

TJ Hrabota

Player Name

Melvin

Character Name



Character Details

Background

Missing Master

Theme

Windlord

Mannerisms and Appearance

Personality Traits

Adventuring Company

Dusk Wardens

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Deep-Pocket Cloak +2

Arms

Hands

Rings

Rings

Main Hand

Rhythm Blade Dagger +1

Off Hand

Monk unarmed strike

Waist

Armor

Robe of Useful Items Cloth...

Feet

Surefoot Boots

Tattoo

Ki Focus

Iron Body Ki Focus +2

Other Equipment

Adventurer's Kit

Candle (5)

Climber's Kit

Grappling Hook

Everburning Torch

Torch

Abduction Ki Focus +1

Potion of Healing (4)

Amulet of Mental Resolve +1

Ki Focus

Potion of Regeneration (heroic tier)

Total Weight (lbs.)

59

Carrying Capacity (lbs.)

Normal

180

Heavy

360

Max

900

Treasure

174 gp; 8 sp; 5 cp
0 gp banked

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Racial Features

Ferocity

Make melee basic attack when dropped to 0 hp

Goring Charge

Use goring charge as an encounter power

Headless Charge

+2 AC against opportunity attacks while charging.

Vitality

Gain one healing surge

Class/Other Features

Centered Breath

Centered Flurry of Blows and Mental Equilibrium

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

Windlord Starting Feature

Your origin becomes elemental; gain Primordial language, +2 bonus to Athletics and Perception checks, and the wind fury assault power

Windlord Level 5 Feature

Fly 1 additional square with flying effects and push each adjacent creature 1 square when you use your second wind

Feats

Unarmored Agility

+2 AC while wearing cloth armor or no armor

Against All Odds

If 3+ foes adjacent to you at start of turn, +1 to attacks and damage until end of turn

Fluid Motion

+1 to speed

Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

Vigilant Recovery

Deny combat advantage with successful hit

Melvin

Level 9 Minotaur Monk

HP	70	Score	Ability Mod	AC
Spd	7	18	STR 4	23
Init	+8	18	CON 4	Fort 23
		19	DEX 4	Ref 22
		14	INT 2	Will 22
	<td>19</td> <td>WIS 4</td> <td></td>	19	WIS 4	
	<td>14</td> <td>CHA 2</td> <td></td>	14	CHA 2	
19 Passive Insight				
28 Passive Perception				

Player Name: TJ Hrabota

Melee Basic Attack

At-Will ♦ Standard Action

Rhythm Blade Dagger +1: +12 vs. AC, 1d4+5 damage
Monk unarmed strike: +11 vs. AC, 1d8+4 damage
Iron Body Ki Focused Dagger +2: +13 vs. AC, 1d4+6 damage
Iron Body Ki Focused Monk unarmed strike +2: +13 vs. AC, 1d8+6 damage
Melee weapon Target: One creature
<i>You resort to the simple attack you learned when you first picked up a melee weapon.</i>
Keyword: Weapon
Attack: Strength vs. AC
Hit: 1[W] + Str modifier (+4) damage.
Level 21: 2[W] + Str modifier (+4) damage.

Basic Attack

Five Storms

At-Will ♦ Standard Action

Rhythm Blade Dagger +1: +9 vs. Reflex, 1d8+5 damage
Iron Body Ki Focus +2: +10 vs. Reflex, 1d8+6 damage
Monk unarmed strike: +8 vs. Reflex, 1d8+4 damage
Iron Body Ki Focused Dagger +2: +10 vs. Reflex, 1d8+6 damage
Iron Body Ki Focused Monk unarmed strike +2: +10 vs. Reflex, 1d8+6 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 (+4) damage.

Additional Effects

+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

Skills

Acrobatics	Dexterity	• 15
Arcana	Intelligence	6
Athletics	Strength	• 15
Bluff	Charisma	6
Diplomacy	Charisma	6
Dungeoneering	Wisdom	8
Endurance	Constitution	8
Heal	Wisdom	8
History	Intelligence	6
Insight	Wisdom	9
Intimidate	Charisma	6
Nature	Wisdom	10
Perception	Wisdom	• 18
Religion	Intelligence	6
Stealth	Dexterity	• 13
Streetwise	Charisma	6
Thievery	Dexterity	8

• indicates a trained skill.

