

Current Damage Taken

0

39

77

77 Hit Points

19 HP / Healing Surge 6 Surges / Day

Healing Surges Used

Resistances & Vulnerabilities:

Grimsby

Bugbear Brutal Scoundrel

Lv 10

Travel / Adventuring Skills (trained skills in bold):

- **Perception** +11
- **Endurance** +10
- Heal +6
- Streetwise +5
- **Thievery** +15

Money on Hand: 5gp
Stored Money:
Encumbrance: 80 / 200

Social Skills (trained skills in bold):

- Diplomacy +5
- Bluff +5
- Insight +6
- **Intimidate** +12

Languages: Common, Goblin

Your Turn Begins

End Appropriate Duration Effects

Take Ongoing Damage / Regenerate

Status Effects

Regeneration / Turn

Ongoing Dmg. / Turn

Temporary Hit Points

Standard Action

- Melee Basic Attack** +18 vs. AC **Hit:** 1d6 +10
- Piercing Strike** +18 vs. Ref **Hit:** 1d6 +10
- Riposte Strike** +18 vs. AC **Hit:** 1d6 +10; if target attacks you before SoyNT, imm. interrupt +18 vs AC
- Dazing Strike** +18 vs AC **Hit:** 1d6 +10; target is dazed until EoyNT
- Imperiling Strike** +18 vs Fort **Hit:** +1d6+10; target takes a -5 penalty to AC and Ref until EoyNT
- Second Wind** Spend a healing surge and gain +2 to all defenses until SoyNT
- Bloodbath** +18 vs. Fort **Hit:** 1d6+10 and ongoing damage equal to any Sneak Attack damage you deal with this attack (save ends)
Effect: +1d6+10 dmg
- Knockout** +18 vs. Fort **Hit:** 2d6+10 and target falls unconscious (save ends). If the unconscious target takes any damage, this unconsciousness ends
Miss: Half damage, and the target is dazed until EoyNT

Conditional Modifiers:

+3 to Hit, +1 to dmg,
+1d10 dmg in Beast Form,
+2d8 +5 dmg 1/turn (*Sneak Attack*)
with *Combat Advantage*

Gain CA against enemies with no other adjacent creatures

-2 to Hit while *Prone*
-2 to Hit while *Restrained*

Temporary Modifiers:

± to Hit
± to Damage

Triggered or Add-On Effects:

Press the Advantage
Trigger: You bloody an enemy w. a melee attack.
+18 vs. AC **Hit:** 2d6 +10 dmg **Miss:** Half dmg

Sacrificial Dagger

Free Action: Spend a healing surge (& regain no HP) on a hit to weaken target till EoyNT

Move Action

Movement Modes:

Walk

6

Skill: Modifier:

Acrobatics +15
Athletics +15
Stealth +17

Attempt to Escape a Grab

Roll Acrobatics or Athletics vs target's Reflex or Fortitude defense; if successful, Shift one square

Crawl

While prone, move up to half your speed

Run

Move up to your Speed + 2, Grant Combat Advantage and take a -5 penalty to attacks until the End of your Next Turn

Shift

Move 1 square without provoking Opportunity Attacks

Squeeze

Reduce space by 1, move up to half your Speed, and grant Combat Advantage

Stand

Stand up from Prone

Boots of Adept Charging

After charging, you can shift 1 square before your turn ends.

Minor Action

Bear Shape **Effect:** You change from your humanoid form to a bear form--a bear--that lasts until EoE. You can end the form as a minor action and shift 1 sq.
Low Slash +18 vs Ref **Hit:** +1d6+10 dmg, +5 if you are flanking; slide the target 1 sq., target is slowed until EoyNT.

Periap of Cascading Health +2

Effect: You end one condition that a save can end.

Predatory Eye **Effect:** If you have CA against a target, you deal +1d6 damage on the next attack you make against that target. You must apply this bonus before EoyNT.

Sneak in the Attack **Effect:** Until SoyNT, the next ally who hits the target and has CA against it deals extra damage against it equal to your Sneak Attack damage.

Draw / Sheathe a Weapon, Drink a Potion, Drop Prone, Open / Close a Door, Pick Up / Retrieve / Stow an Item

Knowledge checks (trained skills in bold):

- Arcana +4
- History +4
- Dungeoneering +8
- Nature +8
- Religion +4
- Streetwise +5

Spend an Action Point?

Attempt Saving Throws

Your Turn Ends

End Appropriate Duration Effects

Bonuses to Saving Throws:

+2 vs disease

Temporary Modifiers to Saving Throws:

Failed Death Saving Throws:

