

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

TJ Hrabota

8

Level

**Melvin**

Unaligned male Minotaur Monk

22 Age    7'2" Height    350 lbs. Weight    Medium Size    Dol Dorn Deity

13992 Total XP

16500

**Defenses**

|           |           |           |           |
|-----------|-----------|-----------|-----------|
| <b>23</b> | <b>23</b> | <b>22</b> | <b>22</b> |
| AC        | FORT      | REF       | WILL      |

Conditional Bonuses

**Hit Points**

|                              |           |         |
|------------------------------|-----------|---------|
| <b>Max HP</b><br>(Bloodied ) | <b>65</b> | Temp HP |
|------------------------------|-----------|---------|

Current Hit Points

**Healing Surges**

|             |            |
|-------------|------------|
| Surge Value | Surges/Day |
| 16          | 12         |

Current Conditions:

**Combat Statistics and Senses**

|                   |          |
|-------------------|----------|
| <b>Initiative</b> | <b>8</b> |
|-------------------|----------|

Conditional Modifiers:

|              |          |
|--------------|----------|
| <b>Speed</b> | <b>7</b> |
|--------------|----------|

|                        |           |
|------------------------|-----------|
| <b>Passive Insight</b> | <b>19</b> |
|------------------------|-----------|

|                           |           |
|---------------------------|-----------|
| <b>Passive Perception</b> | <b>28</b> |
|---------------------------|-----------|

Special Senses: Normal

**Action Points**

| Action Points | Milestones | Action Points |
|---------------|------------|---------------|
|               | 0          | 1             |
|               | 1          | 2             |
|               | 2          | 3             |

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.

## Second Wind (one per encounter)

 Used

Effect: You spend a healing surge and regain hit points equal to your surge value. You gain a +2 bonus to all defenses until the start of your next turn.

**Death Saving Throw Failures**  **Saving Throw Mods**

0

**Resistances/Vulnerabilities****Current Conditions and Effects****Basic Attacks****Melee**

Rhythm Blade Dagger +1

|           |              |
|-----------|--------------|
| <b>12</b> | <b>1d4+5</b> |
|-----------|--------------|

Strength vs. AC      Damage

**Ranged**

Rhythm Blade Dagger +1

|           |              |
|-----------|--------------|
| <b>12</b> | <b>1d4+5</b> |
|-----------|--------------|

Dexterity vs. AC      Damage

**Languages**

Common, Dwarven, Primordial

**Abilities**

|                         |           |       |
|-------------------------|-----------|-------|
| <b>STR</b> Strength     | <b>18</b> | Check |
| <b>CON</b> Constitution | <b>18</b> | 8     |
| <b>DEX</b> Dexterity    | <b>19</b> | 8     |
| <b>INT</b> Intelligence | <b>14</b> | 6     |
| <b>WIS</b> Wisdom       | <b>19</b> | 8     |
| <b>CHA</b> Charisma     | <b>14</b> | 6     |

**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  |

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

Abduction Ki Focus +1

**Other Equipment**

## Adventurer's Kit

Candle (5)

Climber's Kit

Grappling Hook

Everburning Torch

Torch

Potion of Healing (2)

Amulet of Mental Resolve +1

Total Weight (lbs.)

59

Carrying Capacity (lbs.)

Treasure

174 gp; 8 sp; 5 cp  
0 gp banked

Normal

180

Heavy

360

Max

900

TJ Hrabota

Player Name

Melvin

Character Name



## 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 8 Minotaur Monk        |                   |
| HP<br>65                     | Score Ability Mod |
| Spd<br>7                     | 18 STR 4 AC 23    |
| Init<br>+8                   | 18 CON 4 Fort 23  |
|                              | 19 DEX 4 Ref 22   |
|                              | 14 INT 2 Will 22  |
|                              | 19 WIS 4          |
|                              | 14 CHA 2          |
| <b>19</b> Passive Insight    |                   |
| <b>28</b> Passive Perception |                   |

Player Name: TJ Hrabota

| 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.

