

Basic Attack

Drunken Monkey

Encounter ♦ Standard Action

Magic Ki Focus +2: +7 vs. Will, 1d8+5 damage

Magic Ki Focused Monk unarmed strike +2: +7 vs. Will, 1d8+5 damage

Monk unarmed strike: +5 vs. Will, 1d8+3 damage

Melee touch

Target: One enemy

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.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Will

Hit: 1d8 + Dex modifier (+3) 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 Wis modifier (+2).

Additional Effects

Action Point

Base action points: 1



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.

Encounter Special

Crane's Wings

At-Will ♦ Standard Action

Magic Ki Focus +2: +7 vs. Fortitude, 1d10+5 damage

Magic Ki Focused Monk unarmed strike +2: +7 vs. Fortitude, 1d10+5 damage

Monk unarmed strike: +5 vs. Fortitude, 1d10+3 damage

Melee touch

Target: One creature

You leap across the battlefield and kick your foe, sending it staggering backward.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Fortitude

Hit: 1d10 + Dex modifier (+3) damage, and you push the target 1 square.

Additional Effects

Monk Attack 1

Inner Eye Opened

Encounter ♦ Standard Action

Magic Ki Focus +2: +7 vs. Will, 1d8+5 damage

Magic Ki Focused Monk unarmed strike +2: +7 vs. Will, 1d8+5 damage

Monk unarmed strike: +5 vs. Will, 1d8+3 damage

Melee touch

Target: One creature

By blocking out the impermanence of the visual world, you shunt the psychic energy of your inner eye into a lethal attack.

Keywords: Full Discipline, Implement, Psionic, Psychic

Effect: You are blinded and gain blindsight 5 until the start of your next turn.

Attack: Dexterity vs. Will

Hit: 1d8 + Dex modifier (+3) damage plus 1d8 psychic damage.

Additional Effects

Whirling Mantis Step

Daily ♦ Standard Action

Magic Ki Focus +2: +7 vs. Fortitude, 2d10+5 damage

Magic Ki Focused Monk unarmed strike +2: +7 vs. Fortitude, 2d10+5 damage

Monk unarmed strike: +5 vs. Fortitude, 2d10+3 damage

Melee touch

With swift steps and overwhelming leverage, you shove aside your foes and cripple them with vicious kicks.

Keywords: Implement, Psionic

Effect: 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.

Target: One, two, or three creatures

Attack: Dexterity vs. Fortitude

Hit: 2d10 + Dex modifier (+3) damage, and the target is slowed (save ends).

Miss: Half damage, and the target is slowed until the end of your next turn.

Additional Effects

Monk Attack 1

Used

Dancing Cobra...

At-Will ♦ Move Action

Personal

You dodge and weave like a cobra, confounding your enemy and turning its attacks back against it.

Keywords: Full Discipline, Psionic

Effect: You move your speed +2.

Additional Effects

Shard Swarm

Encounter ♦ Move Action

Close burst 1 **Target:** Each enemy in the burst

You loosen your mental grip on your physical form, distracting your foes with a swarm of shards. You then re-form elsewhere.

Keyword: Teleportation

Effect: Each target grants combat advantage to you until the end of your next turn. You then teleport half your speed.

Additional Effects

One Hundred Leaves

Daily ♦ Standard Action

Magic Ki Focus +2: +7 vs. Reflex, 3d8+5 damage

Magic Ki Focused Monk unarmed strike +2: +7 vs. Reflex, 3d8+5 damage

Monk unarmed strike: +5 vs. Reflex, 3d8+3 damage

Close blast 3

Target: Each creature in the blast

You launch a flurry of attacks, striking with such speed and might that creatures scatter before you like leaves in a hurricane.

Keywords: Implement, Psionic

Attack: Dexterity vs. Reflex

Hit: 3d8 + Dex modifier (+3) 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 in range with your flurry of blows power.

Additional Effects

Monk Attack 5

Used

Drunken Monkey...

Encounter ♦ Move Action

Personal

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.

Keywords: Full Discipline, Psionic

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 Wis modifier (+2).

Additional Effects

Used

Inner Eye Opened...

Encounter ♦ Move Action

Personal

Keywords: Full Discipline, Psionic, Psychic

Effect: You swap places with one creature adjacent to you.

Additional Effects

Used

Supreme Flurry

Daily ♦ Free Action

Personal

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

Keyword: Psionic

Trigger: You use your Flurry of Blows power and resolve the effects of the power that triggered it

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

Additional Effects

Bracers of Tactical Blows...

Arms Slot Item ♦ Level 6

Properties

When you hit with an opportunity attack, deal an extra 1d6 damage.

Gloves of Recovery

Hands Slot Item ♦ Level 5

Power ♦ Daily (Free Action)

Trigger: You miss an enemy with a melee attack power.

Effect: Make a melee basic attack against that enemy.

Surefoot Boots

Feet Slot Item ♦ Level 5

Properties

Gain a +2 item bonus to Acrobatics checks.

Power ♦ Daily (Free Action)

Use this power when you are knocked prone. You stand up.

Warding Mind (heroic tier)

Alternative Reward ♦ Level 4

Properties

While you are not bloodied, you gain a +4 item bonus to Acrobatics checks.

Power (Psionic) ♦ Encounter (Free Action)

Trigger: You hit an enemy with an unaugmented at-will attack power.

Effect: Until the end of your next turn, you gain a +2 item bonus to AC and Reflex.

Boar Tusk Helm (heroic tier)

Head Slot Item ♦ Level 7

Properties

Gain a gore attack while wearing this helmet: an unarmed weapon with +2 proficiency bonus to attack rolls and deals 1d10 damage. The wearer gains proficiency with this weapon. The gore attack has a +2 enhancement bonus to attack rolls and damage rolls. This attack counts as a melee basic attack.

Power ♦ Daily (Free Action)

Trigger: You hit with a weapon at the end of a charge.

Effect: The target takes extra damage equal to your Strength modifier, and you push the target 1 square and knock it prone.

Feedback Cloth Armor...

Armor ♦ Level 4

Armor Bonus: 0

Enhancement: +1 AC

Power (Augmentable, Psychic) ♦ Daily (Free Action)

Trigger: You use a psychic power.

Effect: Each creature adjacent to you takes 1d6 psychic damage and is pushed 1 square.

Augment 2: The psychic damage increases to 2d6.

Augment 4: The psychic damage increases to 3d6.

Cape of the Mountebank +1

Neck Slot Item ♦ Level 5

Enhancement: +1 Fortitude, Reflex, and Will

Power (Teleportation) ♦ Daily (Immediate Reaction Action)

Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.

Magic Ki Focus +2

Ki Focus ♦ Level 6

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus