	Dun	lG!	E@		<b>S</b> (	DRAC	ONS	Player Name	Сня	ARACTE Marcel	r Shee	Τ
Ral	nam					08					13,000	╗
	acter Name					Level Class	Good Paragon Path	Epic	Destiny		Total XP	
Dev Race	'a		Size	Age	— Ger	nder Height Weight	Alignment Deity	Adventu	ring Company	or Other Affilia	ntions	—
	INI	TIATIV	Έ	8			FENSES			VEMENT		+>
_	CORE	DEX 1/2			MISC	SCORE 10 + A	RMOR / ABIL CLASS FEAT ENH MISC MISC	SCORE			ARMOR ITEM N	MISC
	4 Initiative		4		Ш		06 02	6 Sp	eed (Squai	res) 6		
<del>(+</del>		TY SCO							SI	ENSES		+}
	ORE ABILITY  10 STR	ABIL M		MOD +	1/2 LVL		ABIL CLASS FEAT ENH MISC MISC	40	/E SENSE	ВА		NUS
	Strength					(19) FORT 14	02 01   02	19 Pass	ive Insight	10	0 + 9	
L <u>1</u>	Constitution	2		6		CONDITIONAL BONUSES		24 Pass	ive Percept	tion 10	0 + 14	
	10 DEX			1			ABIL CLASS FEAT ENH MISC MISC	SPECIAL SENSES				
_ <u></u>	Dexterity					19 REF 14	03   02		ATTACK	WORKSP	ACE	+}
L <u>1</u>	18 INI Intelligence	4		8		CONDITIONAL BONUSES		ABILITY:		e basic - S	•	
<b>□</b>	21 WIS		<u>.                                     </u>		5		ABIL CLASS FEAT ENH MISC MISC	ATT BONUS	1/2 LVL AB		FEAT ENH N	NISC
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L	8 CHA Charisma			3		CONDITIONAL BONUSES		ATT BONUS		basic - ur		MISC
<b>(+</b>	HIT	POIN	ΓS			ACTIO	ON POINTS	+ 4	4 (			7
M	AX HP BLOODIED		HEALIN GE VALUE	G SURG	ES GES/DAY	Action Poin	MILESTONES ACTION POINTS 0 1	_	AMAGE	WORKS	PACE	+>
(	61 30	$\neg \vdash$	15		9	ADDITIONAL EFFECTS FOR SPENI	2 3	ABILITY: Mele			MCL	-
CURR	1/2 HP		1/4 HP	RRENT SUR	GE USES	·		DAMAGE			ENH MISC M	IISC
					IGE OSES	RACE ABILITY SCORE MODS	FEATURES	1d8				
						-	1 bonus to all defenses	ABILITY:  DAMAGE	Melee	basic - ur	narmed ENH MISC M	AISC
	SECOND WIND	1/ENCOUN	TER	USED				1d4		ADIL TEAT	Litti Misc M	nisc.
TEMP	PORARY HIT POINTS						oodied creatures e - Resist necrotic and	-	DACIC	ATTACK	c	٥,
						ASHALKESISIAHC						
								ATTACK D		PON OR POWER	DAMAC	÷9. GE
SAVIN	DEATH SAVIN	NG THROW	/ FAILUR	ES	П	radiant equal to	5 + one-half your level	- Vs				<del>+</del> }) GE
	NG THROW MODS	NG THROW	/ FAILUR	ES		radiant equal to	5 + one-half your level Immortal creature origin	- vs				GE
	NG THROW MODS				nt	radiant equal to Immortal Origin - Memory of a Tho	5 + one-half your level Immortal creature origin usand Lifetimes - Have	- vs vs vs				GE
RESIS	NG THROW MODS	otic, Res			nt	radiant equal to Immortal Origin - Memory of a Tho	5 + one-half your level Immortal creature origin	- vs				GE
RESIS	NG THROW MODS  STANCES  RESIST 9 NECTO  RENT CONDITIONS AND EFFE	otic, Res			nt	radiant equal to Immortal Origin - Memory of a Tho memory of a tho	5 + one-half your level Immortal creature origin usand Lifetimes - Have usand lifetimes power	vs vs vs				GE
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CURR	NG THROW MODS  STANCES  RESIST 9 NECTO  RENT CONDITIONS AND EFFE  S  JS SKILL NAME	SKILLS	Sist 9	Radia		radiant equal to Immortal Origin - Memory of a Tho memory of a tho  CLASS / PATH Companion Spir	5 + one-half your level Immortal creature origin usand Lifetimes - Have usand lifetimes power  / DESTINY FEATURES rit - Gain the call spirit	vs vs vs	EFENSE WEA			GE
