

Player Name TJ Hrabota

Melvin
Character Name
Minotaur
Race
Medium
Size
20
Age
Male
Gender
7'2"
Height
320 lbs.
Weight
Unaligned
Alignment
Deity
Monk
Class
Paragon Path
Epic Destiny
Dusk Wardens
Adventuring Company
Total XP
738
RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	3		

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	4
15	CON Constitution	2	2
17	DEX Dexterity	3	3
12	INT Intelligence	1	1
18	WIS Wisdom	4	4
10	CHA Charisma	0	0

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
27	13	6	10	
	1/2 HP	1/4 HP		
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
10	Acrobatics	DEX	3	5	n/a
1	Arcana	INT	1	0	n/a
9	Athletics	STR	4	5	n/a
0	Bluff	CHA	0	0	n/a
0	Diplomacy	CHA	0	0	n/a
4	Dungeoneering	WIS	4	0	n/a
2	Endurance	CON	2	0	n/a
4	Heal	WIS	4	0	n/a
1	History	INT	1	0	n/a
5	Insight	WIS	4	0	n/a
0	Intimidate	CHA	0	0	n/a
6	Nature	WIS	4	0	n/a
12	Perception	WIS	4	5	n/a
1	Religion	INT	1	0	n/a
8	Stealth	DEX	3	5	n/a
0	Streetwise	CHA	0	0	n/a
3	Thievery	DEX	3	0	n/a

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
15	AC	10	3				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
16	FORT	10	4	1				1

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	REF	10	3	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	10	4	1				

CONDITIONAL BONUSES

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	+

22	Passive Perception	10	+
----	--------------------	----	---

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Monk Unarmed Strike

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 8	0	4		3	1		

ABILITY: Melee Basic Attack - Quarterstaff

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	0	4		2			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Monk Unarmed Strike

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	4				

ABILITY: Melee Basic Attack - Quarterstaff

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	4				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	vs AC	Monk Unarmed Strike	1d8+4
6	vs AC	Quarterstaff	1d8+4
6	vs AC	Shuriken	1d4+3
5	vs AC	Sling	1d6+3

FEATS

Weapon Expertise (Unarmed) - Gain bonus to attack rolls when unarmed.

PLAY DATA **DUNGEONS & DRAGONS**

UTILITY POWER **DUNGEONS & DRAGONS**

in

PLAY DATA DUNGEONS & DRAGONS

AT-WILL POWER

Page 3ENCOUNTER SPECIAL 

AT-WILL POWER

T.H.

Masterful Spiral

KEYWORDS

Force, Implement, Psionic, Stance

USED

Standard

Close burst 2

ACTION

2

RANGE

4

vs

Reflex

Each enemy in burst

ATTACK

DEFENSE

TARGET

Attack: Dexterity vs. Reflex
Hit: 3d8 + Dexterity modifier (+3) 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: +4 attack, 3d8+3 damage

ADDITIONAL EFFECTS

CLASS

Monk

LEVEL

1

BOOK

PH3

DAILY POWER

Surefoot Boots (heroic tier)

AC BONUS

CHECK

SPEED

1

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