

Player Name TJ Hrabota

Melvin
Character Name
Minotaur
Race
Medium
Size
22
Age
Male
Gender
7'2"
Height
350 lbs.
Weight
Unaligned
Alignment
Dol Dorn
Deity

Monk
Class

Paragon Path

Epic Destiny

1,000
Total XPDusk Wardens
Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	4	1	

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	5
18	CON Constitution	4	5
18	DEX Dexterity	4	5
13	INT Intelligence	1	2
17	WIS Wisdom	3	4
14	CHA Charisma	2	3

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
35	17	8	12
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES			
SAVING THROW MODS			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
12	Acrobatics	DEX	5	n/a	2
2	Arcana	INT	2	n/a	0
10	Athletics	STR	5	n/a	0
3	Bluff	CHA	3	n/a	0
3	Diplomacy	CHA	3	n/a	0
4	Dungeoneering	WIS	4	n/a	0
5	Endurance	CON	5	n/a	0
4	Heal	WIS	4	n/a	0
2	History	INT	2	n/a	0
5	Insight	WIS	4	n/a	1
3	Intimidate	CHA	3	n/a	0
6	Nature	WIS	4	n/a	2
12	Perception	WIS	4	n/a	3
2	Religion	INT	2	n/a	0
10	Stealth	DEX	5	n/a	0
3	Streetwise	CHA	3	n/a	0
5	Thievery	DEX	5	n/a	0

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	11	4		2		2	

CONDITIONAL BONUSES

+2 AC against opportunity attacks you provoke during a charge

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	FORT	11	4	1				1

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	11	4	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	11	3	1				

CONDITIONAL BONUSES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Ferocity - Make melee basic attack when dropped to 0 hp**Goring Charge** - Use goring charge as an encounter power**Heedless Charge** - +2 AC against opportunity attacks

while charging.

Vitality - Gain one healing surge

CLASS / PATH / DESTINY FEATURES

Monastic Tradition - Choose a Flurry of Blows and become more resilient**Centered Breath** - Centered Flurry of Blows and Mental Equilibrium**Unarmed Combatant** - Gain Monk Unarmed Strike +3 attack, 1d8 damage**Unarmored Defense** - +2 AC in cloth or no armor

LANGUAGES KNOWN

Common, Dwarven

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10 +	5

22	Passive Perception	10 +	12
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Monk Unarmed Strike

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	1	4		3			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 5	1	4					

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Monk Unarmed Strike

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	4				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	vs AC	Monk Unarmed Strike	1d8+4
5	vs AC	Unarmed (Melee)	1d4+4
5	vs AC	Unarmed (Range)	1d4+4
	vs		

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

PLAY DATA **DUNGEONS & DRAGONS**

UTILITY POWER **DUNGEONS & DRAGONS**

in

PLAY DATA 

AT-WILL POWER

Page 3ENCOUNTER SPECIAL 

AT-WILL POWER

TJH

Masterful Spiral

KEYWORDS

Force, Implement, Psionic, Stance

USED

Standard

Close burst 2

ACTION

2

RANGE

5

vs

Reflex

Each enemy in burst

ATTACK

DEFENSE

TARGET

Attack:

Dexterity vs. Reflex

Hit:

3d8 + Dexterity modifier (+4) force damage.

Miss:

Half damage.

Effect:

You assume the spiral stance. Until the stance ends, your reach with melee touch attacks increases by 1.

Monk Unarmed Strike:

+5 attack, 3d8+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.

CLASS

Monk

LEVEL

1

BOOK

PH3

DAILY POWER

DUNGEONS & DRAGONS

Grasp the Wind

KEYWORDS

Psionic

USED

Imm Interr

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Trigger:

You are pulled, pushed, or slid

Effect:

Instead of being affected by the forced movement, you shift the number of squares it would have moved you.

ADDITIONAL EFFECTS

CLASS

Monk

LEVEL

2

BOOK

PH3

UTILITY POWER

DUNGEONS & DRAGONS

Surefoot Boots (heroic tier)

AC BONUS

CHECK

SPEED

QUANTITY

ENHANCEMENT

5

Feet Slot Item

LEVEL

TYPE

PROPERTIES

Gain a +2 item bonus to Acrobatics checks.

AT-WILL

ENCOUNTER

DAILY

POWER

Power (Daily): Free Action. Use this power when you are knocked prone. You stand up.

ITEM SLOT

Feet

WEIGHT

0

PRICE

1000

BOOK

AV

MAGIC ITEM

DUNGEONS & DRAGONS