

NAME \_\_\_\_\_

MALE MUL (HALF-DWARF) STONE FIST MONK

THEME: GLADIATOR

LEVEL 1 UNALIGNED

ABILITY SCORE MOD + 1/2 LEVEL

**STRENGTH** 18 +4

*Athletics +10*

**CONSTITUTION** 14 +2

*Endurance +9*

**DEXTERITY** 16 +3

*Acrobatics +8, Stealth +3, Thievery +8*

**INTELLIGENCE** 10 +0

*Arcana +0, History +0, Religion +0*

**WISDOM** 12 +1

*Dungeoneering +1, Heal +1, Insight +1, Nature +1, Perception +1*

*Passive Insight 11, Passive Perception 11*

**CHARISMA** 8 -1

*Bluff -1, Diplomacy -1, Intimidate -1, Streetwise +1*

**AC** 15 **FORTITUDE** 15

**REFLEX** 14 **WILL** 12

**HIT POINTS** 31 **BLOODIED** 15

**SURGES** 10 **HP HEALED** 7

**SECOND WIND**  **ACTION POINT**

**INITIATIVE** +3 **SPEED** 6

**VISION** NORMAL

**LANGUAGES** COMMON, DWARVEN

### OTHER ABILITIES

**Tireless:** You need to sleep 6 hours in a 72-hour period (instead of a 24-hour period) to gain the benefit of an extended rest.

**Unarmed Combatant:** Your fists, feet, elbows, knees, head, etc. count as melee weapons.

### EQUIPMENT

4 shuriken, wooden talisman (ki focus), cloth wraps



### Unarmed Strike Melee Basic Attack

**At-Will** **Weapon**  
**Standard Action** **Melee weapon**  
**Target:** One creature  
**Attack:** +7 vs. AC  
**Hit:** 1d8 + 4 damage.

### Stone Shuriken Ranged Basic Attack

**At-Will** **Weapon**  
**Standard Action** **Ranged weapon**  
**Target:** One creature  
**Attack:** +6 vs. AC  
**Hit:** 1d8 + 3 damage. Range 6/12.

## POWERS

### Stone Fist Flurry of Blows

#### Monk Feature

You lash out at another enemy after your first attack, a casual reminder of your great strength.

**At-Will**                      **Psionic**

**Free Action (Special)**   **Melee 1**

**Trigger:** You hit with an attack during your turn

**Target:** One creature

**Effect:** The target takes 7 damage. If the target wasn't targeted by the triggering attack, the target takes 9 damage instead.

**Special:** You can use this power only once per round.

### Dragon's Tail

#### Monk Attack 1

Your hand lashes out like a dragon's tail, and with the lightest touch unleashes power that knocks your foe to the ground.

**At-Will**                      **Full Discipline, Implement, Psionic**

**Attack Technique**

**Standard Action**   **Melee touch**

**Target:** One creature

**Attack:** +6 vs. Fortitude

**Hit:** 1d6 + 3 damage, and you knock the target prone.

**Movement Technique**

**Move Action**           **Melee 1**

**Target:** One ally or one prone enemy

**Effect:** You swap places with the target.

### Five Storms

#### Monk Attack 1

You move like a whirlwind, spinning as you unleash an array of kicks and punches, which slam into your foes like a storm crashing onto the shore.

**At-Will**                      **Full Discipline, Implement, Psionic**

**Attack Technique**

**Standard Action**   **Close burst 1**

**Target:** Each enemy you can see in burst

**Attack:** +6 vs. Reflex

**Hit:** 1d8 + 3 damage.

**Movement Technique**

**Move Action**           **Personal**

**Effect:** You shift 2 squares.

### Incredible Toughness

#### Mul Racial Power

Through dogged determination and sheer physical hardiness, you shrug off an effect that would daunt a lesser person.

**Encounter**

**No Action**                      **Personal**

**Trigger:** You start your turn

**Effect:** End any ongoing damage or any one dazed, slowed, stunned, or weakened effect currently affecting you.

### Disrupting Advance

#### Gladiator Theme Attack 1

With an attack followed by a violent shove, your enemy flies backward. As he flails for balance he loses his footing and disrupts that of the allies around him.

**Encounter**                      **Martial, Weapon**

**Standard Action**   **Melee weapon**

**Target:** One creature

**Attack:** +7 vs. AC

**Hit:** 2d8 + 3 damage, and push the target 2 squares. The target and any of your enemies adjacent to the target at the end of the push are slowed until the end of your next turn.

### Open the Gate of Battle

#### Monk Attack 1

Your sudden movement catches your foe unprepared, and you launch into your attack.

**Encounter**                      **Full Discipline, Implement, Psionic**

**Attack Technique**

**Standard Action**           **Melee touch**

**Target:** One creature

**Attack:** +6 vs. Reflex

**Hit:** 2d10 + 3 damage. The target takes 1d10 extra damage if it was at full hit points when you hit it with this attack.

**Movement Technique**

**Move Action**                      **Personal**

**Effect:** You move your speed + 2. During this movement, you don't provoke opportunity attacks from the first enemy you move away from.

### Harmonious Thunder

#### Monk Attack 1

You punch one foe, then spin and deliver a kick to another. Thunder rumbles in the distance, rolls closer, and explodes between your two foes.

**Daily**                              **Implement, Psionic, Thunder**

**Standard Action**   **Melee touch**

**Target:** One or two creatures

**Attack:** +6 vs. Fortitude

**Hit:** 3d6 + 3 thunder damage.

**Miss:** Half damage.

**Effect:** When one of the targets takes damage, the other target takes 4 thunder damage. This effect lasts until the end of the encounter or until one of the targets drops to 0 hit points.

## FULL DISCIPLINE RULES

A full discipline power contains what are effectively two mini-powers, an attack technique and a movement technique. You use these rules when you use a full discipline power.

◆ **One per Round:** You can use only one full discipline power per round, unless you spend an action point. If you spend an action point to take an extra action, you can switch to a different full discipline power.

◆ **Separate Actions:** Each of the techniques in a full discipline power requires a separate action to use. The action types are specified in the power. You can use the techniques in whatever order you like during a round, and you can use one of the techniques and not the other during a particular round. The number of times you can use a technique during a round is determined by the power's type—at-will or encounter—and by the actions you have available in that round. For example, you can use the techniques of an at-will full discipline power as many times during a round as you like, provided you have enough of the required actions. If you use an encounter full discipline power, you can use both techniques, but can use each technique only once during that round.