DUNGEONS & DRAGONS
ENCOUNTERS

KALLA
FEMALE GITHZERAI MONK / LEVEL 1 / LAWFUL GOOD

"I move as the waves lap upon the shore. Blades turn at my will."

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 14	+2	AC 16	+6	ACROBATICS +11
CON 11	+0		SPEED (in squares)	ATHLETICS +9
DEX 18	+4	FORT 14	6	PERCEPTION +8
INT 10	+0		VISION normal	STEALTH +9
		REF 15	LANGUAGES	
WIS 17	+3		Common, Deep Speech	
CHA 8	-1	WILL 14	SENSES	

Passive Insight 13, Passive Perception 18

HIT POINTS 23 (Bloodied 11)

ACTION POINT

SECOND WIND

HEALING SURGES value 5

EQUIPMENT
Cloth armor
Adventurer's kit
84 gold pieces

OTHER EQUIPMENT

Melee Basic Attack — Standard / Melee Weapon / At-Will
Requires unarmed; +5 vs. AC; 1d8 + 2 damage.

Centered Flurry of Blows — Free / Melee 1 / At-Will
Target 1 creature after you hit with an attack; the target takes 5 damage and you slide it 1 square adjacent to you, or 1 square in any direction if the target wasn't targeted by the triggering attack. Use this power only 1/round.

Crane's Wings — Standard and Move / Melee Touch and Personal / At-Will
Standard Action: +4 vs. Fortitude; 1d10 + 4 damage and you push the target 1 square. **Move Action:** You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start, and the distance of your jump isn't limited by your speed.

Dancing Cobra — Standard & Move / Melee Weapon & Personal / At-Will
Standard Action: +4 vs. Reflex; 1d10 + 4 damage and the target takes an additional 3 damage if it has made an opportunity attack against you this turn. **Move Action:** You move your speed +2 squares.

Iron Mind — Immediate Interrupt / Personal / Encounter
When you are hit by an attack, gain a +2 bonus to all defenses until the end of your next turn.

Drunken Monkey — Standard & Move / Melee Touch & Personal / Encounter
Standard Action: +4 vs. Will; 1d8 + 4 damage and you slide the target 1 square. The target makes a melee basic attack with a +3 bonus as a free action against an enemy of your choice. **Move Action:** You move 8 squares, ignoring difficult terrain and gaining a +3 power bonus to all defenses against opportunity attacks.

Masterful Spiral — Standard / Close Burst 2 / Daily
Target each enemy in burst; +4 vs. Reflex; 3d8 + 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.

OTHER ABILITIES*
Feats:
Alhahn's Mindful Relocation (already applied).

Defended Mind:
Gain a +2 bonus on saving throws against daze, dominate, and stun effects.

Shifting Fortunes:
Shift 6 squares when you use your second wind.

* Some character options not present on character sheet for brevity.