

Player Name _____

Melgaroth 8 Hybrid 0
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Bugbear Medium Male Unaligned Adventuring Company or Other Affiliations
 Race Size Age Gender Height Weight Alignment Deity

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
26	AC	14	8	0	0	2	1	1

CONDITIONAL BONUSES

MOVEMENT

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

SPECIAL MOVEMENT

ABILITY SCORES

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

FORT

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
25	14	5	2	0	2	0	2

CONDITIONAL BONUSES

REF

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
22	14	5	0	0	2	1	0

CONDITIONAL BONUSES

WILL

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Insight	10	+ 4
14	Passive Perception	10	+ 4

SPECIAL SENSES

ATTACK WORKSPACE

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

ABILITY: Bastard Sword (above), Claw (below)

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	
		SURGE VALUE	SURGES/DAY
70	35	18	9

1/2 HP 1/4 HP

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

1 Action Points

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

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

ABILITY: Bastard Sword (above), Claw (below)

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

DEATH SAVING THROW FAILURES

DEATH SAVING THROW FAILURES	USED
<input type="checkbox"/>	<input type="checkbox"/>

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

RACE FEATURES

ABILITY SCORE MODS

Oversized - can use one size larger weapon

Predator's Eye - (Power)

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
STR vs AC		Bastard Sword	1d12
STR vs AC		Claw	1d8

SKILLS

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

CLASS / PATH / DESTINY FEATURES

Rampage [Barbarian] - Grants a free basic attack when a Barbarian power crits.

Combat Challenge (Hybrid) - Mark targets you attack with a Fighter Power. Also gives the Combat Challenge power.

Hybrid Talent: Fighter Combat Talent

Brawler Style (Hybrid)

FEATS

Hybrid Talent (Fighter Combat Talent)

Weapon Proficiency (Bastard Sword)

Brawler Guard

Inescapable Hold

Pin Down

LANGUAGES KNOWN

Common Goblin

