

Grimsby

77 Hit Points
19 HP / Healing Surge 6 Surges / Day

Current Damage Taken
0 / 39 / 77

Healing Surges Used
Resistances & Vulnerabilities:

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

Travel / Adventuring Skills (trained skills in bold):
Perception +11
Endurance +10
 Heal +6
 Streetwise +5
Thievery +15

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

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
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.

Skill: **Acrobatics** +15
Athletics +15
Stealth +17

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

Attempt Saving Throws

Bonuses to Saving Throws:
 +2 vs disease
Temporary Modifiers to Saving Throws:

Failed Death Saving Throws:

Your Turn Ends
 End Appropriate Duration Effects