POWER INDEX List your powers below. Check the box when the power is used. Clear the box when the power renews. AT-WILL POWERS Centered Flurry of Blows Dancing Cobra Five Storms ENCOUNTER POWERS Second Wind Goring Charge Drunken Monkey Eternal Mountain

DAILY POWERS

UTILITY POWERS

OTHER EQUIPMENT

Masterful Spiral

Grasp the Wind

Monk Unarmed Strike (E)
Adventurer's Kit
Candle (5)

Climber's Kit

Torch

Grappling Hook

Everburning Torch

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

	nen the power renews.
MAGI WEAPON	IC ITEMS
WEAPON	
WEAPON	
WEAPON	
ARMOR	
ARMS	
Surefoot Boots (heroi	ic tier) (E)
HANDS	
HEAD	П
NECK	
RING	
RING	
WAIST	
	Ш
Daily Item	Powers Per Day
Heroic (1-10)	Milestone / / / / /
Paragon (11-20)	Milestone / / / / /
Epic (21-30)	Milestone / / / / /
RITUALS	/ ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

Melvin is friendly and eager to please to the point of obsequiousness, but his threatening size often puts people off before they come to know the soft heart within. He constantly battles with an inner beserker rage, struggling to remain calm and balanced in mind and body. Always an outsider Melvin has a strong drive to prove himself to others.

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Missing Master

I learned the Art at the hands of Rodraig the Raven. He fled into the portal when the . . . things . . . came, and I've been looking for him ever since.

You add Perception and Insight to your class skill list, and you gain a +1 bonus to Perception and Insight checks.

COMPANIONS AND ALLIES

Born small for his kind, Meranus was mocked and frequently abused by his kin living in the labyrinthine depths beneath the dwarven mining outpost of Vondar. Rescued from their savage, barbaric ways by the itinerant monk Masun, the dwarf rechristened the minotaur "Melvin" and helped him overcome the raging beast within through meditation and rigorous martial study. Melvin grew to love his adoptive father and Masun's wife Dthin (warden of Vondar) and assimilated into dwarven culture. Melvin's happy home life was disturbed when Masun ventured out on his latest

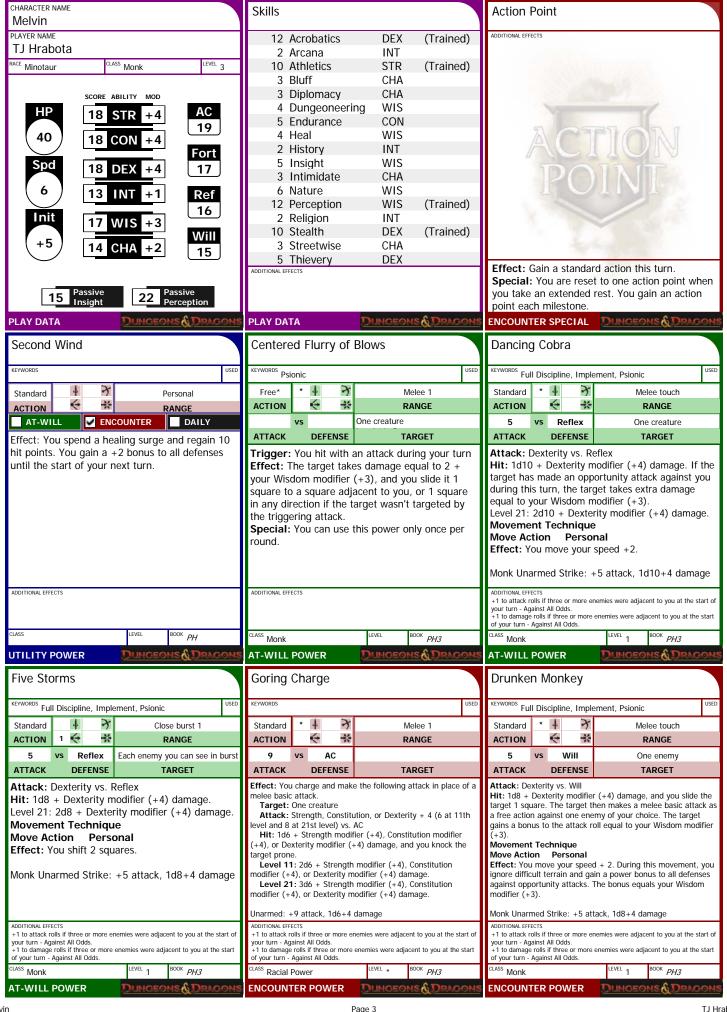
SESSION AND CAMPAIGN NOTES

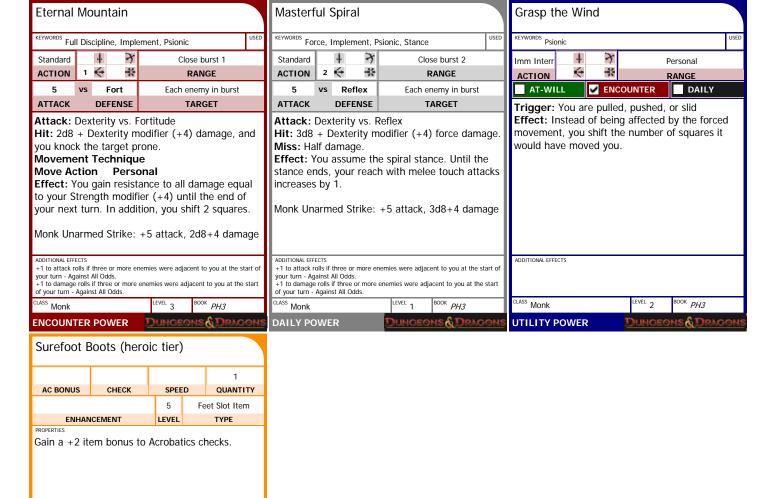
COINS AND OTHER WEALTH

Money on hand: 31 gp; 8 sp; 5 cp

Stored money: 0 gp Encumbrance: 50 / 180

Melvin Page 2 TJ Hrabota





AT-WILL

ITEM SLOT Feet

ENCOUNTER DAILY

BOOK AV

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

WEIGHT 0 PRICE 1000