

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

TJ Hrabota

12

Level

**Melvin**  
Unaligned male Minotaur Monk

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

32000

Total XP

39000

**Defenses**

<b>26</b>	<b>27</b>	<b>26</b>	<b>26</b>
AC	FORT	REF	WILL

Conditional Bonuses

**Hit Points**

**Max HP**  
(Bloodied 43) **86**

Temp HP

Current Hit Points

-

**Healing Surges**

Surge Value **21**    Surges/Day **92**

Current Conditions:

**Combat Statistics and Senses**

**Initiative** **11**

Conditional Modifiers:

**Speed** **8**

**Passive Insight** **22**

**Passive Perception** **31**

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

**14****1d4+7**

Strength vs. AC

Damage

**Ranged**

Rhythm Blade Dagger +1

**15****1d4+6**

Dexterity vs. AC

Damage

**Languages**

Common, Dwarven, Primordial

**Abilities**

<b>STR</b> Strength	<b>19</b>	Check
<b>CON</b> Constitution	<b>19</b>	10
<b>DEX</b> Dexterity	<b>20</b>	11
<b>INT</b> Intelligence	<b>15</b>	8
<b>WIS</b> Wisdom	<b>20</b>	11
<b>CHA</b> Charisma	<b>15</b>	8

**Skills**

Acrobatics	Dexterity	<input checked="" type="checkbox"/>	18
Arcana	Intelligence		8
Athletics	Strength	<input checked="" type="checkbox"/>	17
Bluff	Charisma		8
Diplomacy	Charisma		8
Dungeoneering	Wisdom		11
Endurance	Constitution		10
Heal	Wisdom		11
History	Intelligence		8
Insight	Wisdom		12
Intimidate	Charisma		8
Nature	Wisdom		13
Perception	Wisdom	<input checked="" type="checkbox"/>	21
Religion	Intelligence		8
Stealth	Dexterity	<input checked="" type="checkbox"/>	16
Streetwise	Charisma		8
Thievery	Dexterity		11

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

Iron Armbands of Power (heroic...)

### Hands

### Rings

### Rings

### Main Hand

Rhythm Blade Dagger +1

### Off Hand

Monk unarmed strike

### Waist

### 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

odd pieces of clothing found at incubator

Ki Focus

Potion of Regeneration (heroic tier) (2)

Hempen Rope (50 ft.)

Sunrod (4)

Suspicious hard packed food (incubator) (10)

Gem- Tigerseye 100gp (hatchery or incubator)

Bag of Holding (2)

Total Weight (lbs.)

104

Carrying Capacity  
(lbs.)

Normal

190

Heavy

380

Max

950

Treasure

934 gp; 8 sp; 5 cp  
0 gp banked

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

### Windlord Level 10 Feature

Slide creatures you hit with wind fury assault a number of squares equal to your highest ability modifier

### Gusting Action

If you spend an action point to make an attack which hits, shift your speed after resolving the attack.

### Mystery of the Four Winds

After each extended rest, choose a mystery. The benefit of that mystery lasts until you choose another mystery.

## 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

### Ki Focus Expertise

+1/2/3 (by tier) to implement/weapon attack rolls made w/ ki focus. +1/2/3 (by tier) to dmg rolls of attacks made w/ ki focus vs. bloodied enemy

### Implement Expertise (Ki Focuses)

+1 to attack rolls with ki focuses

### Uncanny Dodge

Enemies denied bonus to attack from combat advantage



## Melvin

Level 12 Minotaur Monk

HP	Score	Ability Mod	AC
86	19	STR 4	26
Spd	19	CON 4	Fort
8	20	DEX 5	27
Init	15	INT 2	Ref
+11	20	WIS 5	26
	15	CHA 2	Will
			26
22 Passive Insight			
31 Passive Perception			

Player Name: TJ Hrabota

### Melee Basic Attack

At-Will ♦ Standard Action

**Rhythm Blade Dagger +1:** +14 vs. AC, 1d4+7 damage

**Monk unarmed strike:** +13 vs. AC, 1d8+6 damage

**Iron Body Ki Focused Dagger +2:** +17 vs. AC, 1d4+8 damage

**Iron Body Ki Focused Monk unarmed strike +2:** +17 vs. AC, 1d8+8 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:** +12 vs. Reflex, 1d8+6 damage

