

Stu's Monster Tracker Example  
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**Dungeon Master** **Level 10 Elite Controller (Leader)**  
 Large natural humanoid (geek) XP 1,000  
**Initiative** +7 **Senses** Perception +7  
**HP** 206; **Bloodied** 103  
**AC** 24; **Fortitude** 22; **Reflex** 22; **Will** 23  
**Saving Throws** +2  
**Speed** 6  
**Action Points** 1  
 ↩ **Epic Anecdote** (standard; at-will)  
 Close blast 3; +14 vs. Will; 2d6 + 5 Psychic damage; target is dazed and stunned; Can target multiple foes.  
 ↩ **Aura of Funk** (standard; at-will)  
 close burst 4; +14 vs. Fortitude; 2d6 + 5  
**Alignment** Unaligned **Languages** —  
**Str** 15 (+7) **Dex** 15 (+7) **Wis** 15 (+7)  
**Con** 15 (+7) **Int** 15 (+7) **Cha** 18 (+9)

**Gamer (3)** **Level 5 Soldier**  
 Medium natural humanoid (nerd) XP 200  
**Initiative** +3 **Senses** Perception +3  
**HP** 61; **Bloodied** 30  
**AC** 21; **Fortitude** 17; **Reflex** 18; **Will** 17  
**Speed** 6  
 ⊕ **Dicebag** (standard; at-will) • **Weapon**  
 +10 vs. AC; 1d6 + 4  
 † **Enfeebling Anecdote** (minor; at-will)  
 +12 vs. AC; 1d10 + 4 Psychic Damage; target is stunned  
 ⚔ **Asperger's Disconcerting Gaze** (standard; minor to maintain; at-will) • **Gaze**  
 Range: 10; +10 vs. Will; 1d10 + 4 Psychic Damage; target is dazed.  
**Alignment** Unaligned **Languages** —  
**Skills** Arcana +10, Diplomacy -2, Dungeoneering +8, History +10  
**Str** 12 (+3) **Dex** 9 (+1) **Wis** 13 (+3)  
**Con** 13 (+3) **Int** 16 (+5) **Cha** 9 (+1)

5	10	15	20	25
30	35	40	45	50
55	60	65	70	75
80	85	90	95	100/103
105	110	115	120	125
130	135	140	145	150
155	160	165	170	175
180	185	190	195	200
205	206			

Conditions: \_\_\_\_\_  
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5	10	15	20	25	30
35	40	45	50	55	60
61					

Conditions: \_\_\_\_\_  
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Conditions: \_\_\_\_\_  
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5	10	15	20	25	30
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61					

Conditions: \_\_\_\_\_  
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