Ranged Basic Attack

At-Will ♦ Standard Action

Rhythm Blade Dagger +1: +12 vs. AC, 1d4+5 damage
Iron Body Ki Focused Dagger +2: +13 vs. AC, 1d4+6 damage
Ranged weapon Target: One creature
<i>You resort to the simple attack you learned when you first picked up a ranged weapon.</i>
Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+4) damage.

Level 21: 2[W] + Dex modifier (+4) damage.

Additional Effects

+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

Basic Attack

Wind Fury Assault

Encounter ♦ Standard Action

Rhythm Blade Dagger +1: +12 vs. AC, 1d4+5 damage
Monk unarmed strike: +11 vs. AC, 1d8+4 damage
Iron Body Ki Focused Dagger +2: +13 vs. AC, 1d4+6 damage
Iron Body Ki Focused Monk unarmed strike +2: +13 vs. AC, 1d8+6 damage
Melee or Ranged weapon

The wind carries you aloft, helping you deliver a punishing strike against a distant foe.

Keywords: Elemental, Weapon

Effect: You can fly up to your speed. At any point during this movement, you can make the following attack.

Target: One creature

Attack: Highest ability modifier vs. AC

Hit: 1[W] + highest ability modifier damage, and you can slide the target 1 square.

Additional Effects

+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

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

Dancing Cobra

At-Will ♦ Standard Action

Rhythm Blade Dagger +1: +9 vs. Reflex, 1d10+5 damage
Iron Body Ki Focus +2: +10 vs. Reflex, 1d10+6 damage
Monk unarmed strike: +8 vs. Reflex, 1d10+4 damage
Iron Body Ki Focused Dagger +2: +10 vs. Reflex, 1d10+6 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 (+4) damage. If the target has made an opportunity attack against you during this turn, the target takes extra damage equal to your Wis modifier (+4).

Additional Effects

+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

Monk Attack 1

Drunken Monkey

Encounter ♦ Standard Action

Rhythm Blade Dagger +1: +9 vs. Will, 1d8+5 damage
Iron Body Ki Focus +2: +10 vs. Will, 1d8+6 damage
Monk unarmed strike: +8 vs. Will, 1d8+4 damage
Iron Body Ki Focused Dagger +2: +10 vs. Will, 1d8+6 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 (+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 Wis modifier (+4).

