

Init	+8 (+10)		
HP	50		
Bloody Surge	25		
	12	AC	
	8/day		20

STR	10	+0/+2	Fort
CON	12	+1/+3	15
DEX	18	+4/+6	Ref
INT	12	+1/+3	18
WIS	20	+5/+7	Will
CHA	8	-1/+1	19

Speed	6
Vision	Normal
Language	Common, Deep Speech

+2 to saves vs. Dazing, Dominating, or Stunning effects

Shifting Fortunes - When you use 2nd Wind, you shift 3 squares.

Censure of Pursuit - If the enemy that you have Oathed voluntarily moves away from you, you gain +6 damage until the end of your next turn.

Skills		Feats	
Religion	+9	1: Power of Skill	
Stealth	+12	2: CD: Ancestral Guidance	
Thievery	+12	4: Gouge Proficiency	
Perception	+13		
Acrobatics	+8		
Athletics	+4		

Background - Monastery of Lies (*Thievery*)

Tao Zi

5th level Githzerai Avenger

AT WILL

Overwhelming Strike (*Standard, Melee; Basic*) +10 vs AC; 2d6 B1+6 and you shift 1 square and slide the target into the square you occupied. **Crit:** 18+1d6

Leading Strike (*Standard, Melee*) +10 vs AC; 2d6 B1+6 and one ally adjacent to you r the enemy is +1 to their next damage roll against that enemy. **Crit:** 18+1d6

Dejada (*Standard, Ranged 10/20*) +9 vs AC; 1d8+5. **Crit:** 13+1d6

DAILY

Aspect of Might (*Standard, Melee*) +10 vs AC; 6d6 B1+6. **Miss:** Half Damage. **Effect:** Until end of the encounter, you gain +5 to Athletics, +2 to speed and +2 to damage. **Crit:** 42+1d6

Menacing Presence (*Standard, Melee; Fear*) +10 vs AC; 6d6 B1+6. **Miss:** Half Damage. **Effect:** Until end of the encounter, any enemy that starts its turn adjacent to you takes -2 to AC until the end of its next turn. **Crit:** 42+1d6

ENCOUNTER

Iron Mind (*Interrupt; Close Burst 10*) **Trigger:** An enemy hits you. **Effect:** You gain a +2 to all defenses until the end of your next turn.

Avenger's Resolve (*Interrupt; Close Burst 10*) **Trigger:** An non-Oathed enemy hits you. **Effect:** You gain Resist 5 to all damage until the end of your next turn.

Halo of Fire (*Standard; Melee; Fire*) +10 vs. AC; 4d6B1+6 and until end of your next turn, any enemy that ends its turn adjacent to you takes 5 fire damage. **Crit:** 30+1d6

Angelic Alacrity (*Standard; Melee*) **Effect:** Shift 5 squares. +10 vs. AC; 4d6B1+6. **Crit:** 30+1d6

Oath of Enmity (*Minor, Close Burst 10*) Choose one enemy in burst to be your Oath target. When only adjacent to that enemy, you roll twice to hit them and take either result.

CD: Divine Guidance (*Interrupt; Close Burst 10*) **Trigger:** An ally attacks your Oathed enemy. **Effect:** They roll twice for the attack and take either.

CD: Ancestral Guidance (*Free*) **Trigger:** You roll a skill roll and dislike the result. **Effect:** Add +5 to the roll.

CD: Abjure Undead (*Standard; Close Burst 5*) One undead. +8 vs. Will; 4d10+6 radiant and pull 6 squares and immobilized until end of your next turn. **Miss:** Half damage and pulled 1 square.