

Player Name _____

Character Name **Thorn** Level **8** Class **Hybrid** Paragon Path _____ Epic Destiny _____ Total XP **0**

Race **Longtooth Shifter** Size **Medium** Gender **Male** Alignment **Unaligned** Deity _____ Adventuring Company or Other Affiliations _____

INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
8	4	4	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10+ 1/2 LVL	ARMOR / ABIL	CLASS	FEAT	ENH	MISC	MISC
22	AC	14	6	0	0	1	1	0

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	6	0	0

SPECIAL MOVEMENT

ABILITY SCORES

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

FORT

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	14	5	0	0	1	0	0

CONDITIONAL BONUSES

REF

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
22	14	4	2	0	1	1	0

CONDITIONAL BONUSES

WILL

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	14	1	0	0	1	0	0

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10	+ 5
21	Passive Perception	10	+ 11

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 14	4	5	0	3	0	2	0

ABILITY: **Mele Above, Ranged Below**

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 12	4	4	0	2	0	2	0

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
58	29 1/2 HP	15 SURGE VALUE 6 SURGES/DAY 1/4 HP

ACTION POINTS

1	Action Points	MILESTONES	ACTION POINTS
		0	1
		1	2
		2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
7	5	0	2	0	0

ABILITY: **Mele Above, Ranged Below**

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
6	4	0	2	0	0

CURRENT HIT POINTS _____ CURRENT SURGE USES _____

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS _____

DEATH SAVING THROW FAILURES

SAVING THROW MODS _____

RESISTANCES _____

CURRENT CONDITIONS AND EFFECTS _____

RACE FEATURES

ABILITY SCORE MODS

Longtooth Shifting (Power)

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
	vs		
	vs		
	vs		
	vs		

SKILLS

BONUS	SKILL NAME	ABIL MOD	TRND	ARMOR	PENALTY	MISC
15	Acrobatics	DEX	8	5	0	2
4	Arcana	INT	4	0	n/a	0
16	Athletics	STR	9	5	0	2
3	Bluff	CHA	3	0	n/a	0
3	Diplomacy	CHA	3	0	n/a	0
5	Dungeoneering	WIS	5	0	n/a	0
6	Endurance	CON	4	0	0	2
5	Heal	WIS	5	0	n/a	0
4	History	INT	4	0	n/a	0
5	Insight	WIS	5	0	n/a	0
3	Intimidate	CHA	3	0	n/a	0
10	Nature	WIS	5	5	n/a	0
11	Perception	WIS	5	5	n/a	1
4	Religion	INT	4	0	n/a	0
13	Stealth	DEX	8	5	0	0
3	Streetwise	CHA	3	0	n/a	0
13	Thievery	DEX	8	5	0	0

CLASS / PATH / DESTINY FEATURES

Hunter's Quarry (Hybrid)

Sneak Attack (Hybrid)

Hybrid Talent - Ranger Fighting Style:
- Marauder Fighting Style (Hybrid)
* Grants Two-Weapon Defence feat

FEATS

Hybrid Talent - Ranger Fighting Style

*Two-Weapon Defence

Lethal Hunter

Backstabber

Weapon Proficiency (Trantyr)

Deadly Draw

LANGUAGES KNOWN

Common Elven