**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

**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  
**Abduction Ki Focused Dagger +1:** +12 vs. AC, 1d4+5 damage  
**Abduction Ki Focused Monk unarmed strike +1:** +12 vs. AC, 1d8+5 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 (+4) damage.  
**Level 21:** 2[W] + Str 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

**Five Storms**  
At-Will ♦ Standard Action

**Rhythm Blade Dagger +1:** +9 vs. Reflex, 1d8+5 damage  
**Abduction Ki Focus +1:** +9 vs. Reflex, 1d8+5 damage  
**Monk unarmed strike:** +8 vs. Reflex, 1d8+4 damage  
**Abduction Ki Focused Dagger +1:** +9 vs. Reflex, 1d8+5 damage  
**Abduction Ki Focused Monk unarmed strike +1:** +9 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 (+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.

Monk Attack 1

**Ranged Basic Attack**  
At-Will ♦ Standard Action

**Rhythm Blade Dagger +1:** +12 vs. AC, 1d4+5 damage  
**Abduction Ki Focused Dagger +1:** +12 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 (+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  
**Abduction Ki Focused Dagger +1:** +12 vs. AC, 1d4+5 damage  
**Abduction Ki Focused Monk unarmed strike +1:** +12 vs. AC, 1d8+5 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.  
+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.

Windlord Attack

**Dancing Cobra**  
At-Will ♦ Standard Action

**Rhythm Blade Dagger +1:** +9 vs. Reflex, 1d10+5 damage  
**Abduction Ki Focus +1:** +9 vs. Reflex, 1d10+5 damage  
**Monk unarmed strike:** +8 vs. Reflex, 1d10+4 damage  
**Abduction Ki Focused Dagger +1:** +9 vs. Reflex, 1d10+5 damage  
**Abduction Ki Focused Monk unarmed strike +1:** +9 vs. Reflex, 1d10+5 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  
**Abduction Ki Focus +1:** +9 vs. Will, 1d8+5 damage  
**Monk unarmed strike:** +8 vs. Will, 1d8+4 damage  
**Abduction Ki Focused Dagger +1:** +9 vs. Will, 1d8+5 damage  
**Abduction Ki Focused Monk unarmed strike +1:** +9 vs. Will, 1d8+5 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.  
+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

