

Player Name _____

Zasheed **8** **Hybrid** **0**
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Githzerai Medium Male Evil Tharizdun Adventuring Company or Other Affiliations
 Race Size Age Gender Height Weight Alignment Deity

INITIATIVE			
SCORE	DEX	1/2 LEVEL	MISC
13	5	4	4
CONDITIONAL MODIFIERS			

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR / ABIL	CLASS	FEAT	ENH	MISC
22	AC	14	7	0	0	1	0
CONDITIONAL BONUSES							

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
6	Speed	6	0	0
SPECIAL MOVEMENT				

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

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR / ABIL	CLASS	FEAT	ENH	MISC
16	FORT	14	0	0	0	2	0
CONDITIONAL BONUSES							

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Insight	10	+ 9
24	Passive Perception	10	+ 14
SPECIAL SENSES			

HIT POINTS			
MAX HP	BLOODED	HEALING SURGES	SURGES/DAY
52	26	13	7
CURRENT HIT POINTS			
CURRENT SURGE USES			
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
SAVING THROW MODS			
+2 vs daze, dominate, stun. +1 vs ongoing damage			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

ACTION POINTS			
SCORE	MILESTONES	ACTION POINTS	ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS
1	0	1	+2 vs Charm, Fear or Illusion
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS			

ATTACK WORKSPACE							
ABILITY:	ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH
	+ 15	4	5	0	3	1	2
ABILITY: Invoker above, Seeker below							
ABILITY:	ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH
	+ 12	4	5	0	0	1	2

DAMAGE WORKSPACE							
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	ABILITY:	
9	5	0	2	2	0	Invoker above, Seeker below	
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	ABILITY:	
7	5	0	2	0	0	Invoker above, Seeker below	

RACE FEATURES			
ABILITY SCORE MODS	+2 Dex and Wis		
Danger Sense			
Defensive Mind			
Shifting Fortunes			
Iron Mind (Power)			

CLASS / PATH / DESTINY FEATURES			
Covenant Manifestation -			
- Manifestation of Malediction			
Inevitable Shot (Hybrid)			
Seeker's Bond (Hybrid) -			
- Bloodbond (Hybrid)			
Hybrid Talent - True Seeker's Bond			

BASIC ATTACKS							
ATTACK	DEFENSE	WEAPON OR POWER			DAMAGE		
<input type="checkbox"/>	vs <input type="checkbox"/>						
<input type="checkbox"/>	vs <input type="checkbox"/>						
<input type="checkbox"/>	vs <input type="checkbox"/>						
<input type="checkbox"/>	vs <input type="checkbox"/>						

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

FEATS			
Arcane Prodigy			
Hybrid Talent - True Seeker's Bond			
Quick Draw			
Strengthened Bond			
Versatile Expertise -			
- Dagger (Physical Attack)			
- Dagger (Impliment Attack)			

LANGUAGES KNOWN			
Common		Deep Speech	

