

Player Name \_\_\_\_\_

Character Name **Therensul** Level **8** Class **Hybrid** Paragon Path \_\_\_\_\_ Epic Destiny \_\_\_\_\_ Total XP **0**

Race **Elf** Size **Medium** Gender **Male** Alignment **Unaligned** Deity \_\_\_\_\_ Adventuring Company or Other Affiliations \_\_\_\_\_

### INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
9	5	4	

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10+ 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
23	AC	14	7	0	0	2	0	0

CONDITIONAL BONUSES +2 vs Ranged if > 5 sq away

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	7	0	0

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	<b>STR</b> Strength	0	4
13	<b>CON</b> Constitution	1	5
20	<b>DEX</b> Dexterity	5	9
10	<b>INT</b> Intelligence	0	4
20	<b>WIS</b> Wisdom	5	9
8	<b>CHA</b> Charisma	-1	3

### FORT

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	14	1	0	0	2	0	0

CONDITIONAL BONUSES +2 vs Ranged if > 5 sq away

### REF

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
23	14	5	2	0	2	0	0

CONDITIONAL BONUSES +2 vs Ranged if > 5 sq away

### WILL

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
21	14	5	0	0	2	0	0

CONDITIONAL BONUSES +2 vs Ranged if > 5 sq away

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10	+ 9
28	Passive Perception	10	+ 18

### SPECIAL SENSES

low-light vision

### ATTACK WORKSPACE

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 14	4	5	0	2	1	2	0

ABILITY: Normal above, Basic Attack below

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 15	4	5	0	2	1	2	1

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
60	30	7
	1/2 HP	1/4 HP

### ACTION POINTS

1	2	3
Action Points	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### DAMAGE WORKSPACE

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
9	5	0	2	2	0

ABILITY: Normal above, Basic Attack below

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
9	5	0	2	2	0

### DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### RACE FEATURES

- ABILITY SCORE MODS
- Elven Weapon Proficiency
  - Group Awareness
  - Elven Accuracy (Power)
  - Fey Origin
  - Wild Step

### CLASS / PATH / DESTINY FEATURES

- Hunter's Quarry (Hybrid)
- Inevitable Shot (Hybrid) - Power
- Seeker's Bond (Hybrid) -
- Bloodbond (Hybrid) - Power

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
	vs		
	vs		
	vs		
	vs		

### SKILLS

BONUS	SKILL NAME	ABIL MOD	TRND	ARMOR	MISC
		+1/2 LVL	(+5)	PENALTY	
9	Acrobatics	DEX	9	0	0
4	Arcana	INT	4	0	n/a
9	Athletics	STR	4	5	0
3	Bluff	CHA	3	0	n/a
3	Diplomacy	CHA	3	0	n/a
9	Dungeoneering	WIS	9	0	n/a
5	Endurance	CON	5	0	0
9	Heal	WIS	9	0	n/a
4	History	INT	4	0	n/a
9	Insight	WIS	9	0	n/a
3	Intimidate	CHA	3	0	n/a
16	Nature	WIS	9	5	n/a
18	Perception	WIS	9	5	n/a
4	Religion	INT	4	0	n/a
14	Stealth	DEX	9	5	0
3	Streetwise	CHA	3	0	n/a
9	Thievery	DEX	9	0	0

### LANGUAGES KNOWN

- Common
- Elven

### FEATS

- Weapon Proficiency (Greatbow)
- Second Shot
- Vicouse Advantage
- Weapon Expertise (Bow)
- Hobbling Strike

