

KUROD SAHASH

Male Genasi Monk
Family Tradition
Level 5

ABILITY SCORE MOD+½/VI
STRENGTH 12 +3
Athletics +8

CONSTITUTION 13 +3
Endurance +5

DEXTERY 18 +6
Acrobatics +11, Stealth +11, Thievery +11

INTELLIGENCE 10 +2
Arcana +2, History +4, Religion +2

WISDOM 16 +5
Dungeoneering +5, Heal +5, Insight +5, Nature +7, Perception +5

CHARISMA 10 +2
Bluff +2, Diplomacy +2, Intimidate +2, Streetwise +2

AC 18 **FORTITUDE** 14
REFLEX 17 **WILL** 16

MAX HP 45 **BLOODIED** 22
SURGES 8 **HP HEALED** 11
SECOND WIND **ACTION POINT**

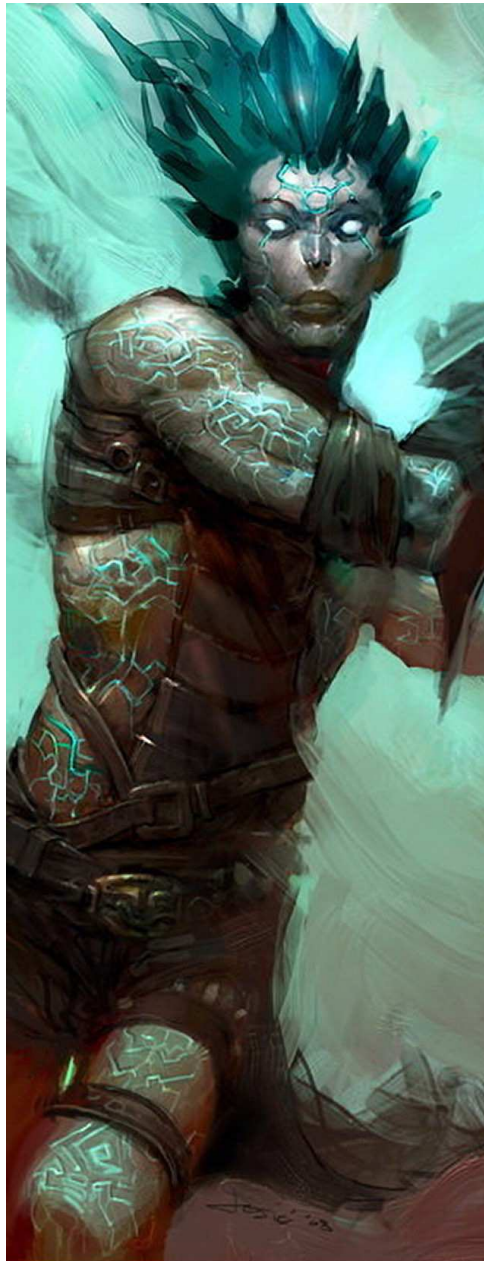
INITIATIVE +7 **SPEED** 6
VISION NORMAL
LANGUAGES COMMON, PRIMORDIAL

OTHER ABILITIES (Abilities included in stats not included)
Elemental Origins: You are elemental, not natural.
Earthsoul Manifestation: +1 to Fortitude, +1 to saving throws.
Windsoul Manifestation: Resist 5 cold.
Extra manifestation: Once per short rest or extended rest you can change your manifestation.

EQUIPMENT
Couters of Second Chances, Casque of Tactics, Magic Ki Focus +2, Adventurer's Kit.

Money on Hand: 840gp
Encumbrance: 2/120

DUNGEONS & DRAGONS



Melee Basic Attack
Standard Action **Weapon**
Melee weapon **Target:** One creature
Attack: +8 vs. AC
Hit: 1d8+3
Special: Centered Flurry of Blows.

Five Storms
Standard Action **Discipline, Implement, Psionic**
Close burst 1 **Target:** Each enemy in burst
Attack: +9 vs. Reflex
Hit: 1d8+6 damage.
Movement Technique
Move Action **Personal**
Effect: You shift 2 squares.
Special: Centered Flurry of Blows.

Crane's Wings
Standard Action **Discipline, Implement, Psionic**
Melee touch **Target:** One creature
Attack: +9 vs. Fortitude
Hit: 1d10+6 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.
Special: Centered Flurry of Blows.

Centered Flurry of Blows
Free Action **Psionic**
Melee 1 **Target:** One creature
Effect: You hit with an attack during your turn
Effect: The target takes 5 damage, 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.

Agile Recovery
Minor Action
Effect: You stand up.

Earthshock
Minor Action **Reliable**
Close Burst 1 **Target:** Enemies in burst
Attack: +8 vs. Fortitude
Hit: 1d8 damage and the target is knocked prone.
Special: Only affects enemies touching the ground.

Windwalker
Move Action **Personal**
Effect: Fly 8 squares. If you don't end you move on solid ground, you float to the ground without taking falling damage.

Drunken Monkey
Standard Action **Discipline, Implement, Psionic**
Melee touch **Target:** One enemy
Attack: +9 vs. Will
Hit: 1d8+6 damage, and you slide the target 1 square. The target makes a melee basic attack as a free action against one enemy of your choice. The target gains a +3 bonus to the attack.
Movement Technique
Move Action **Personal**
Effect: You move your speed +2. During this movement, you ignore difficult terrain and gain a +3 power bonus to all defenses against opportunity attacks.
Special: Centered Flurry of Blows.

Twin Thunders
Standard Action **Disc., Impl., Psionic, Thunder**
Melee touch **Target:** One creature
Attack: +9 vs. Fortitude
Hit: 2d10+6 thunder damage, and a single enemy adjacent to the target takes 1d10 thunder damage.
Movement Technique
Move Action **Personal**
Effect: Choose one enemy adjacent to you and move your speed +2. During this movement, you don't provoke opportunity attacks from that enemy.
Special: Centered Flurry of Blows.

Masterful Spiral
Standard Action **Force, Impl., Psionic, Stance**
Close burst 2 **Target:** Each enemy in burst
Attack: +9 vs. Reflex
Hit: 3d8+6 force damage.
Miss: Half damage.
Effect: You assume the spiral stance. Until the stance ends, your reach with melee touch attacks increase by 1.
Special: Centered Flurry of Blows.

Deadly Cobra Strike
Standard Action **Implement, Poison, Psionic**
Melee touch **Target:** One creature
Attack: +9 vs. Fortitude
Hit: 2d10+6 damage, and ongoing 5 poison damage (save ends).
Miss: Half damage.
Special: Centered Flurry of Blows.

Magic Ki Focus +2
Enhancement: +2 attack and damage rolls
Critical: +2d6 damage

Couters of Second Chance
Power (Daily): Free Action. Use this power when you miss with a melee attack. Reroll the attack, and use the second result, even if it's lower.

Casque of Tactics
Enhancement: +1 item bonus to initiative
Power (Daily): Free action. Use this power when initiative is rolled. Swap initiative check results with a willing ally who you can see.