

Player Name

Smee

Character Name



Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Main Hand

Monk unarmed strike

Waist

Off Hand

Armor

Feet

Tattoo

Other Equipment

Total Weight (lbs.)

2

Carrying Capacity (lbs.)

Treasure

100 gp
0 gp banked

Normal

140

Heavy

280

Max

700



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Racial Features

Reptile

You are a reptile

Shifty Maneuver

Use shifty maneuver as an at-will power

Trap Sense

+2 racial bonus to defenses against traps

Class/Other Features

Monastic Tradition

Choose a Flurry of Blows and become more resilient

Stone Fist

Gain Stone Fist Flurry of Blows and Mental Bastion.

Unarmed Combatant

Gain Monk Unarmed Strike +3 attack, 1d8 damage

Unarmored Defense

+2 AC in cloth or no armor

Feats

Unarmored Agility

+2 AC while wearing cloth armor or no armor

Smee

Level 1 Kobold Monk

HP	24	Score	Ability Mod	AC
24	14 STR 2	19		
Spd	12 CON 1	13	Fort	
6	20 DEX 5	16	Ref	
Init +5	10 INT 0	12	Will	
	11 WIS 0			
	8 CHA -1			

10 Passive Insight

10 Passive Perception

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action



Monk unarmed strike: +5 vs. AC, 1d8+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

Basic Attack

Five Storms

At-Will ♦ Standard Action



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

Close burst 1

Target: Each enemy you can see in the burst

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.

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Reflex

Hit: 1d8 + Dex modifier (+5) damage.

Additional Effects

Skills

Acrobatics	Dexterity	• 10
Arcana	Intelligence	0
Athletics	Strength	• 7
Bluff	Charisma	-1
Diplomacy	Charisma	-1
Dungeoneering	Wisdom	2
Endurance	Constitution	1
Heal	Wisdom	0
History	Intelligence	0
Insight	Wisdom	0
Intimidate	Charisma	-1
Nature	Wisdom	0
Perception	Wisdom	0
Religion	Intelligence	0
Stealth	Dexterity	• 10
Streetwise	Charisma	-1
Thievery	Dexterity	• 12

• indicates a trained skill.

Ranged Basic Attack

At-Will ♦ Standard Action



Unarmed: +5 vs. AC, 1d4+5 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 (+5) damage.

Level 21: 2[W] + Dex modifier (+5) damage.

Additional Effects

Basic Attack

Rising Storm

Encounter ♦ Standard Action



Monk unarmed strike: +5 vs. Fortitude, 2d8+5 damage

Melee touch

Target: One creature

The air around you hums with power as you focus the energy within you into a roar of thunder.

Keywords: Full Discipline, Implement, Psionic, Thunder

Attack: Dexterity vs. Fortitude

Hit: 2d8 + Dex modifier (+5) thunder damage, and each enemy adjacent to the target takes thunder damage equal to your Str 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

Dragon's Tail

At-Will ♦ Standard Action



Monk unarmed strike: +5 vs. Fortitude, 1d6+5 damage

Melee touch

Target: One creature

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

Keywords: Full Discipline, Implement, Psionic

Attack: Dexterity vs. Fortitude

Hit: 1d6 + Dex modifier (+5) damage, and you knock the target prone.

Additional Effects

Monk Attack 1

Spinning Leopard...

Daily ♦ Standard Action



Monk unarmed strike: +5 vs. Reflex, 2d6+5 damage

Melee 1

Maintaining perfect balance, you weave a deadly path through the fray, dealing kicks and punches to each foe you pass.

Keywords: Implement, Psionic

Effect: You shift your speed and can make the following attack once against each enemy that you move adjacent to during the shift.

Target: One enemy

Attack: Dexterity vs. Reflex

Hit: 2d6 + Dex modifier (+5) damage.

Miss: Half damage.

Additional Effects

<h3>Dragon's Tail...</h3> <p>At-Will ♦ Move Action</p> <p>Melee 1</p> <p>Target: One ally or one prone enemy</p> <p><i>Your hand lashes out like a dragon's tail, and with the lightest touch unleashes power that knocks your foe to the ground.</i></p> <p>Keywords: Full Discipline, Psionic</p> <p>Effect: You swap places with the target.</p> <hr/> <p>Additional Effects</p>	<h3>Five Storms...</h3> <p>At-Will ♦ Move Action</p> <p>Personal</p> <p><i>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.</i></p> <p>Keywords: Full Discipline, Psionic</p> <p>Effect: You shift 2 squares.</p> <hr/> <p>Additional Effects</p>	<h3>Stone Fist Flurry of...</h3> <p>At-Will ♦ No Action</p> <p>Melee 1</p> <p>Target: One creature</p> <p>Level 11: One or two creatures</p> <p>Level 21: Each enemy adjacent to you</p> <p><i>You lash out at another enemy after your first attack, a casual reminder of your great strength.</i></p> <p>Keyword: Psionic</p> <p>Trigger: You hit with an attack during your turn</p> <p>Effect: The target takes damage equal to $3 + \text{your Str modifier} (+2)$. If the target wasn't targeted by the triggering attack, the damage increases by 2 (4 at 11th level and 6 at 21st level).</p> <p>Special: You can use this power only once per round.</p> <hr/> <p>Additional Effects</p>
<h3>Rising Storm [Movement...]</h3> <p>Encounter ♦ Move Action</p> <p>Personal</p> <p><i>The air around you hums with power as you focus the energy within you into a roar of thunder.</i></p> <p>Keywords: Full Discipline, Psionic</p> <p>Effect: You fly your speed. If you don't land at the end of this movement, you fall.</p> <hr/> <p>Additional Effects</p>	<h3>Shifty Maneuver</h3> <p>Encounter ♦ Move Action</p> <p>Close burst 2</p> <p>Target: You and each ally in the burst</p> <p><i>You call on your natural ability to dodge danger, taking your tribemates along for the ride.</i></p> <p>Effect: Each target can shift 1 square as a free action.</p> <hr/> <p>Additional Effects</p>	<p>Kobold Utility</p> <p>Used <input type="checkbox"/></p>