**Iron Body Ki Focus +2:** +15 vs. Reflex, 1d8+7 damage

**Monk unarmed strike:** +11 vs. Reflex, 1d8+5 damage

**Iron Body Ki Focused Dagger +2:** +15 vs. Reflex, 1d8+7 damage

**Iron Body Ki Focused Monk unarmed strike +2:** +15 vs. Reflex, 1d8+7 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

+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	• 18
Arcana	Intelligence	8
Athletics	Strength	• 17
Bluff	Charisma	8
Diplomacy	Charisma	8
Dungeoneering	Wisdom	11
Endurance	Constitution	10
Heal	Wisdom	11
History	Intelligence	8
Insight	Wisdom	12
Intimidate	Charisma	8
Nature	Wisdom	13
Perception	Wisdom	• 21
Religion	Intelligence	8
Stealth	Dexterity	• 16
Streetwise	Charisma	8
Thievery	Dexterity	11

• indicates a trained skill.

### Ranged Basic Attack

At-Will ♦ Standard Action

**Rhythm Blade Dagger +1:** +15 vs. AC, 1d4+6 damage

**Iron Body Ki Focused Dagger +2:** +18 vs. AC, 1d4+7 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

+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:** +15 vs. AC, 2d4+8 damage

**Monk unarmed strike:** +14 vs. AC, 2d8+7 damage

**Iron Body Ki Focused Dagger +2:** +18 vs. AC, 2d4+9 damage

**Iron Body Ki Focused Monk unarmed strike +2:** +18 vs. AC, 2d8+9 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. Level 11: 2[W] + highest ability modifier damage.

**Windlord:** You slide the target up to a number of squares equal to your highest ability modifier.

#### 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 1

Base action points: 1

**Gusting Action:** When you spend an action point to make an attack and the attack hits, you shift your speed after resolving the attack.



**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:** +12 vs. Reflex, 1d10+8 damage

**Iron Body Ki Focus +2:** +15 vs. Reflex, 1d10+9 damage

**Monk unarmed strike:** +11 vs. Reflex, 1d10+7 damage

**Iron Body Ki Focused Dagger +2:** +15 vs. Reflex, 1d10+9 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 (+5) damage. If the target has made an opportunity attack against you during this turn, the target takes extra damage equal to your Wis modifier (+5).

**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:** +12 vs. Will, 1d8+8 damage

**Iron Body Ki Focus +2:** +15 vs. Will, 1d8+9 damage

**Monk unarmed strike:** +11 vs. Will, 1d8+7 damage

**Iron Body Ki Focused Dagger +2:** +15 vs. Will, 1d8+9 damage

**Iron Body Ki Focused Monk unarmed strike +2:** +15 vs. Will, 1d8+9 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 (+5) 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 (+5).

**Additional Effects**

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

## External Mountain

Encounter ◆ Standard Action

**Rhythm Blade Dagger +1:** +12 vs. Fortitude, 2d8+6 damage  
**Iron Body Ki Focus +2:** +15 vs. Fortitude, 2d8+7 damage  
**Monk unarmed strike:** +11 vs. Fortitude, 2d8+5 damage  
**Iron Body Ki Focused Dagger +2:** +15 vs. Fortitude, 2d8+7 damage  
**Iron Body Ki Focused Monk unarmed strike +2:** +15 vs. Fortitude, 2d8+7 damage

**Close burst 1**      **Target:** Each enemy in the burst

You focus your mind, calling on your iron discipline to walk, fight, and shrug off attacks with a mountain's enduring spirit.

**Keywords:** Full Discipline, Implement, Psionic

**Attack:** Dexterity vs. Fortitude

**Hit:** 2d8 + Dex modifier (+5) damage, and you knock the target prone.

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 3

Used

## Masterful Spiral

Daily ◆ Standard Action

**Rhythm Blade Dagger +1:** +12 vs. Reflex, 3d8+6 damage  
**Iron Body Ki Focus +2:** +15 vs. Reflex, 3d8+7 damage  
**Monk unarmed strike:** +11 vs. Reflex, 3d8+5 damage  
**Iron Body Ki Focused Dagger +2:** +15 vs. Reflex, 3d8+7 damage  
**Iron Body Ki Focused Monk unarmed strike +2:** +15 vs. Reflex, 3d8+7 damage

**Close burst 2**      **Target:** Each enemy in the burst

With a sudden burst of motion, you deliver crushing kicks and punches of psionic force to nearby enemies.