Used

|  |   |  |
|--|---|--|
| <h3>Eternal Mountain</h3> <p>Encounter ♦ Standard Action</p> <p><b>Rhythm Blade Dagger +1:</b> +9 vs. Fortitude, 2d8+5 damage<br/> <b>Abduction Ki Focus +1:</b> +9 vs. Fortitude, 2d8+5 damage<br/> <b>Monk unarmed strike:</b> +8 vs. Fortitude, 2d8+4 damage<br/> <b>Abduction Ki Focused Dagger +1:</b> +9 vs. Fortitude, 2d8+5 damage<br/> <b>Abduction Ki Focused Monk unarmed strike +1:</b> +9 vs. Fortitude, 2d8+5 damage</p> <p><b>Close burst 1</b>      <b>Target:</b> 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><b>Keywords:</b> Full Discipline, Implement, Psionic<br/> <b>Attack:</b> Dexterity vs. Fortitude<br/> <b>Hit:</b> 2d8 + Dex modifier (+4) damage, and you knock the target prone.</p> <p><b>Additional Effects</b><br/> +1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.<br/> +1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.</p>   | <h3>Arc of the Flashing Storm</h3> <p>Encounter ♦ Standard Action</p> <p><b>Rhythm Blade Dagger +1:</b> +9 vs. Reflex, 2d10+5 damage<br/> <b>Abduction Ki Focus +1:</b> +9 vs. Reflex, 2d10+5 damage<br/> <b>Monk unarmed strike:</b> +8 vs. Reflex, 2d10+4 damage<br/> <b>Abduction Ki Focused Dagger +1:</b> +9 vs. Reflex, 2d10+5 damage<br/> <b>Abduction Ki Focused Monk unarmed strike +1:</b> +9 vs. Reflex, 2d10+5 damage</p> <p><b>Melee touch</b>      <b>Target:</b> 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><b>Keywords:</b> Full Discipline, Implement, Lightning, Psionic, Teleportation<br/> <b>Attack:</b> Dexterity vs. Reflex<br/> <b>Hit:</b> 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.<br/> <b>Iron Soul:</b> 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><b>Additional Effects</b><br/> +1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.<br/> +1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.</p> | <h3>Masterful Spiral</h3> <p>Daily ♦ Standard Action</p> <p><b>Rhythm Blade Dagger +1:</b> +9 vs. Reflex, 3d8+5 damage<br/> <b>Abduction Ki Focus +1:</b> +9 vs. Reflex, 3d8+5 damage<br/> <b>Monk unarmed strike:</b> +8 vs. Reflex, 3d8+4 damage<br/> <b>Abduction Ki Focused Dagger +1:</b> +9 vs. Reflex, 3d8+5 damage<br/> <b>Abduction Ki Focused Monk unarmed strike +1:</b> +9 vs. Reflex, 3d8+5 damage</p> <p><b>Close burst 2</b>      <b>Target:</b> 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><b>Keywords:</b> Force, Implement, Psionic, Stance<br/> <b>Attack:</b> Dexterity vs. Reflex<br/> <b>Hit:</b> 3d8 + Dex modifier (+4) force damage.<br/> <b>Miss:</b> Half damage.<br/> <b>Effect:</b> You assume the spiral stance. Until the stance ends, your reach with melee touch attacks increases by 1.</p> <p><b>Additional Effects</b><br/> +1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.<br/> +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><b>One Hundred Leaves</b></p> <p>Daily ♦ Standard Action</p> <p><b>Rhythm Blade Dagger +1:</b> +9 vs. Reflex, 3d8+5 damage<br/> <b>Abduction Ki Focus +1:</b> +9 vs. Reflex, 3d8+5 damage<br/> <b>Monk unarmed strike:</b> +8 vs. Reflex, 3d8+4 damage<br/> <b>Abduction Ki Focused Dagger +1:</b> +9 vs. Reflex, 3d8+5 damage<br/> <b>Abduction Ki Focused Monk unarmed strike +1:</b> +9 vs. Reflex, 3d8+5 damage</p> <p><b>Close blast 3</b>      <b>Target:</b> 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><b>Keywords:</b> Implement, Psionic<br/> <b>Attack:</b> Dexterity vs. Reflex<br/> <b>Hit:</b> 3d8 + Dex modifier (+4) damage, and you push the target 2 squares.<br/> <b>Miss:</b> Half damage, and you push the target 1 square.<br/> <b>Effect:</b> Until the end of your next turn, you can target one additional creature in range with your flurry of blows power.</p> <p><b>Additional Effects</b><br/> +1 to attack rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.<br/> +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 7      Used <input type="checkbox"/></p> <p><b>Centered Flurry of...</b></p> <p>At-Will ♦ No Action</p> <p><b>Melee 1</b></p> <p><b>Target:</b> One creature<br/> <b>Level 11:</b> One or two creatures<br/> <b>Level 21:</b> 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><b>Keyword:</b> Psionic<br/> <b>Trigger:</b> You hit with an attack during your turn<br/> <b>Effect:</b> 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.<br/> <b>Special:</b> You can use this power only once per round.</p> <p><b>Additional Effects</b></p>   | <p>Monk Attack 1      Used <input type="checkbox"/></p> <p><b>Dancing Cobra...</b></p> <p>At-Will ♦ Move Action</p> <p><b>Personal</b></p> <p><i>You dodge and weave like a cobra, confounding your enemy and turning its attacks back against it.</i></p> <p><b>Keywords:</b> Full Discipline, Psionic<br/> <b>Effect:</b> You move your speed +2.</p>  |
| <p>Monk Attack 5      Used <input type="checkbox"/></p> <p><b>Five Storms...</b></p> <p>At-Will ♦ Move Action</p> <p><b>Personal</b></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><b>Keywords:</b> Full Discipline, Psionic<br/> <b>Effect:</b> You shift 2 squares.</p> <p><b>Additional Effects</b></p>  | <p>Monk Feature</p> <p><b>Arc of the Flashing Storm...</b></p> <p>Encounter ♦ Move Action</p> <p><b>Personal</b></p> <p><b>Keywords:</b> Full Discipline, Lightning, Psionic, Teleportation<br/> <b>Effect:</b> You teleport your speed.</p> <p><b>Additional Effects</b></p>   | <p>Monk Feature</p> <p><b>Drunken Monkey...</b></p> <p>Encounter ♦ Move Action</p> <p><b>Personal</b></p> <p><i>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.</i></p> <p><b>Keywords:</b> Full Discipline, Psionic<br/> <b>Effect:</b> 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><b>Additional Effects</b></p>  |

