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## Theresa Yanus

level 15 Human Monk

**Paragon path:** , Transcendent Perfection

**Monastic Tradition:** Centered Breath

**Theme:** Scholar

**Background:** Civilization's Herald (+2 to Insight)

**AC:** 31

**Fort:** 29

**Reflex:** 31

**Will:** 20

**HP:** 99

**Surges:** 8

**Surge Value:** 24

**Str** 14, **Con** 12, **Dex** 22

**Int** 12, **Wis** 19, **Cha** 10

### TRAINED SKILLS

Stealth +21, Insight +21, Intimidate +15, Perception +20, Acrobatics +19, Athletics +18, Diplomacy +19, Religion +14, History +14, Intimidate +14

### UNTRAINED SKILLS

Arcana +9, Bluff +14, Dungeoneering +12, Endurance +9, Heal +12, Nature +12, Streetwise +8, Thievery +16

### FEATS

Human: Fluid Motion: +2 Speed

Level 1: Unarmored Agility: +2 AC in no armor

Level 2: Soldier of Virtue: Paladin multiclass (Diplomacy)

Level 4: Internalize the Basic Kata (Use Dex for unarmed Strike)

Level 6: Walker of the Dark Path (Paladin Multiclass: History)

Level 8: Superior Implement Training (Accurate Ki Focus)

Level 10: Implement Focus (Ki focuses): +2 dmg with ki focus

Level 11: Eye of Judgment (roll twice on Insight Checks)

Level 12: Agile Athlete (Roll twice on Acrobatics/Athletics checks)

Level 14: Sure Climber (move full speed when climbing)

Level 16: Combat Anticipation (+1 all defenses vs ranged, area, close attacks)

Feat User Choice: Versatile Expertise: +2 hit with Ki focus/Unarmed Strike  
Feat User Choice: Improved Defense: +2 all NAD

## Paragon path: **Transcendent Perfection**

Enlightened Action: When you spend an action point to take an extra action, you shift your speed and are insubstantial UENT. You ignore difficult terrain and can move across water/liquid surfaces.

## POWERS

### **Flurry of Blows:**

At Will, Psionic, No Action, Melee 1,

Target: One or two creatures

Trigger: You hit with a monk attack or opportunity attack with unarmed strike

Effect: Target takes 7 damage and you slide it 1 square to a square adjacent to you or 1 square in any direction if the creature was not the target of the triggering attack. One ally adjacent to you or a target can shift 1 square as a free action.

Special: 1/round

### **Dragon's Tail**

At Will, Psionic, Standard, Melee touch

Target: One creature

Attack: +20 vs. Fort

Hit: 1d6+15 and you knock target prone:

#### **Movement:**

Move Action, Melee 1

Effect: You swap places with target

### **Five Storms**

At Will, Psionic, Standard, Close burst 1

Target: Enemies you see in burst

Attack: +20 vs Ref

Hit: 1d8+14 damage.

#### **Movement:**

Move Action: Shift 2 squares

### **Drunken Monkey**

Encounter, Psionic, Standard, Melee touch

Target: One Enemy

Attack: +20 vs Will

Hit: 1d8+15 damage and you slide the target 1 square. The target then makes a MBA as a free action against an enemy of your choice with +4 accuracy.

**Movement:**

Move action: Move Speed +2 (11). Movement ignores difficult terrain and gains +4 to all defense against OA.

**Giant's Grasp**

Standard, Psionic, Melee touch

Target: One creature

Attack: +20 vs. Reflex

Hit: 2d6+15 dmg. And you grab the target, UEoNT target takes a -2 penalty to escape attempts.

Movement:

Move action.

Effect: You move up to your speed. If you are grabbing a creature, the creature moves with you.

You do not provoke OAs from the creature you have grabbed.

**Furious Bull** (replaces Eternal Mountain)

Standard, Psionic, Close Burst 2

Target: Enemies in burst

Attack: +20 vs. Fort

Req: Must not be immobilized

Hit: 2d6+14 damage and slide the target 1 square. Target is dazed UEoYNT

Effect: Shift 3 squares to square in burst

Movement:

Move action: You move your speed +2 (11) and can move through enemy squares.

**Riddle of Motion**

Standard, Psionic, Psychic, Melee touch

Target: One Creature

Attack: +20 vs Will

Hit: 3d6+15 psychic damage, and target is either immobilized UEoYNT, or slide target number squares equal its speed.

Movement

Move Action: Choose one: Move twice your speed (18) and gain +2 all defense against OA, or ignore forced movement UEONT.

**Calm Before the Storm**

Standard, Psionic, Melee touch

Target: One Creature

Attack: +20 vs. Fort

Hit: 2d6+15 dmg

Miss: half dmg.