**Keywords:** Force, Implement, Psionic, Stance

**Attack:** Dexterity vs. Reflex

**Hit:** 3d8 + Dex modifier (+5) force damage.

**Miss:** Half damage.

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

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

## Centered Flurry of...

At-Will ◆ No Action

**Melee 1**      **Target:** One creature  
Level 11: One or two creatures  
Level 21: Each enemy adjacent to you

Your fists become a blur as you follow up your initial attack with another, shifting your foes' positions to your advantage.

**Keyword:** Psionic

**Trigger:** You hit with an attack during your turn

**Effect:** The target takes damage equal to 2 + your Wis modifier (+5), 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.

**Special:** You can use this power only once per round.

Additional Effects

## Axe of the Flashing Storm

Encounter ◆ Standard Action

**Rhythm Blade Dagger +1:** +12 vs. Reflex, 2d10+8 damage  
**Iron Body Ki Focus +2:** +15 vs. Reflex, 2d10+9 damage  
**Monk unarmed strike:** +11 vs. Reflex, 2d10+7 damage  
**Iron Body Ki Focused Dagger +2:** +15 vs. Reflex, 2d10+9 damage  
**Iron Body Ki Focused Monk unarmed strike +2:** +15 vs. Reflex, 2d10+9 damage

**Melee touch**      **Target:** One creature

You can flash across the battlefield, lightning wrapping around you as you slam your foe back and disrupt its counterattacks.

**Keywords:** Full Discipline, Implement, Lightning, Psionic, Teleportation

**Attack:** Dexterity vs. Reflex

**Hit:** 2d10 + Dex modifier (+5) 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.

**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).

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 7

Used

## One Hundred Leaves

Daily ◆ Standard Action

**Rhythm Blade Dagger +1:** +12 vs. Reflex, 3d8+6 damage  
**Iron Body Ki Focus +2:** +15 vs. Reflex, 3d8+7 damage  
**Monk unarmed strike:** +11 vs. Reflex, 3d8+5 damage  
**Iron Body Ki Focused Dagger +2:** +15 vs. Reflex, 3d8+7 damage  
**Iron Body Ki Focused Monk unarmed strike +2:** +15 vs. Reflex, 3d8+7 damage

**Close blast 3**      **Target:** Each creature in the blast

You launch a flurry of attacks, striking with such speed and might that creatures scatter before you like leaves in a hurricane.

**Keywords:** Implement, Psionic

**Attack:** Dexterity vs. Reflex

**Hit:** 3d8 + Dex modifier (+5) damage, and you push the target 2 squares.

**Miss:** Half damage, and you push the target 1 square.

**Effect:** Until the end of your next turn, you can target one additional creature in range with your flurry of blows power.

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 5

Used

## Dancing Cobra...

At-Will ◆ Move Action

### Personal

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

**Keywords:** Full Discipline, Psionic

**Effect:** You move your speed +2.

Additional Effects

## Four Winds Assault

Encounter ◆ Standard Action

**Rhythm Blade Dagger +1:** +12 vs. Fortitude, 1d8+8 damage  
**Iron Body Ki Focus +2:** +15 vs. Fortitude, 1d8+9 damage  
**Monk unarmed strike:** +11 vs. Fortitude, 1d8+7 damage  
**Iron Body Ki Focused Dagger +2:** +15 vs. Fortitude, 1d8+9 damage  
**Iron Body Ki Focused Monk unarmed strike +2:** +15 vs. Fortitude, 1d8+9 damage

**Melee touch**      **Target:** One creature

Psychic winds can carry you to your opponents, gusting hard when you strike to scatter your foes.

**Keywords:** Full Discipline, Implement, Psionic

**Attack:** Dexterity vs. Fortitude

**Hit:** 1d8 + Dex modifier (+5) damage. You lift the target 10 feet into the air, where it is immobilized until the end of your next turn. At the end of your next turn, the target drops safely to the ground in the space it last occupied or in the nearest unoccupied space.

**Aftereffect:** You slide each creature within 5 squares of the target 5 squares.

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.

Four Winds Master Attack 11

Used

## Strength to Weakness

Daily ◆ Standard Action

**Rhythm Blade Dagger +1:** +12 vs. Fortitude, Ongoing+0 damage  
**Iron Body Ki Focus +2:** +15 vs. Fortitude, Ongoing+0 damage  
**Monk unarmed strike:** +11 vs. Fortitude, Ongoing +0 damage  
**Iron Body Ki Focused Dagger +2:** +15 vs. Fortitude, Ongoing+0 damage  
**Iron Body Ki Focused Monk unarmed strike +2:** +15 vs. Fortitude, Ongoing+0 damage

**Melee touch**      **Target:** One creature

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.

