

Player Name _____

Character Name: **Kobold** Level: **1** Class: **Monk** Paragon Path: _____ Epic Destiny: _____ Total XP: **0**
 Race: **Kobold** Size: **Small** Age: _____ Gender: _____ Height: _____ Weight: _____ Alignment: _____ Deity: _____
 Adventuring Company: _____ RPGA Number: _____

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	5		

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	10	5				2	

CONDITIONAL BONUSSES
+2 AC against traps

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	0
13	CON Constitution	1	1
20	DEX Dexterity	5	5
10	INT Intelligence	0	0
14	WIS Wisdom	2	2
8	CHA Charisma	-1	-1

FORTITUDE

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	FORT	10	1	1				1

CONDITIONAL BONUSSES
+2 Fortitude Defense against traps

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10	2
12	Passive Perception	10	2

SPECIAL SENSES

REFLEX

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	10	5	1				

CONDITIONAL BONUSSES
+2 Reflex Defense against traps

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Monk Unarmed Strike

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

ABILITY: Melee Basic Attack - Unarmed

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

REFLEX

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	10	5	1				

CONDITIONAL BONUSSES
+2 Reflex Defense against traps

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Monk Unarmed Strike

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

ABILITY: Melee Basic Attack - Unarmed

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

WILL

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

CONDITIONAL BONUSSES
+2 Will Defense against traps

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Monk Unarmed Strike

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

ABILITY: Melee Basic Attack - Unarmed

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

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	
1/2 HP	1/4 HP	SURGE VALUE	SURGES/DAY
25	12	6	8

ACTION POINTS

ACTION POINTS	MILESTONES
2	0
2	1
2	2
3	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Monk Unarmed Strike

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8	0				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

SECOND WIND 1/ENCOUNTER

USED
0

RACE FEATURES

- Shifty** - Use shifty as an at-will power
- Trap Sense** - +2 to defenses against traps

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Monk Unarmed Strike

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8	0				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

DEATH SAVING THROW FAILURES

SAVING THROW MODS
0

STEALTH BONUS

Thievery Bonus

BASIC ATTACKS

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

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

CLASS / PATH / DESTINY FEATURES

- Monastic Tradition** - Choose a Flurry of Blows and become more resilient
- Centered Breath** - Centered Flurry and Mental Equilibrium
- Centered Breath** - Centered Flurry and Mental Equilibrium
- Centered Flurry of Blows** - Deal wisdom modifier (+2) damage and slide 1 if it is not your target
- Mental Equilibrium** - +1 to Fortitude, +2 at 11th, +3 at 21st
- Unarmed Combatant** - Gain Monk Unarmed Strike +3 attack, 1d8 damage
- Unarmored Defense** - +2 AC in cloth armor

BASIC ATTACKS

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

SKILLS

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

LANGUAGES KNOWN

Common, Draconic

FEATS

- Focused Expertise (Monk Unarmed Strike)** - Gain bonus to attack rolls with Monk Unarmed Strikes.

CHARACTER NAME

PLAYER NAME

RACE Kobold CLASS Monk LEVEL 1

HP	10 STR	AC
25	13 CON	17
Spd	20 DEX	Fort
6	10 INT	13
Init	14 WIS	Ref
+5	8 CHA	16
		Will
		13

12 Passive Insight 12 Passive Perception

PLAY DATA

DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard	Personal	
ACTION	RANGE	
vs	Self	
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

ENCOUNTER ACTION DUNGEONS & DRAGONS

Shifty

KEYWORDS

Minor	Personal	
ACTION	RANGE	
vs		
ATTACK	DEFENSE	TARGET

Effect: You shift 1 square.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK MM

AT-WILL POWER

DUNGEONS & DRAGONS

Centered Flurry of Blows

KEYWORDS Implement, Psionic

Free	Melee touch	
ACTION	RANGE	
vs	One creature	
ATTACK	DEFENSE	TARGET

Trigger: You hit with an attack during your turn
Effect: The target takes damage equal to your Wisdom modifier (+2). If the target was not a target of the triggering attack, you can slide the target 1 square to a square adjacent to you.
Special: You can use this power only once per round.
Special: Level 11: Target one or two creatures
 Level 21: Target each enemy adjacent to you

ADDITIONAL EFFECTS

CLASS Monk LEVEL BOOK Dragon 375

AT-WILL POWER

DUNGEONS & DRAGONS

Five Storms

KEYWORDS Full Discipline, Implement, Psionic

Standard	Close burst 1	
ACTION	RANGE	
1		
6	vs Reflex	Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. Reflex
Hit: 1d6 + Dexterity modifier (+5) damage.
Movement Technique
Move Action Personal
Effect: You shift 2 squares.

Monk Unarmed Strike: +6 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK Dragon 375

AT-WILL POWER

DUNGEONS & DRAGONS

Crane's Wings

KEYWORDS Full Discipline, Psionic, Weapon

Standard	Melee weapon	
ACTION	RANGE	
9	vs AC	One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a monk weapon.
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+5) damage, and you push the target 1 square.
Movement Technique
Move Action Personal
Effect: You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start, and the distance of the jump isn't limited by your speed.

Monk Unarmed Strike: +9 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK Dragon 375

AT-WILL POWER

DUNGEONS & DRAGONS

Drunken Monkey

KEYWORDS Full Discipline, Implement, Psionic

Standard	Melee touch	
ACTION	RANGE	
6	vs Will	One creature
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. Will
Hit: 1d6 + Dexterity modifier (+5) damage, and you slide the target 1 square. The target then makes a melee basic attack as a free action against an enemy of your choice. The target gains a bonus to the attack roll equal to your Wisdom modifier (+2).
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 triggered by the movement. The power bonus equals your Wisdom modifier (+2).

Monk Unarmed Strike: +6 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK Dragon 375

ENCOUNTER POWER

DUNGEONS & DRAGONS

Masterful Spiral

KEYWORDS Force, Implement, Psionic, Stance

Standard	Close burst 2	
ACTION	RANGE	
2		
6	vs Reflex	Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. Reflex
Hit: 2d6 + Dexterity 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.

Monk Unarmed Strike: +6 attack, 2d6+5 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK Dragon 375

DAILY POWER

DUNGEONS & DRAGONS