



CHARACTER SHEET

Player Name

Marcel

Griswold

01

Psion

0

Character Name

18

M

Level

Class

Paragon Path

Epic Destiny

Total XP

Human

Unaligned

Race Size Age Gender Height Weight Alignment Deity Adventuring Company or Other Affiliations

INITIATIVE

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

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR / ABIL	CLASS	FEAT	ENH	MISC	MISC
15	AC	10	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 Strength	0	0
11	CON Constitution	0	0

8	DEX Dexterity	-1	-1
20	INT Intelligence	5	5

10	WIS Wisdom	0	0
14	CHA Charisma	2	2

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

CONDITIONAL BONUSES

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	10	05			01	

CONDITIONAL BONUSES

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	10	04			01	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10	+ 5
10	Passive Perception	10	+ 0

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
	VS		
	VS		
	VS		
	VS		

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
23	11	5		6

1/2 HP

1/4 HP

CURRENT HIT POINTS CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS
+1 vs. all (human preservance)

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
-1	Acrobatics	DEX	-1		
10	Arcana	INT	5	5	n/a
	Athletics	STR			
7	Bluff	CHA	2	5	n/a
7	Diplomacy	CHA	2	5	n/a
	Dungeoneering	WIS			n/a
	Endurance	CON			
	Heal	WIS			n/a
10	History	INT	5	5	n/a
5	Insight	WIS	0	5	n/a
2	Intimidate	CHA	2		n/a
	Nature	WIS			n/a
	Perception	WIS			n/a
5	Religion	INT	5		n/a
-1	Stealth	DEX	-1		
4	Streetwise	CHA	2		n/a 2
-1	Thievery	DEX	-1		

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	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

Theme: Noble Adept

Background: Tyrian => Streetwise +2

Wild talent: Far hearing

PSPs: 3

LANGUAGES KNOWN

Common

Elven

FEATS

Human preservance: +1 saving throws
Discipline Adept [PH3]