Additional Effects

+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

<h3>Eternal Mountain</h3> <p>Encounter ◆ Standard Action</p>	<h3>Arc of the Flashing Storm</h3> <p>Encounter ◆ Standard Action</p>	<h3>Masterful Spiral</h3> <p>Daily ◆ Standard Action</p>
<p>Rhythm Blade Dagger +1: +9 vs. Fortitude, 2d8+5 damage</p> <p>Iron Body Ki Focus +2: +10 vs. Fortitude, 2d8+6 damage</p> <p>Monk unarmed strike: +8 vs. Fortitude, 2d8+4 damage</p> <p>Iron Body Ki Focused Dagger +2: +10 vs. Fortitude, 2d8+6 damage</p> <p>Iron Body Ki Focused Monk unarmed strike +2: +10 vs. Fortitude, 2d8+6 damage</p> <p>Close burst 1 Target: Each enemy in the burst</p> <p><i>You focus your mind, calling on your iron discipline to walk, fight, and shrug off attacks with a mountain's enduring spirit.</i></p> <p>Keywords: Full Discipline, Implement, Psionic</p> <p>Attack: Dexterity vs. Fortitude</p> <p>Hit: 2d8 + Dex modifier (+4) damage, and you knock the target prone.</p> <p>Additional Effects</p> <p>+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.</p> <p>+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.</p>	<p>Rhythm Blade Dagger +1: +9 vs. Reflex, 2d10+5 damage</p> <p>Iron Body Ki Focus +2: +10 vs. Reflex, 2d10+6 damage</p> <p>Monk unarmed strike: +8 vs. Reflex, 2d10+4 damage</p> <p>Iron Body Ki Focused Dagger +2: +10 vs. Reflex, 2d10+6 damage</p> <p>Iron Body Ki Focused Monk unarmed strike +2: +10 vs. Reflex, 2d10+6 damage</p> <p>Melee touch Target: One creature</p> <p><i>You can flash across the battlefield, lightning wrapping around you as you slam your foe back and disrupt its counterattacks.</i></p> <p>Keywords: Full Discipline, Implement, Lightning, Psionic, Teleportation</p> <p>Attack: Dexterity vs. Reflex</p> <p>Hit: 2d10 + Dex modifier (+4) lightning damage, you push the target 2 squares, and the target takes a -2 penalty to attack rolls until the end of your next turn.</p> <p>Iron Soul: If you make the attack using a mace or a staff, the target's penalty to attack rolls against you instead equals your Con modifier (+4).</p> <p>Additional Effects</p> <p>+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.</p> <p>+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.</p>	<p>Rhythm Blade Dagger +1: +9 vs. Reflex, 3d8+5 damage</p> <p>Iron Body Ki Focus +2: +10 vs. Reflex, 3d8+6 damage</p> <p>Monk unarmed strike: +8 vs. Reflex, 3d8+4 damage</p> <p>Iron Body Ki Focused Dagger +2: +10 vs. Reflex, 3d8+6 damage</p> <p>Iron Body Ki Focused Monk unarmed strike +2: +10 vs. Reflex, 3d8+6 damage</p> <p>Close burst 2 Target: Each enemy in the burst</p> <p><i>With a sudden burst of motion, you deliver crushing kicks and punches of psionic force to nearby enemies.</i></p> <p>Keywords: Force, Implement, Psionic, Stance</p> <p>Attack: Dexterity vs. Reflex</p> <p>Hit: 3d8 + Dex modifier (+4) force damage.</p> <p>Miss: Half damage.</p> <p>Effect: You assume the spiral stance. Until the stance ends, your reach with melee touch attacks increases by 1.</p> <p>Additional Effects</p> <p>+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.</p> <p>+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.</p>