|   |   |  |
|---|---|--|
| <p><b>Eternal Mountain...</b></p> <p>Encounter ♦ Move Action</p> <p><b>Personal</b></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><b>Keywords:</b> Full Discipline, Psionic</p> <p><b>Effect:</b> 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><b>Goring Charge</b></p> <p>Encounter ♦ Standard Action</p> <p><b>Unarmed:</b> +12 vs. AC, 1d6+4 damage</p> <p><b>Melee 1</b></p> <p>You charge the enemy and gore it with your horns.</p> <p><b>Effect:</b> You charge and make the following attack in place of a melee basic attack.</p> <p><b>Target:</b> One creature</p> <p><b>Attack:</b> Strength + 4 vs. AC, Constitution + 4 vs. AC, or Dexterity + 4 vs. AC.</p> <p><b>Hit:</b> 1d6 + Str modifier (+4), Con modifier (+4), or Dex modifier (+4) damage, and you knock the target prone.</p> <p><b>Level 11:</b> 2d6 + Str modifier (+4), Con modifier (+4), or Dex modifier (+4) damage.</p> <p><b>Level 21:</b> 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.<br/>+1 to damage rolls if three or more enemies were adjacent to you at the start of your turn - Against All Odds.</p> | <p><b>Grasp the Wind</b></p> <p>Encounter ♦ Immediate Interrupt</p> <p><b>Personal</b></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><b>Keyword:</b> Psionic</p> <p><b>Trigger:</b> You are pulled, pushed, or slid</p> <p><b>Effect:</b> 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><b>Airborne Form</b></p> <p>Daily ♦ Minor Action</p> <p><b>Personal</b></p> <p>You meditate on the wind, assuming a measure of its free-flowing formlessness.</p> <p><b>Keywords:</b> Psionic, Stance</p> <p><b>Effect:</b> 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><b>Potion of Healing</b></p> <p>Consumable ♦ Level 5</p> <p><b>Power</b> (Healing) ♦ <b>Consumable</b> (Minor Action)</p> <p>Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.</p>   | <p><b>Amulet of Mental Resolve +1</b></p> <p>Neck Slot Item ♦ Level 2</p> <p><b>Enhancement:</b> +1 Fortitude, Reflex, and Will</p> <p><b>Properties</b></p> <p>Gain a +2 item bonus to saving throws against effects with the charm, illusion, or sleep keyword.</p>  |
| <p><b>Abduction Ki Focus +1</b></p> <p>Ki Focus ♦ Level 4</p> <p><b>Enhancement:</b> +1 attack rolls and damage rolls</p> <p><b>Critical:</b> +1d6 damage per plus</p> <p><b>Properties</b></p> <p>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.</p> <p><b>Power</b> (Teleportation) ♦ <b>Daily</b> (Free Action)</p> <p><i>Trigger:</i> You hit an enemy with a melee attack using this ki focus.</p> <p><i>Effect:</i> You teleport 5 squares, and you teleport the enemy 5 squares to a square adjacent to you.</p> | <p><b>Rhythm Blade Dagger +1</b></p> <p>Weapon ♦ Level 3</p> <p><b>Damage:</b> 1d4</p> <p><b>Proficiency Bonus:</b> 3</p> <p><b>Range:</b> 5/10</p> <p><b>Properties:</b> Light Thrown, Off-Hand</p> <p><b>Enhancement:</b> +1 attack rolls and damage rolls</p> <p><b>Critical:</b> +1d6 damage per plus</p> <p><b>Properties</b></p> <p>While you wield this weapon in your off hand, your shield bonus to AC and Reflex increases by 1.</p>  | <p><b>Surefoot Boots</b></p> <p>Feet Slot Item ♦ Level 5</p> <p><b>Properties</b></p> <p>Gain a +2 item bonus to Acrobatics checks.</p> <p><b>Power</b> ♦ <b>Daily</b> (Free Action)</p> <p>Use this power when you are knocked prone. You stand up.</p>   |

**Robe of Useful Items Cloth...**

Armor ♦ Level 2

**Armor Bonus:** 0**Enhancement:** +1 AC**Utility Power ♦ Daily** (Minor Action)

*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.

**Deep-Pocket Cloak +2**

Neck Slot Item ♦ Level 7

**Enhancement:** +2 Fortitude, Reflex, and Will**Properties**

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.

**Power ♦ (Free Action)**

1/round. You draw an item from the cloak or store an item within it.