

DUNGEONS & DRAGONS

CHARACTER SHEET

Player Name

Marcel

Griswold

02

Psion

1,073

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Human

18

M

Unaligned

House Boletarian

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company or Other Affiliations

INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
0	Initiative	-1	1
0			

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR / ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	11	05					

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed			

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR	0	1
	Strength		

11	CON	0	1
	Constitution		

8	DEX	-1	0
	Dexterity		

20	INT	5	6
	Intelligence		

10	WIS	0	1
	Wisdom		

14	CHA	2	3
	Charisma		

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	FORT	11	00				01	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	REF	11	05				01	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	WILL	11	04				01	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
16	Passive Insight	10	+ 6

11	Passive Perception	10	+ 1

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+							

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+							

ABILITY:

DAMAGE WORKSPACE

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC

ABILITY:

DAMAGE	ABIL	FEAT	ENH	MISC	MISC

ABILITY:

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs AC	Wrist Razors	1d4

0	vs AC	Unarmed	1d4-1

	vs		
	vs		

	vs		
	vs		

HIT POINTS

MAX HP

27

13

1/2 HP

HEALING SURGES

6

1/4 HP

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points

MILESTONES

0

1

2

ACTION POINTS

1

2

3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

ABILITY SCORE MODS

Extra at-will power

Will, Ref and Fort +1

Bonus feat

Bonus skill

CLASS / PATH / DESTINY FEATURES

Telepath build option

Ritual caster

Background: Noble Adept

Theme: Tyrian => Streetwise +2

Wild talent: Far hearing

Power points: 3

LANGUAGES KNOWN

Common

Elven

FEATS

=> Superior Implement Training
Crystal Orb (PHB3):

Undeniable: You gain a +1 bonus to attack rolls against Will when attacking with an undeniable implement.

Energized (physical): When you use an attack power through an energized implement, you gain a +2 bonus to damage rolls if the power has the keyword that matches the implement's damage type. The bonus increases to +3 at 11th level and +4 at 21st level.

=> Impending Victory (PHB3):
+1 attack with at-will powers against bloodied creatures

=> Aberrant Mark of Madness (EPG):
Benefit: Whenever you hit an enemy with a daily attack power, that enemy takes a -2 penalty to Will until the end of the encounter.

