

Player Name _____

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

INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
5	1	4	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10+ 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
26	AC	14	8	0	0	2	2	0

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	0

SPECIAL MOVEMENT

ABILITY SCORES

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

FORT

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
25	14	5	1	0	2	3	0

CONDITIONAL BONUSES

REF

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	14	1	0	0	2	3	0

CONDITIONAL BONUSES

WILL

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	14	1	1	0	2	1	0

CONDITIONAL BONUSES

SENSES

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

SPECIAL SENSES

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
77	38	14
	1/2 HP	1/4 HP

ACTION POINTS

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

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

ATTACK WORKSPACE

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	4	4	0	2	0	1	0

ABILITY: Fighter Above, Battlemind Below

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 12	4	5	0	2	0	1	0

HEALING SURGES

SURGE VALUE	SURGES/DAY
19	14

CURRENT HIT POINTS CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS
+1 to all Saving Throws

RESISTANCES
Resist 1 All

CURRENT CONDITIONS AND EFFECTS

RACE FEATURES

ABILITY SCORE MODS +2 Con

Bonus Feat

Bonus Skill

Bonus At-Will Power

Human Defense Bonus

DAMAGE WORKSPACE

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
5	4	0	1	0	0

ABILITY: Fighter Above, Battlemind Below

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
6	5	0	1	0	0

CLASS / PATH / DESTINY FEATURES

Combat Challenge (Hybrid)

Psionic Augmentation (Hybrid) - 4 Power Points

Psionic Defence (Hybrid) - Mind Spike Power

Hybrid Talent - Fighter Combat Talent

- Battlerage Vigor (Hybrid)

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
	vs		
	vs		
	vs		
	vs		

SKILLS

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

FEATS

Hybrid Talent (Fighter Combat Talent)

Mark of Warding

Armor Proficiency (Plate)

Stout Shield

Human Perseverance

Skill Power

LANGUAGES KNOWN

Common Dwarven