**Keywords:** Implement, Psionic

**Attack:** Dexterity vs. Fortitude or Reflex

**Hit:** Ongoing damage equal to 15 + your Dex modifier (+5) (save ends).  
**Miss:** Ongoing 10 damage (save ends).

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

Monk Attack 9

Used

## Five Storms...

At-Will ◆ Move Action

### Personal

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, Psionic

**Effect:** You shift 2 squares.

Additional Effects



## Spider Technique

At-Will ◆ Move Action

### Personal

*The power of your mind turns walls and ceilings into floors for you.*

#### Keyword:

**Psionic**

**Effect:** You climb your speed. During this movement, you can move across overhanging surfaces, like ceilings, but you fall if you end your turn on such a surface.

Additional Effects

Monk Utility 10

## Eternal Mountain...

Encounter ◆ Move Action

### Personal

*You focus your mind, calling on your iron discipline to walk, fight, and shrug off attacks with a mountain's enduring spirit.*

#### Keywords:

**Full Discipline, Psionic**

**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.

Additional Effects

## Arc of the Flashing Storm...

Encounter ◆ Move Action

### Personal

**Keywords:** Full Discipline, Lightning, Psionic, Teleportation

**Effect:** You teleport your speed.

Additional Effects

## Drunken Monkey...

Encounter ◆ Move Action

### Personal

*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, Psionic**

**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 (+5).

Additional Effects

Used

## Grasp the Wind

Encounter ◆ Immediate Interrupt

### Personal

*Before your enemy can force you back, you whirl around, using the power of its attack to propel you where you want to go.*

#### Keyword:

**Psionic**

**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

## Four Winds Assault...

Encounter ◆ Move Action

### Personal

**Keywords:** Full Discipline, Psionic

**Effect:** You fly your speed + 2. If you do not land at the end of this movement, you hover until the start of your next turn, at which point you land safely in the space below you or in the nearest unoccupied space.

Additional Effects

## Goring Charge

Encounter ◆ Standard Action

#### Unarmed:

+15 vs. AC, 2d6+7 damage

#### Melee 1

*You charge the enemy and gore it with your horns.*

**Effect:** You charge and make the following attack in place of a melee basic attack.

**Target:** One creature

**Attack:** Strength + 4 vs. AC, Constitution + 4 vs. AC, or Dexterity + 4 vs. AC.

**Hit:** 1d6 + Str modifier (+4), Con modifier (+4), or Dex modifier (+5) damage, and you knock the target prone.

**Level 11:** 2d6 + Str modifier (+4), Con modifier (+4), or Dex modifier (+5) damage.

**Level 21:** 3d6 + Str modifier (+4), Con modifier (+4), or Dex modifier (+5) 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.

Minotaur Racial Power

Used

## Breath of the Four WInds

Encounter ◆ Immediate Interrupt

### Personal

*You anticipate imminent danger and call the four winds to whisk you to safety.*

#### Keyword:

**Psionic**

**Trigger:** You are hit by an attack

**Effect:** You are insubstantial until the start of your next turn. After the triggering attack is resolved, you fly your speed + 2. If you do not land at the end of this movement, you hover until the start of your next turn, at which point you land safely in the space below you or in the nearest unoccupied space.

Additional Effects

## Airborne Form

Daily ◆ Minor Action

### Personal

*You meditate on the wind, assuming a measure of its free-flowing formlessness.*

#### Keywords:

**Psionic, Stance**

**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.

Additional Effects

## odd pieces of clothing found...

Armor ♦ Level

## 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.

## 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.

## 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.

## Iron Armbands of Power...

Arms Slot Item ♦ Level 6

### Properties

Gain a +2 item bonus to melee damage rolls.

## 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.

## Amulet of Mental Resolve +1

Neck Slot Item ♦ Level 2

**Enhancement:** +1 Fortitude, Reflex, and Will

### Properties

Gain a +2 item bonus to saving throws against effects with the charm, illusion, or sleep keyword.

## 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.

## Bag of Holding

Wondrous Item ♦ Level 5

### Properties

This bag can hold up to 200 pounds in weight or 20 cubic feet in volume, but it always weighs only 1 pound.

Drawing an item from the bag is a minor action.

### 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.

### Potion of Regeneration...

Consumable ♦ Level 9

**Utility Power** (Healing) ♦ **Consumable** (Minor Action)

*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.

### 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.

### Gem- Tigerseye 100gp...

Gear ♦ Level

### Suspicious hard packed food...

Gear ♦ Level