Effect: You enter the Calm Before the Storm Stance, and are slowed until stance ends.

Stance attack: At-will, immediate interrupt, triggered when an adjacent enemy makes an attack, +19 vs Reflex

Hit: 1d8+15 dmg and target falls prone.

Miss: you grant CA to target.

### **Lightning Leap**

Standard, Psionic, Thunder, Lightning, Close Burst 1

Primary target: Each creature in burst

Attack: +20 vs. Reflex

Hit: 1d8+14 lightning dmg

Miss: Half

Effect: Jump up to 5 squares, do not provoke OA, then make secondary attack.

Secondary Target: Each creature in burst

Attack: +19 vs Fort

Hit: 1d8+14 thunder dmg.

Miss: Half.

### **Dancer on the Sea of Battle**

Standard, Psionic, Melee 1

Effect: You shift your speed (9) and can make the following attack once against each enemy you move adjacent to during the shift.

Target: One enemy

Attack: +20 vs Fort

Hit: 3d10+15 damage and you knock the target prone.

Miss: Half damage.

### **Heroic Effort**

Trigger: you miss with an attack or fail a saving throw

Effect: gain +4 bonus.

### **Swift Flight**

Psionic, Move Action

Effect: fly Speed +4 (13) squares. Must end on solid ground or fall.

### **Quicksilver Motion**

Encounter, Psionic, Free action

Effect: Move your speed.

Special: You can use this power only as your first or last action on a turn.

### **Iron Dragon Defense**

Immediate interrupt, Encounter,

Trigger: You take damage

Effect: damage is reduced by 10 + Wis modifier = 14

### **Riddle of Health**

Encounter, Healing, Psionic, Minor, Ranged 5

Target: You or one ally

Effect: Target spends a healing surge and makes a saving throw (+5 vs poison)

### **Reflexive Dodge**

Personal, Immediate Interrupt

Trigger: An area or close burst hits you

Effect: You make an Acrobatics check and reduce the damage you take from the triggering attack by half the check result. You then shift your speed (9).

### **Virtue's Touch**

Minor, Divine, Melee Touch

Effect: Remove one condition from the target: blinded, dazed, deafened, slowed, stunned, or weakened.

### **Shroud of Shadow**

Minor, Shadow

Effect: gain partial concealment UENT and 10 temp hp.

Mechanical reminders:

- 1) Always has advantage on Acrobatics, Athletics, Insight, and Stealth (assassin's cloak).
- 2) +2 to knowledge checks on top of listed skills (Headband of intellect)
- 3) Full Discipline: unless you spend AP you can only use one (Standard + Move) per round
- 4) +1d6 damage when attacking from hiding (Shadowdancer gloves)
- 5) Can't be blinded (Githweave)
- 6) Primordial Ring: Daily resist 10 variable for encounter (fire, ice, lightning, acid, thunder)
- 7) Riddle of Awareness: Theresa sees invisible creatures and objects within 1 square.  
Additionally, enemies don't receive combat advantage for flanking unless she is flanked by 3+ enemies.

## **ITEMS**

Monk Unarmed Strike, Robe of Eyes Githweave Armor +3, Mighty Strike Accurate Ki Focus +3, Assassin's Cloak +3, Shadowdancer's Boots (paragon tier), Shadowdancer's Gloves (paragon tier), Headband of Intellect (heroic tier), Iron Armbrands of Power (Paragon tier), Primordial Ring (Paragon), (Ring Dragonborn Emperor), Eyes of Charming (Paragon), Charlatan's Kit, Inquisitive's Kit, Silk Rope (50 ft.), Sunrod (2), Thieves' Tools, Writing case

Cash: 18, 795 gp. + 80,000 = 98,795 - 25,000 (Ring Dragonborn Emperor) - 45,000 Eyes of Charming (Paragon), +1 Distance Dagger = 28,435

## **Backstory:**

Born to a pair of Drakran academics in Trekhom, Theresa was destined for a life of letters. Her budding academic career was brought to a halt, initially by her idiosyncratic approach to studying that saw her ignore the works her professors assigned her in favor of more esoteric political and philosophical texts, and then by being jailed for seditious activities when her student group was raided by Drakr authorities. Unlike most, however, Theresa thrived in gaol, using the solitude and deprivation to hone a personal philosophy of holistic transcendental Eschatology, based around vigorous exercise, personal self-contemplation, aggressive self-defense, and fostering an intuitive understanding of all things ending.

Following her eventual release and relocation to Risur, and several run-ins with Inspector Jerixx, Theresa settled into a position as an investigative contractor and archivist with the RHC. In between submitting several (so far unpublished) manuscripts with prominent philosophical journals concerning her personal Eschatological insights, she finds time to launch forensic investigations, track and subdue criminals, and organize the RHC evidence library.