<p>Monk Attack 3 Used <input type="checkbox"/></p> <p>One Hundred Leaves</p> <p>Daily ◆ Standard Action</p>	<p>Monk Attack 7 Used <input type="checkbox"/></p> <p>Strength to Weakness</p> <p>Daily ◆ Standard Action</p>	<p>Monk Attack 1 Used <input type="checkbox"/></p> <p>Centered Flurry of...</p> <p>At-Will ◆ No Action</p>
<p>Rhythm Blade Dagger +1: +9 vs. Reflex, 3d8+5 damage</p> <p>Iron Body Ki Focus +2: +10 vs. Reflex, 3d8+6 damage</p> <p>Monk unarmed strike: +8 vs. Reflex, 3d8+4 damage</p> <p>Iron Body Ki Focused Dagger +2: +10 vs. Reflex, 3d8+6 damage</p> <p>Iron Body Ki Focused Monk unarmed strike +2: +10 vs. Reflex, 3d8+6 damage</p> <p>Close blast 3 Target: Each creature in the blast</p> <p><i>You launch a flurry of attacks, striking with such speed and might that creatures scatter before you like leaves in a hurricane.</i></p> <p>Keywords: Implement, Psionic</p> <p>Attack: Dexterity vs. Reflex</p> <p>Hit: 3d8 + Dex modifier (+4) damage, and you push the target 2 squares.</p> <p>Miss: Half damage, and you push the target 1 square.</p> <p>Effect: Until the end of your next turn, you can target one additional creature in range with your flurry of blows power.</p> <p>Additional Effects</p> <p>+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.</p> <p>+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.</p>	<p>Rhythm Blade Dagger +1: +9 vs. Fortitude, Ongoing+0 damage</p> <p>Iron Body Ki Focus +2: +10 vs. Fortitude, Ongoing+0 damage</p> <p>Monk unarmed strike: +8 vs. Fortitude, Ongoing+0 damage</p> <p>Iron Body Ki Focused Dagger +2: +10 vs. Fortitude, Ongoing+0 damage</p> <p>Iron Body Ki Focused Monk unarmed strike +2: +10 vs. Fortitude, Ongoing+0 damage</p> <p>Melee touch Target: One creature</p> <p><i>You psionically perceive what your eyes cannot see: your foe's inner weakness. You lightly touch that foe. A moment later, the agony of your attack falls upon it.</i></p> <p>Keywords: Implement, Psionic</p> <p>Attack: Dexterity vs. Fortitude or Reflex</p> <p>Hit: Ongoing damage equal to 15 + your Dex modifier (+4) (save ends).</p> <p>Miss: Ongoing 10 damage (save ends).</p> <p>Additional Effects</p> <p>+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.</p>	<p>Melee 1 Target: One creature</p> <p>Level 11: One or two creatures</p> <p>Level 21: Each enemy adjacent to you</p> <p><i>Your fists become a blur as you follow up your initial attack with another, shifting your foes' positions to your advantage.</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 2 + your Wis 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.</p> <p>Special: You can use this power only once per round.</p> <p>Additional Effects</p>
<p>Monk Attack 5 Used <input type="checkbox"/></p> <p>Dancing Cobra...</p> <p>At-Will ◆ Move Action</p>	<p>Monk Attack 9 Used <input type="checkbox"/></p> <p>Five Storms...</p> <p>At-Will ◆ Move Action</p>	<p>Monk Feature</p> <p>Arc of the Flashing Storm...</p> <p>Encounter ◆ Move Action</p>
<p>Personal</p> <p><i>You dodge and weave like a cobra, confounding your enemy and turning its attacks back against it.</i></p> <p>Keywords: Full Discipline, Psionic</p> <p>Effect: You move your speed +2.</p> <p>Additional Effects</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> <p>Additional Effects</p>	<p>Personal</p> <p>Keywords: Full Discipline, Lightning, Psionic, Teleportation</p> <p>Effect: You teleport your speed.</p> <p>Additional Effects</p>

