

Player Name

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

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	4		

CONDITIONAL MODIFIERS

DEFENSES

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

CONDITIONAL BONUSES
+2 AC against opportunity attacks

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	STR Strength	0	0
18	CON Constitution	4	4
18	DEX Dexterity	4	4
10	INT Intelligence	0	0
13	WIS Wisdom	1	1
8	CHA Charisma	-1	-1

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10	+ 1

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
16	Passive Perception	10	+ 6

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Monk Unarmed Strike

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

ABILITY: Ranged Basic Attack - Bola

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	0	4		3		0	

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
30	15	7
	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 +5 Racial bonus against fear

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
11	Acrobatics	DEX 4	5	n/a	2
0	Arcana	INT 0	0	n/a	0
5	Athletics	STR 0	5	n/a	0
-1	Bluff	CHA -1	0	n/a	0
-1	Diplomacy	CHA -1	0	n/a	0
1	Dungeoneering	WIS 1	0	n/a	0
6	Endurance	CON 4	0	n/a	2
1	Heal	WIS 1	0	n/a	0
0	History	INT 0	0	n/a	0
1	Insight	WIS 1	0	n/a	0
-1	Intimidate	CHA -1	0	n/a	0
1	Nature	WIS 1	0	n/a	0
6	Perception	WIS 1	5	n/a	0
0	Religion	INT 0	0	n/a	0
9	Stealth	DEX 4	5	n/a	0
-1	Streetwise	CHA -1	0	n/a	0
6	Thievery	DEX 4	0	n/a	2

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Bold - +5 to saving throws against fear.

Second Chance - Use second chance as an encounter

power.

Nimble Reaction - +2 AC against opportunity attacks.

CLASS / PATH / DESTINY FEATURES

Monastic Tradition - Choose a Flurry of Blows and

become more resilient

Iron Soul - Gain the iron soul flurry of blows power, +1 shield bonus to AC if wielding a weapon outside the unarmed weapon group

Unarmed Combatant - Gain Monk Unarmed Strike +3 attack, 1d8 damage

Unarmored Defense - +2 AC in cloth or no armor

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Monk Unarmed Strike

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8	0	0			

ABILITY: Ranged Basic Attack - Bola

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4	0			

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
3	vs AC	Monk Unarmed Strike	1d8
3	vs AC	Dagger (Melee)	1d4
7	vs AC	Dagger (Range)	1d4+4
7	vs AC	Bola	1d4+4

FEATS

Bola Training - Bola: Gain proficiency with the bola, and immobilize target instead of damage

LANGUAGES KNOWN

Common, Giant

CHARACTER NAME
Finfappo

PLAYER NAME

RACE Halfling CLASS Monk LEVEL 1

SCORE	ABILITY	MOD
11	STR	+0
18	CON	+4
18	DEX	+4
10	INT	+0
13	WIS	+1
8	CHA	-1

HP 30 AC 17

Spd 6 Fort 15

Init +4 Ref 15

Will 12

11 Passive Insight 16 Passive Perception

Skills

11	Acrobatics	DEX	(Trained)
0	Arcana	INT	
5	Athletics	STR	(Trained)
-1	Bluff	CHA	
-1	Diplomacy	CHA	
1	Dungeoneering	WIS	
6	Endurance	CON	
1	Heal	WIS	
0	History	INT	
1	Insight	WIS	
-1	Intimidate	CHA	
1	Nature	WIS	
6	Perception	WIS	(Trained)
0	Religion	INT	
9	Stealth	DEX	(Trained)
-1	Streetwise	CHA	
6	Thievery	DEX	

ADDITIONAL EFFECTS

Second Wind

KEYWORDS

Standard Personal

ACTION RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

PLAY DATA DUNGEONS & DRAGONS

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UTILITY POWER DUNGEONS & DRAGONS

Iron Soul 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 Constitution modifier (+4), and it cannot shift until the start of your next turn. If the target was not a target of the triggering attack, it also can't make opportunity attacks until the end of your turn.
Special: You can use this power only once per round.

ADDITIONAL EFFECTS

CLASS Monk LEVEL BOOK pp

Fallen Needle

KEYWORDS Full Discipline, Implement, Psionic USED

Standard * Melee touch

ACTION RANGE

4 vs Reflex One creature

ATTACK DEFENSE TARGET

Attack: Dexterity vs. Reflex
Hit: 1d10 + Dexterity modifier (+4) damage, and the target takes a -2 penalty to attack rolls against you until the end of your next turn.
Movement Technique
Immediate Interrupt Personal
Trigger: An enemy ends its movement adjacent to you
Effect: You shift 1 square or move 3 squares.

Quarterstaff: +4 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK Dragon 389

Steel Wind

KEYWORDS Full Discipline, Implement, Psionic USED

Standard Close blast 2

ACTION 2 RANGE

4 vs Reflex Each enemy you can see in blast

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 are no longer marked. You move your speed + 2.

Quarterstaff: +4 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK pp

AT-WILL POWER DUNGEONS & DRAGONS

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AT-WILL POWER DUNGEONS & DRAGONS

Second Chance

KEYWORDS USED

Imm Interr Personal

ACTION RANGE

vs

ATTACK DEFENSE TARGET

Trigger: You are hit by an attack.
Effect: The attacker must reroll the attack and use the second roll, even if it is lower.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK PH

Gentle Rainfall

KEYWORDS Full Discipline, Implement, Psionic USED

Standard Close burst 1

ACTION 1 RANGE

4 vs Reflex Each enemy you can see in burst

ATTACK DEFENSE TARGET

Attack: Dexterity vs. Reflex
Hit: 1d10 + Dexterity modifier (+4) damage.
Effect: You shift 1 square for each creature you hit.

Movement Technique
Minor Action Personal
Effect: You shift 1 square or move 3 squares.

Quarterstaff: +4 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK Dragon 389

Stunning Palm

KEYWORDS Implement, Psionic, Stance USED

Minor Personal

ACTION RANGE

vs

ATTACK DEFENSE TARGET

Effect: Until the stance ends, you cannot be dazed or stunned, and you can use the Stunning Palm Attack power.

ADDITIONAL EFFECTS

CLASS Monk LEVEL 1 BOOK pp

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

DAILY POWER DUNGEONS & DRAGONS

Stunning Palm Attack			
KEYWORDS Implement, Psionic, Stance			USED
Standard	* ↓ ↻	Melee touch	
ACTION	↶ ↷	RANGE	
4	vs	Fort	One creature
ATTACK	DEFENSE	TARGET	
<p>Requirement: The power Stunning Palm must be active in order to use this power.</p> <p>Attack: Dexterity vs. Fortitude</p> <p>Hit: Dexterity modifier (+4) damage, and the target is stunned (save ends).</p> <p>Miss: 2d8 + Dexterity modifier (+4) damage.</p> <p>Effect: The stance ends.</p> <p>Quarterstaff: +4 attack, 4 damage</p>			
ADDITIONAL EFFECTS			
CLASS Monk	LEVEL	BOOK	PP
DAILY POWER			