

## BLISTERING FLOURISH

Monk  
Attack 1

*Executing movements in a complex pattern brings forth elemental fire to aid the next attack you make*

### ATTACK TECHNIQUE

**At-Will** ♦ **Fire, Full Discipline, Implement, Psionic**

**Standard** Action      **Melee** touch

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 1d8 + Dexterity modifier fire damage.

*Level 21:* 2d8 + Dexterity modifier fire damage.

**Effect:** Until the end of your next turn, your melee attacks deal extra fire damage equal to your Charisma modifier. This damage does not apply if the attack already deals energy damage.

*Level 11:* 2 + your Charisma modifier extra fire damage.

*Level 21:* 4 + your Charisma modifier extra fire damage.

### MOVEMENT TECHNIQUE

**At-Will** ♦ **Fire, Full Discipline, Implement, Psionic**

**Move** Action      **Personal**

**Effect:** You move up to your speed. Enemies that hit you with *opportunity attacks* provoked by this movement take fire damage equal to 2 + your Charisma modifier + your implement's enhancement bonus.

*Level 11:* 4 + your Charisma modifier + your implement's enhancement bonus fire damage.

*Level 21:* 6 + your Charisma modifier + your implement's enhancement bonus fire damage.

## CRANE'S WINGS

Monk  
Attack 1

*You leap across the battlefield to kick your foe, sending it staggering backward*

### ATTACK TECHNIQUE

**At-Will** ♦ **Full Discipline, Implement, Psionic**

**Standard** Action      **Melee** touch

**Target:** One creature

**Attack:** Dexterity vs. Fortitude

**Hit:** 1d10 + Dexterity modifier damage, and you push the target 1 square.

*Level 21:* 2d10 + Dexterity modifier damage.

### MOVEMENT TECHNIQUE

**At-Will** ♦ **Full Discipline, Psionic**

**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.

## CRASHING WAVE

Monk  
Attack 1

*Surging forward through your enemies' ranks, you deliver a resounding strike to send an enemy reeling*

### ATTACK TECHNIQUE

**At-Will** ♦ **Full Discipline, Implement, Psionic**

**Standard** Action      **Melee** touch

**Target:** One creature

**Attack:** Dexterity vs. Fortitude

**Hit:** 1d8 + Dexterity modifier damage, and you can slide the target 1 square.

*Level 21:* 2d8 + Dexterity modifier damage.

### MOVEMENT TECHNIQUE

**At-Will** ♦ **Full Discipline, Psionic**

**Move** Action      **Personal**

**Effect:** You shift a number of squares equal to half your Strength modifier. You can shift through enemies' spaces during this move.

## DANCING COBRA

Monk  
Attack 1

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

### ATTACK TECHNIQUE

**At-Will** ♦ **Full Discipline, Implement, Psionic**

**Standard** Action      **Melee** touch

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 1d10 + Dexterity modifier damage.

If the target has made an *opportunity* attack against you during this turn, the target takes extra damage equal to your Wisdom modifier.

*Level 11:* 4 + Wisdom modifier extra damage.

*Level 21:* 2d10 + Dexterity modifier damage, and 8 + Wisdom modifier extra damage.

### MOVEMENT TECHNIQUE

**At-Will** ♦ **Full Discipline, Psionic**

**Move** Action      **Personal**

**Effect:** You move up to your speed +2. If you have hit an enemy with the Attack Technique, that target's *opportunity attacks* against this movement take a penalty equal to your Wisdom modifier.

## DRAGON'S TAIL

Monk  
Attack 1

*Your hand lashes out like a dragon's tail, with the lightest touch unleashing power that knocks your foe to the ground*

### ATTACK TECHNIQUE

**At-Will** ♦ **Full Discipline, Implement, Psionic**

**Standard** Action      **Melee** touch

**Target:** One creature

**Attack:** Dexterity vs. Fortitude

**Hit:** 1d8 + Dexterity modifier damage, and you knock the target prone.

*Level 21:* 2d8 + Dexterity modifier damage.

### MOVEMENT TECHNIQUE

**At-Will** ♦ **Full Discipline, Psionic**

**Move** Action      **Melee** 1

**Target:** One ally, or one prone enemy

**Effect:** You swap places with the target. This counts as a shift.

## FALLEN NEEDLE

Monk  
Attack 1

*A single, sharp blow readies you to step away at a moment's notice*

### ATTACK TECHNIQUE

**At-Will** ♦ **Full Discipline, Implement, Psionic**

**Standard** Action **Melee** touch

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 1d10 + Dexterity modifier damage, and the target takes a -2 penalty to attack rolls against you until the end of your next turn.

*Level 21:* 2d10 + Dexterity modifier damage.

### MOVEMENT TECHNIQUE

**At-Will** ♦ **Full Discipline, Psionic**

**Minor** Action **Personal**

**Effect:** You shift 1 square or move 3 squares.

## FIVE STORMS

Monk  
Attack 1

*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*

### ATTACK TECHNIQUE

**At-Will** ♦ **Full Discipline, Implement, Psionic**

**Standard** Action **Close** burst 1

**Target:** Each enemy you can see in the burst

**Attack:** Dexterity vs. Reflex

**Hit:** 1d8 + Dexterity modifier damage.

*Level 21:* 2d8 + Dexterity modifier damage.

### MOVEMENT TECHNIQUE

**At-Will** ♦ **Full Discipline, Psionic**

**Move** Action **Personal**

**Effect:** You shift 2 squares.

## LION'S DEN

Monk  
Attack 1

*You jab, step to the side, and assume a posture from which you can sting any foe that draws near*

### ATTACK TECHNIQUE

**At-Will** ♦ **Full Discipline, Implement, Psionic**

**Standard** Action **Melee** touch

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 1d6 + Dexterity modifier damage.

*Level 21:* 2d6 + Dexterity modifier damage.

**Effect:** Until the start of your next turn, You can use the *guarded den* action once per turn.

### GUARDED DEN

**At-Will** ♦ **Full Discipline, Implement, Psionic**

**Free** Interrupt **Melee** 1

**Trigger:** An enemy you can see enters a square adjacent to you

**Target:** The triggering enemy

**Effect:** The target takes damage equal to your Constitution modifier + your implement's enhancement bonus.

*Level 11:* 2 + Constitution modifier + your implement's enhancement bonus.

*Level 21:* 4 + Constitution modifier + your implement's enhancement bonus.

### MOVEMENT TECHNIQUE

**At-Will** ♦ **Full Discipline, Psionic**

**Move** Action **Personal**

**Effect:** You shift 1 square and gain a +1 power bonus to all defenses until the start of your next turn.

## STEEL WIND

Monk  
Attack 1

*You streak across the battlefield, then channel a multiple assault against foes that thought themselves out of your reach*

### ATTACK TECHNIQUE

**At-Will** ♦ **Full Discipline, Implement, Psionic**

**Standard** Action **Close** blast 2

**Target:** Each enemy you can see in the blast

**Attack:** Dexterity vs. Reflex

**Hit:** 1d8 + Dexterity modifier damage.

*Level 21:* 2d8 + Dexterity modifier damage.

### MOVEMENT TECHNIQUE

**At-Will** ♦ **Full Discipline, Psionic**

**Move** Action **Personal**

**Effect:** You end any mark or slow on yourself. You move your speed.