DUNGEONS	DRAGONS	CHARACTER SHEET Marcel
Griswold	02 Psion	1,073
Character Name Human 18 N	Level Class Paragon Path Unaligned	Epic Destiny Total XP House Boletarian
Race Size Age Gen	<u> </u>	Adventuring Company or Other Affiliations
INITIATIVE	DEFENSES	MOVEMENT
SCORE DEX 1/2 LEVEL MISC	SCORE 10 + ARMOR / DEFENSE 1/2 LVL ABIL CLASS FEAT ENH MISC MISC	SCORE BASE ARMOR ITEM MISC
0 Initiative -1 1 0	(16) AC 11 05	6 Speed (Squares)
	CONDITIONAL BONUSES	SPECIAL MOVEMENT
ABILITY SCORES SCORE ABILITY ABIL MOD MOD + 1/2 LVL	10.+	SENSES #
10 STR 0 1	DEFENSE 10+ ABIL CLASS FEAT ENH MISC MISC 12 FORT 11 00 01 01	score Passive Sense Base Skill Bonus 16 Passive Insight 10 + 6
Strength 0 1		
11 CON 0 1	CONDITIONAL BONUSES	11 Passive Perception 10 + 1
8 DEX -1 0	DEFENSE 1/2 LVL ABIL CLASS FEAT ENH MISC MISC	SPECIAL SENSES
Dexterity	17 REF 11 05 01	ATTACK WORKSPACE
20 IN 5 6	CONDITIONAL BONUSES	ABILITY:
TAOL WIS	DEFENSE 1/2 LVL ABIL CLASS FEAT ENH MISC MISC	ATT BONUS 1/2 LVL ABIL CLASS PROF FEAT ENH MISC
10 VVIS 0 1	(16) WILL 11 04 01	ABILITY:
14 CHA 2 3	CONDITIONAL BONUSES	ATT BONUS 1/2 LVL ABIL CLASS PROF FEAT ENH MISC
HIT POINTS	ACTION POINTS	+
MAX HP HEALING SURGES	MILESTONES ACTION POINTS	
27 BLOODIED SURGE VALUE SURGES/DAY 6 6	Action Points	DAMAGE WORKSPACE ABILITY:
1/2 HP 1/4 HP	ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS	DAMAGE ABIL FEAT ENH MISC MISC
CURRENT HIT POINTS CURRENT SURGE USES	RACE FEATURES	
	ABILITY SCORE MODS	ABILITY:
	Extra at-will power	DAMAGE ABIL FEAT ENH MISC MISC
SECOND WIND 1/ENCOUNTER USED TEMPORARY HIT POINTS	Will, Ref and Fort +1	
	Bonus feat	BASIC ATTACKS
DEATH SAVING THROW FAILURES	Bonus skill	ATTACK DEFENSE WEAPON OR POWER DAMAGE
SAVING THROW MODS		4 vs AC Wrist Razors 1d4
RESISTANCES		0 vs AC Unarmed 1d4-1
		vs
CURRENT CONDITIONS AND EFFECTS		vs
◆ SKILLS	CLASS / PATH / DESTINY FEATURES	
ABIL MOD TRND ARMOR	Telepath build option	FEATS #
BONUS SKILL NAME + 1/2 LVL (+5) PENALTY MISC O Acrobatics DEX O O	Ritual caster	TLAIS ,
		=> Superior Implement Training Crystal Orb (PHB3):
		Undeniable: You gain a +1 bonus to attack rolls
	Background: Noble Adept	against Will when attacking with an undeniable
	Theme: Tyrian => Streetwise +2	implement. Energized (physical): When you use an attack
	Wild talent: Far hearing	power through an energized implement, you
	- Wild talent. Full flearing	gain a +2 bonus to damage rolls if the power
1 Heal WIS 1 0 n/a		has the keyword that matches the implement's damage type. The bonus increases to +3 at
11 History INT 6 5 n/a		11th level and +4 at 21st level.
6 Insight WIS 1 5 n/a		=> Impending Victory (DUD2):
3 Intimidate CHA 3 0 n/a	Dower points: 2	=> Impending Victory (PHB3): +1 attack with at-will powers against bloodied
1 Nature WIS 1 0 n/a	Power points: 3	creatures
Perception wis 1 0 n/a	LANGUAGES VACANA	=> Aberrant Mark of Madness (EPG):
Religion INT 6 0 n/a	LANGUAGES KNOWN	Benefit: Whenever you hit an enemy with a daily
O Stealth DEX O O	Common	attack power, that enemy takes a -2 penalty to
5 Streetwise CHA 3 0 n/a 2	Elven	Will until the end of the encounter.
0 7.		

	POWER INDEX		MAGIC ITEM INDEX	***
Г	List your powers below. Check the box when the power is used.		List your powers below. Check the box when the power is used.	i i
	Clear the box when the power renews.		Clear the box when the power renews.	l I
*	AT-WILL POWERS Dishearten (1)		MAGIC ITEMS WEAPON Wrist razors	
\vdash	Memory Hole (1)		Wrist razors	
\vdash	Mind Thrust (1)		WEAPON (IMPREMENT)	
\vdash	Willia Tillust (1)		WEAPON	
\vdash			ARMOR	
\vdash			ARMS	
Ŀ			FEET	
*	ENCOUNTER POWERS		HANDS	1
\vdash	Distract (build) Send Thoughts (build)	\Box	HEAD	***
\vdash	Adept's Insight (theme)	Ш	NECK	PERSONALITY TRAITS
\vdash	Adept's msignt (meme)	Ш	RING	
\vdash			RING	
\vdash			WAIST	
F				
↔	DAILY POWERS			
\perp	Living Missile (1) [PSP]			
L				MANNERISMS AND APPEARANCE
L				
L				
L				
L				
↔	UTILITY POWERS			
L	Intellect Fortress (1)			CHARACTER BACKGROUND
L				
			Daily Item Powers Per Day	
			Heroic (1-10)	COMPANIONS AND ALLIES
Г			Paragon (11-20)	
			Epic (21-30)	
Ξ				
↔	OTHER EQUIPMENT		RITUALS	
_	Backpack		Sending (no comps needed)	
_	Ritual book		Make whole	.
_	Fine clothing			.
_	3 Survival days			SESSION AND SAMPLES
	Desert Clothing			SESSION AND CAMPAIGN NOTES
_	Filter Mask			.
_	Giant hair rope			.
_	Bedroll			.
_	Belt pouch			.
_	Fire kit			:
↔	COINS AN	D O	THER WEALTH	<u> </u>
1:	3 gp			
T	otal weight: 53.5 (100/200/500)			
				[[
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