DUNGEONS	DRAGONS	CHARACTER SHEET
		Player Name Brian Gawalt
Incandenza Character Name	Level Class Paragon Path	Epic Destiny Total XP
Dragonborn Med. 32 M	<u> 6'4" 310</u>	
Race Size Age Gen	der Height Weight Alignment Deity DEFENSES	Adventuring Company or Other Affiliations MOVEMENT
SCORE DEX 1/2 LEVEL MISC	SCORE 10 + ARMOR /	SCORE BASE ARMOR ITEM MISC
Initiative	AC 10 0	6 Speed (Squares) 6 0 0 0
CONDITIONAL MODIFIERS	CONDITIONAL BONUSES	SPECIAL MOVEMENT
ABILITY SCORES		SENSES **
SCORE ABILITY ABIL MOD MOD + 1/2 LVL	DEFENSE 1/2 LVL ABIL CLASS FEAT ENH MISC MISC	SCORE PASSIVE SENSE BASE SKILL BONUS
Strength	FORT 10 3 1	12 Passive Insight 10 + 2
16 CON 3	CONDITIONAL BONUSES	12 Passive Perception 10 + 2
10 DEX 0	DEFENSE 1/2 LVL ABIL CLASS FEAT ENH MISC MISC	SPECIAL SENSES
10 Dexterity 0 0	REF 10 1 0	ATTACK WORKSPACE
13 NI 1 1	CONDITIONAL BONUSES	ABILITY:
WIS	10 + DEFENSE 1/2 LVL ABIL CLASS FEAT ENH MISC MISC	ATT BONUS 1/2 LVL ABIL CLASS PROF FEAT ENH MISC
14 WIS 2 2	WILL 10 2 1	+
13 CHA 1 1	CONDITIONAL BONUSES	ABILITY: ATT BONUS 1/2 LVL ABIL CLASS PROF FEAT ENH MISC
HIT POINTS	ACTION POINTS	+ I/2 EVE ABIL CLASS PROF FEAT ENH MISC
MAX HP HEALING SURGES	MILESTONES ACTION POINTS	DAMAGE WORKSPACE
28 14 10 10 10	Action Points 0 1 2 2 3 ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS	DAMAGE WORKSPACE **
1/2 HP 1/4 HP	ADDITIONAL EFFECTS FOR SEEDING ACTION FORMS	DAMAGE ABIL FEAT ENH MISC MISC
CURRENT HIT POINTS CURRENT SURGE USES	RACE FEATURES	
	When bloody, +1 to attack	ABILITY:
SECOND WIND 1/ENCOUNTER USED	Heal. surge = HP/4 + CON mod	DAMAGE ABIL FEAT ENH MISC MISC
TEMPORARY HIT POINTS		
		BASIC ATTACKS ATTACK DEFENSE WEAPON OR POWER DAMAGE
DEATH SAVING THROW FAILURES SAVING THROW MODS		vs
		vs
RESISTANCES		
CURRENT CONDITIONS AND EFFECTS		vs
	CLASS / PATH / DESTINY FEATURES	vs
← SKILLS	,	
BONUS SKILL NAME ABIL MOD TRND ARMOR + 1/2 LVL (+5) PENALTY MISC	+5 HP per level up Tactical Presence (Class)	FEATS **
5 Acrobatics DEX 0 5	` ,	* Jack of All Trades: +2 to untrnd skill check
3 Arcana INT T	Combat Leader (Class) Inspiring Word (Class)	
4 Athletics STR 2 2	mispining vvoid (Class)	
3 Bluff CHA 1 n/a 2		
3 Diplomacy CHA 1 n/a 2		
4 Dungeoneering WIS 2 n/a 2		
8 Endurance CON 3 5		
4 Heal WIS 2 n/a 2		
10 History INT 1 5 n/a 2		
2 Insight WIS 2 n/a 2		
8 Intimidate CHA T 5 n/a 2		
4 Nature WIS 2 n/a 2		
4 Perception WIS 2 n/a 2	LANGUAGES KNOWN	
3 Religion INT T n/a 2	Common	
2 Stealth DEX 02	Draconic	
3 Streetwise CHA 1 n/a 2 O Thievery DEX 0 2	Diaconic	
Thievery DEX O 2		

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	POWER INDEX	MAGIC ITEM INDEX	1
	List your powers below.	List your powers below.	l l
	List your powers below. Check the box when the power is used. Clear the box when the power renews.	List your powers below. Check the box when the power is used. Clear the box when the power renews.	*
4	AT-WILL POWERS	MAGIC ITEMS	1
		WEAPON	1
	Wolf Pack Tactics		1
		WEAPON	1
		WEAPON	1
-		WEAPON	1
_		ARMOR	1
		ARMOR	1
		ARMS	1
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-5+	ENCOUNTER POWERS	HANDS	1
	Dragon Breath (Race) □		
	Inspiring Word	HEAD	PERSONALITY TRAITS
	•	NECK	PERSONALITI INAITS
\vdash		RING	
	П	RING	
		WAIST	
4	DAILY POWERS		
	Bastion of Defense		
			MANNERISMS AND APPEARANCE
-			MANNERISMS AND ALLEARANCE
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4	UTILITY POWERS		
	OTIETT FOWERS		CHARACTER BACKGROUND
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		Daily Item Powers Per Day	
		Heroic (1-10)	COMPANIONS AND ALLIES
		Paragon (11-20)	
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		Epic (21-30)	-
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4	OTHER EQUIPMENT	RITUALS	_
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_		·	SESSION AND CAMPAIGN NOTES
_			SESSION AND CAMPAIGN NOTES
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4.	COLUCAND	THE MEALTH	· •
-94-	COINS AND C	THER WEALTH	· -
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