<h3>Drunken Monkey...</h3> <p>Encounter ♦ Move Action</p> <p>Personal</p> <p>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.</p> <p>Keywords: Full Discipline, Psionic</p> <p>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 (+4).</p> <p>Additional Effects</p> <p>Used <input type="checkbox"/></p>	<h3>Eternal Mountain...</h3> <p>Encounter ♦ Move Action</p> <p>Personal</p> <p>You focus your mind, calling on your iron discipline to walk, fight, and shrug off attacks with a mountain's enduring spirit.</p> <p>Keywords: Full Discipline, Psionic</p> <p>Effect: You gain resistance to all damage equal to your Str modifier (+4) until the end of your next turn. In addition, you shift 2 squares.</p> <p>Additional Effects</p> <p>Used <input type="checkbox"/></p>	<h3>Goring Charge</h3> <p>Encounter ♦ Standard Action</p> <p>Unarmed: +12 vs. AC, 1d6+4 damage</p> <p>Melee 1</p> <p>You charge the enemy and gore it with your horns.</p> <p>Effect: You charge and make the following attack in place of a melee basic attack.</p> <p>Target: One creature</p> <p>Attack: Strength + 4 vs. AC, Constitution + 4 vs. AC, or Dexterity + 4 vs. AC.</p> <p>Hit: 1d6 + Str modifier (+4), Con modifier (+4), or Dex modifier (+4) damage, and you knock the target prone.</p> <p>Level 11: 2d6 + Str modifier (+4), Con modifier (+4), or Dex modifier (+4) damage.</p> <p>Level 21: 3d6 + Str modifier (+4), Con modifier (+4), or Dex modifier (+4) damage.</p> <p>Additional Effects</p> <p>+1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds. +1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.</p> <p>Minotaur Racial Power</p> <p>Used <input type="checkbox"/></p>
<h3>Grasp the Wind</h3> <p>Encounter ♦ Immediate Interrupt</p> <p>Personal</p> <p>Before your enemy can force you back, you whirl around, using the power of its attack to propel you where you want to go.</p> <p>Keyword: Psionic</p> <p>Trigger: You are pulled, pushed, or slid</p> <p>Effect: Instead of being affected by the forced movement, you shift the number of squares it would have moved you.</p> <p>Additional Effects</p> <p>Monk Utility 2</p> <p>Used <input type="checkbox"/></p>	<h3>Airborne Form</h3> <p>Daily ♦ Minor Action</p> <p>Personal</p> <p>You meditate on the wind, assuming a measure of its free-flowing formlessness.</p> <p>Keywords: Psionic, Stance</p> <p>Effect: Until the stance ends, you gain a +2 power bonus to speed, you are insubstantial while moving, and you can move through enemies' spaces.</p> <p>Additional Effects</p> <p>Monk Utility 6</p> <p>Used <input type="checkbox"/></p>	<h3>Potion of Regeneration...</h3> <p>Consumable ♦ Level 9</p> <p>Utility Power (Healing) ♦ Consumable (Minor Action)</p> <p>Effect: You drink this potion and lose a healing surge. You then gain regeneration 5 while you're bloodied until the end of the encounter.</p>
<h3>Deep-Pocket Cloak +2</h3> <p>Neck Slot Item ♦ Level 7</p> <p>Enhancement: +2 Fortitude, Reflex, and Will</p> <p>Properties</p> <p>The pockets of this cloak can hold up to 1,000 pounds in weight or 100 cubic feet in volume, but the cloak always weighs only 1 pound. Each item stored within one of the cloak's pockets can weigh no more than 10 pounds. Drawing an item from a deep-pocket cloak is a minor action.</p> <p>Power ♦ (Free Action)</p> <p>1/round. You draw an item from the cloak or store an item within it.</p>	<h3>Robe of Useful Items Cloth...</h3> <p>Armor ♦ Level 2</p> <p>Armor Bonus: 0</p> <p>Enhancement: +1 AC</p> <p>Utility Power ♦ Daily (Minor Action)</p> <p>Effect: You procure one nonmagical item worth up to 10 gp (with the DM's approval) from the robe. The item is generic (a torch or a rope, for instance), not a specific item (the key to a particular chest). The item lasts for 1 hour. When it disappears, you regain the use of this power.</p>	<h3>Amulet of Mental Resolve +1</h3> <p>Neck Slot Item ♦ Level 2</p> <p>Enhancement: +1 Fortitude, Reflex, and Will</p> <p>Properties</p> <p>Gain a +2 item bonus to saving throws against effects with the charm, illusion, or sleep keyword.</p>

Potion of Healing

Consumable ♦ Level 5

Power (Healing) ♦ Consumable (Minor Action)

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

Abduction Ki Focus +1

Ki Focus ♦ Level 4

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage per plus

Properties

Whenever you hit an enemy with a melee basic attack using this ki focus, you can slide the target 1 square as a free action.

Power (Teleportation) ♦ Daily (Free Action)

Trigger: You hit an enemy with a melee attack using this ki focus.

Effect: You teleport 5 squares, and you teleport the enemy 5 squares to a square adjacent to you.

Iron Body Ki Focus +2

Ki Focus ♦ Level 10

Enhancement: +2 attack rolls and damage rolls

Critical: +1d10 damage per plus

Properties

If you hit an opponent with an attack using this ki focus, you gain resistance to all of that target's attacks equal to 2 + this implement's enhancement bonus until the end of your next turn.

Rhythm Blade Dagger +1

Weapon ♦ Level 3

Damage: 1d4

Proficiency Bonus: 3

Range: 5/10

Properties: Light Thrown, Off-Hand

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage per plus

Properties

While you wield this weapon in your off hand, your shield bonus to AC and Reflex increases by 1.

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.