

MONSTER

NAME

Size origin type (keywords), race

HP x; **Bloodied** x

AC x; **Fortitude** x; **Reflex** x; **Will** x

Speed x

Immune x; **Resist** x; **Vulnerable** x

Saving Throws x; **Action Points** x

Level Role

XP Value

Initiative +x

Perception +x

Special senses

TRAITS

Aura Name (keywords) * **Aura** x

Effect.

Trait Name (keywords)

Effect.

STANDARD ACTIONS

(Type) **Power Name** (keywords) * **Usage**

Requirement:

Attack: Type range (target); bonus vs. defense.

Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:

TRIGGERED ACTIONS

(Type) **Power Name** (keywords) * **Usage**

Requirement:

Trigger:

Attack (Action): Type range (target); bonus vs. defense.

Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:

Skills skill modifier

Str x **Dex** x **Wis** x

Con x **Int** x **Cha** x

Alignment

Languages

Equipment armor, shield, weapon, other gear

Megalodon Shark

Level 24 Skirmisher

Gargantuan natural beast (aquatic)

XP 6,050

HP 224; **Bloodied** 112

Initiative +23

AC 38; **Fortitude** 36; **Reflex** 38; **Will** 34

Perception +16

Speed Swim 11

TRAITS

Aquatic

The megalodon shark gains a +2 bonus to attack rolls against creatures without the Aquatic trait in underwater combat.

STANDARD ACTIONS

(mbasic) **Bite** * **At Will**

Attack: Melee 2 (one creature); +29 vs. AC.

Hit: 4d6+18 damage.

(close) **Huge Bite** * **At Will**

Attack: Close blast 2 (each creature in blast); +27 vs. AC.

Hit: 3d8+11 damage.

(melee) Primeval Ram * Recharge 5 6

Effect: The megalodon swims its speed.

Attack: Melee 1 (one vehicle); +27 vs. Fortitude.

Hit: 3d12+22 damage, and the target is out of control until the pilot and crew use a total of three standard actions to regain control.

Effect: The megalodon makes a secondary attack against each creature on board the vehicle.

Secondary Attack: +25 vs. Reflex.

Hit: 2d10+10 damage and the target falls prone.

TRIGGERED ACTIONS

(melee) Blood Frenzy * At Will

Trigger: An enemy within 5 squares becomes bloodied.

Effect (Immediate Reaction): The megalodon shark swims its speed to a space from which it can reach the triggering creature. It uses Bite on up to two enemies within reach at any time during this movement, including the triggering creature.

Str 26 **Dex** 29 **Wis** 19

Con 24 **Int** 7 **Cha** 14

Alignment unaligned