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CURR BONU 4 7 4 3	RESTANCES RESIST 9 NECTOR RENT CONDITIONS AND EFFE  S S S S S S S S S S S S S S S S S	SKILLS  ABILITY  DEX  INT  CHA  CHA	sist 9	Radia	OR .	radiant equal to Immortal Origin - Memory of a Tho memory of a tho  CLASS / PATH Companion Spin compa Stalker Spirit - companion adds y rolls again	5 + one-half your level Immortal creature origin usand Lifetimes - Have usand lifetimes power  / DESTINY FEATURES it - Gain the call spirit anion power  Ally adjacent to spirit your Int mod to damage st bloodied foes	vs vs vs vs vs vs Shared H	Fealing Sp	EEATS	pamace	***************************************
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BONU 4 7 4 3 3 9	RESIST 9 NECTOR RENT CONDITIONS AND EFFE	SKILLS ABII +11 DEX INT STR CHA WIS	Sist 9	Radia	OR .	radiant equal to Immortal Origin - Memory of a Tho memory of a tho  CLASS / PATH Companion Spin compa Stalker Spirit - companion adds y rolls again Healing Spirit - Ga Speak with Spirit	5 + one-half your level Immortal creature origin usand Lifetimes - Have usand lifetimes power  / DESTINY FEATURES it - Gain the call spirit anion power  Ally adjacent to spirit your Int mod to damage st bloodied foes	vs vs vs vs vs Shared H	Healing Sp addition	EATS irit - Chang	pamace	of
RESIS CURR BONU 4 7 4 3 3 9 5 5	RESIST 9 NECTOR RESIST 9 NECTO	SKILLS  ABILITY  DEX  INT  CHA  CHA  WIS  CON	Sist 9	Radia  RND ARMM 5) PENA  n/a  n/a  n/a	OR .	radiant equal to Immortal Origin - Memory of a Tho memory of a tho  CLASS / PATH Companion Spin compa Stalker Spirit - companion adds y rolls again Healing Spirit - Ga Speak with Spirit	5 + one-half your level Immortal creature origin usand Lifetimes - Have usand lifetimes power  / DESTINY FEATURES  it - Gain the call spirit anion power  Ally adjacent to spirit your Int mod to damage st bloodied foes ain the healing spirit pwr s - Gain the speak with	vs vs vs vs vs vs vs Shared H	Healing Sp addition	EATS  irit - Change all hit points ak with spus to ally	ge recipient ts	→
CURR  BONL  4  7  4  3  3  9  5  14	RESTANCES RESIST 9 NECTOR RENT CONDITIONS AND EFFE  SS SKILL NAME Acrobatics Arcana Athletics Bluff Diplomacy Dungeoneering Endurance Heal	ABILLS ABILLS ABILLS ARICHA INT CHA CHA WIS CON WIS	Sist 9  LMOD TR 211VL (+)  4	Radia  RND ARM (5) PENA  n/a  n/a  n/a  n/a  n/a	DR LTY MISC	radiant equal to Immortal Origin - Memory of a Tho memory of a tho  CLASS / PATH Companion Spin compa Stalker Spirit - companion adds y rolls again Healing Spirit - Ga Speak with Spirit	5 + one-half your level Immortal creature origin usand Lifetimes - Have usand lifetimes power  / DESTINY FEATURES  it - Gain the call spirit anion power  Ally adjacent to spirit your Int mod to damage st bloodied foes ain the healing spirit pwr s - Gain the speak with	vs vs vs vs vs vs vs Shared H	Healing Sp addition aker - Spe bon pirit Adept	EATS  irit - Change all hit point all hit point all with spus to ally  - Allies ad	ge recipient ts	→
