

Name: Mixmaster C	Race: Halfling	Sex: Male	Lvl: 5
Occupation: Nightclub DJ	Shadowkind Status: Non-Native	Ht: 4' 9"	Wt: 130 lbs



Physical and Mental Fitness



Max HP:

43

Bloodied:

21

Current HP:

Surge
Value

10

Surges/
Day

7

Current Surges:

Resistances/Vulnerabilities: **N/A**

Basic Abilities Assessment

		Score	Check
STR	Strength	10	+2
CON	Constitution	11	+2
DEX	Dexterity	12	+3
INT	Intelligence	15	+4
WIS	Wisdom	8	+1
CHA	Charisma	21	+7

Score

Initiative	3
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Speed	6
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Passive Insight	12
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Passive Perception	12
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Special Senses: **N/A**

Languages: **English, "the Language of Music"**

General Skills Assessment

Skill	Ability	Trained	Score
Acrobatics	Dexterity	Yes	10
Arcana	Intelligence	Yes	9
Athletics	Strength		3
Bluff	Charisma	Yes	14
Computer Use	Intelligence		5
Diplomacy	Charisma	Yes	14
Driving	Dexterity		4
Endurance	Constitution		3
Heal	Wisdom		2
History/Research	Intelligence		5
Insight	Wisdom		2
Intimidate	Charisma		8
Nature	Wisdom		2
Perception	Wisdom		2
Religion	Intelligence		5
Stealth	Dexterity		4
Streetwise	Charisma	Yes	12
Thievery	Dexterity		6
Urban Awareness	Wisdom		2

Field Assessment

Racial Features

- **Second Chance (Encounter, Minor Action)**
 - C's uncanny luck lets him dodge away from otherwise lethal attacks
 - **Trigger:** You are hit by an attack.
 - **Effect:** The attacker must reroll the attack and use the second roll, even if it is lower
- **Nimble Reaction**
 - +2 AC vs. Opportunity Attacks
- **Bold**
 - +5 to saving throws against fear

Noteworthy Feats

- **Disciple of Freedom**
 - +5 bonus to escape checks, additional saving throws vs. restrained, slowed, immobilized at the beginning of the turn

Basic Attacks

- **Standard-Issue Pistol (At-Will, Standard Action)**
 - **Ranged Attack**
 - **Target:** One Creature
 - **Attack:** +4 vs. AC
 - **Hit:** 1d6+2 damage
- **Fists**
 - **Melee Attack**
 - **Target:** One Creature
 - **Attack:** +3 vs. AC
 - **Hit:** 1d4+1 damage

Songs

- **Last Year's Annoying Hits (At-Will, Std)**
 - **Ranged 10**
 - **Target:** 1 creature
 - **Attack:** +8 vs. Will
 - **Damage:** 1d6+6
- **Why Can't We Be Friends? (Encounter, Minor)**
 - **Effect:** You gain +5 power bonus to the next Diplomacy check you make before the end of your next turn.
- **Never Gonna Give You Up (Encounter, Std)**
 - **Ranged 10**
 - **Target:** 1 creature
 - **Attack:** +8 vs. Will
 - **Damage:** 1d8+6
 - **Effect:** Target is Dazed (save ends)
- **Walk it Out (Encounter, Minor)**
 - **Effect:** Target can spend a healing surge with an extra 5 HP and you slide them 1 square.