

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

3  
Level  
Monk  
Class

Paragon Path

Epic Destiny

2,250  
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
40	20	10	12
	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
12	Acrobatics	DEX	5	5	n/a	2
2	Arcana	INT	2	0	n/a	0
10	Athletics	STR	5	5	n/a	0
3	Bluff	CHA	3	0	n/a	0
3	Diplomacy	CHA	3	0	n/a	0
4	Dungeoneering	WIS	4	0	n/a	0
5	Endurance	CON	5	0	n/a	0
4	Heal	WIS	4	0	n/a	0
2	History	INT	2	0	n/a	0
5	Insight	WIS	4	0	n/a	1
3	Intimidate	CHA	3	0	n/a	0
6	Nature	WIS	4	0	n/a	2
12	Perception	WIS	4	5	n/a	3
2	Religion	INT	2	0	n/a	0
10	Stealth	DEX	5	5	n/a	0
3	Streetwise	CHA	3	0	n/a	0
5	Thievery	DEX	5	0	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

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



CHARACTER NAME

Melvin

PLAYER NAME

TJ Hrabota

RACE

Minotaur

CLASS

Monk

LEVEL

3

SCORE

ABILITY

MOD

HP

40

STR

18

+4

AC

19

Spd

6

CON

18

+4

Fort

17

Init

+5

DEX

18

+4

Ref

16

INT

13

+1

Will

15

WIS

17

+3

CHA

14

+2

Passive Insight

15

Passive Perception

22

PLAY DATA

DUNGEONS & DRAGONS

Skills

12

Acrobatics

DEX

(Trained)

2

Arcana

INT

10

Athletics

STR

(Trained)

3

Bluff

CHA

3

Diplomacy

CHA

4

Dungeoneering

WIS

5

Endurance

CON

4

Heal

WIS

2

History

INT

5

Insight

WIS

3

Intimidate

CHA

6

Nature

WIS

12

Perception

WIS

(Trained)

2

Religion

INT

10

Stealth

DEX

(Trained)

3

Streetwise

CHA

5

Thievery

DEX

ADDITIONAL EFFECTS

PLAY DATA

DUNGEONS & DRAGONS

Action Point

ADDITIONAL EFFECTS

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

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect:

You spend a healing surge and regain 10 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Centered Flurry of Blows

KEYWORDS

Psionic

USED

Free\*

Melee 1

ACTION

RANGE

vs

One creature

ATTACK

DEFENSE

TARGET

Trigger:

You hit with an attack during your turn

Effect:

The target takes damage equal to 2 + your Wisdom modifier (+3), 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

CLASS

Monk

LEVEL

BOOK

PH3

AT-WILL POWER

DUNGEONS & DRAGONS

Dancing Cobra

KEYWORDS

Full Discipline, Implement, Psionic

USED

Standard

Melee touch

ACTION

RANGE

5

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack:

Dexterity vs. Reflex

Hit:

1d10 + Dexterity modifier (+4) damage. If the target has made an opportunity attack against you during this turn, the target takes extra damage equal to your Wisdom modifier (+3).

Level 21:

2d10 + Dexterity modifier (+4) damage.

Movement Technique

Move Action

Personal

Effect:

You move your speed +2.

Monk Unarmed Strike:

+5 attack, 1d10+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

AT-WILL POWER

DUNGEONS & DRAGONS

Five Storms

KEYWORDS

Full Discipline, Implement, Psionic

USED

Standard

Close burst 1

ACTION

1

RANGE

5

vs

Reflex

Each enemy you can see in burst

ATTACK

DEFENSE

TARGET

Attack:

Dexterity vs. Reflex

Hit:

1d8 + Dexterity modifier (+4) damage.

Level 21:

2d8 + Dexterity modifier (+4) damage.

Movement Technique

Move Action

Personal

Effect:

You shift 2 squares.

Monk Unarmed Strike:

+5 attack, 1d8+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

AT-WILL POWER

DUNGEONS & DRAGONS

Goring Charge

KEYWORDS

USED

Standard

Melee 1

ACTION

RANGE

9

vs

AC

ATTACK

DEFENSE

TARGET

Effect:

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

Target:

One creature

Attack:

Strength, Constitution, or Dexterity + 4 (6 at 11th level and 8 at 21st level) vs. AC

Hit:

1d6 + Strength modifier (+4), Constitution modifier (+4), or Dexterity modifier (+4) damage, and you knock the target prone.

Level 11:

2d6 + Strength modifier (+4), Constitution modifier (+4), or Dexterity modifier (+4) damage.

Level 21:

3d6 + Strength modifier (+4), Constitution modifier (+4), or Dexterity modifier (+4) damage.

Unarmed:

+9 attack, 1d6+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

Racial Power

LEVEL

\*

BOOK

PH3

ENCOUNTER POWER

DUNGEONS & DRAGONS

Drunken Monkey

KEYWORDS

Full Discipline, Implement, Psionic

USED

Standard

Melee touch

ACTION

RANGE

5

vs

Will

One enemy

ATTACK

DEFENSE

TARGET

Attack:

Dexterity vs. Will

Hit:

1d8 + Dexterity 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 Wisdom modifier (+3).

Movement Technique

Move Action

Personal

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 Wisdom modifier (+3).

Monk Unarmed Strike:

+5 attack, 1d8+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

ENCOUNTER POWER

DUNGEONS & DRAGONS

Eternal Mountain

KEYWORDS

Full Discipline, Implement, Psionic

USED

Standard

Close burst 1

ACTION

1

RANGE

5

vs

Fort

Each enemy in burst

ATTACK

DEFENSE

TARGET

**Attack:** Dexterity vs. Fortitude

**Hit:** 2d8 + Dexterity modifier (+4) damage, and you knock the target prone.

**Movement Technique**

**Move Action**    **Personal**

**Effect:** You gain resistance to all damage equal to your Strength modifier (+4) until the end of your next turn. In addition, you shift 2 squares.

Monk Unarmed Strike: +5 attack, 2d8+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

3

BOOK

PH3

ENCOUNTER POWER

DUNGEONS & DRAGONS

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

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

DUNGEONS & DRAGONS