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BONIL 4 7 4 3 3 3 9 5 5 144 9 9	RESIST 9 NECTOR RESIST 9 NECTO	SKILLS  ABILITY  ABIL	Sist 9	Radia  RND ARMO PENA  n/a  n/a  n/a  n/a  n/a  n/a  n/a	DR LTY MISC	radiant equal to Immortal Origin - Memory of a Tho memory of a tho  CLASS / PATH Companion Spin compa Stalker Spirit - companion adds y rolls again Healing Spirit - Ga Speak with Spirit	5 + one-half your level Immortal creature origin usand Lifetimes - Have usand lifetimes power  / DESTINY FEATURES  it - Gain the call spirit anion power  Ally adjacent to spirit your Int mod to damage st bloodied foes ain the healing spirit pwr s - Gain the speak with	vs vs vs vs vs vs vs Shared H	Healing Sp addition aker - Spe bon pirit Adept anion can	irit - Chang nal hit poin eak with sp us to ally - Allies ad shift as a	ge recipient ts	of skill
BONU 4 7 4 3 3 3 9 5 144 9 9 9 3 3	STANCES Resist 9 Necro Rent conditions and effect  Sus skill name Acrobatics Arcana Athletics Bluff Diplomacy Dungeoneering Endurance Heal History Insight Intimidate	SKILLS  ABIII 11  DEX  INT  CHA  WIS  ON  INT  WIS  INT  CON  WIS  INT  CHA  CON  WIS  CON  WIS  CON  CON  CON  CON  CON  CON  CON  CO	Sist 9  LMOD TR 2 11/1 (+  4	Radia  RND ARMO PENA  n/a  n/a  n/a  n/a  n/a  n/a  n/a  n/	DR LTY MISC	radiant equal to Immortal Origin - Memory of a Tho memory of a tho  CLASS / PATH Companion Spin compa Stalker Spirit - companion adds y rolls again Healing Spirit - Ga Speak with Spirit	5 + one-half your level Immortal creature origin usand Lifetimes - Have usand lifetimes power  / DESTINY FEATURES  it - Gain the call spirit anion power  Ally adjacent to spirit your Int mod to damage st bloodied foes ain the healing spirit pwr s - Gain the speak with	vs vs vs vs vs vs vs Shared H	Healing Sp addition aker - Spe bon pirit Adept anion can	irit - Chang nal hit poin eak with sp us to ally - Allies ad shift as a	ge recipient ts	of skill
CURR BONIU 4 7 4 3 3 3 9 5 144 9 9 9 3 3 144	RESIST 9 NECTOR RENT CONDITIONS AND EFFECT C	ABILLS AB	Sist 9    MOD TR	Radia  RND ARMO  In/a  In/a	DR LTY MISC	radiant equal to Immortal Origin - Memory of a Tho memory of a tho  CLASS / PATH Companion Spin compa Stalker Spirit - companion adds y rolls again Healing Spirit - Ga Speak with Spirit	5 + one-half your level Immortal creature origin usand Lifetimes - Have usand lifetimes power  / DESTINY FEATURES  it - Gain the call spirit anion power  Ally adjacent to spirit your Int mod to damage st bloodied foes ain the healing spirit pwr s - Gain the speak with	vs v	Healing Sp addition aker - Spee bon pirit Adept anion can the Spirit - + corening Spirit	FEATS  FIGURE 1. Change and hit point as to ally a shift as a shif	ge recipient ts irits grants s jacent to spi free action ses for spirit	of skill t
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	POWER INDEX	MAGIC ITEM INDEX	***
	List your nowers helow	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	
	Spirit's Fangs	WEAPON	
	Haunting Spirits	WEAPON	
	Call Spirit Companion	WEAPON	
	Claws of the Eagle	WEAPON	
	-	Warding Spirit leath. armor +2 (E) □	
		ARMS	
			<b>f</b> .
*	ENCOUNTER POWERS  Call to the Blood Dancer	HANDS	
		HEAD	***
	Memory of a Thousand Lifetimes		PERSONALITY TRAITS
	Healing Spirit	RING Cloak of Resistance +2 (E)	
	Speak with Spirits □		
	Twin Panthers □	RING	
	Call to the Savage Elder 🛘	WAIST	
*	DAILY POWERS	Bag of Holding (heroic tier)	
	Spirit of the Healing Flood □	Everlasting Provisions (heroic tier)	
	Wind of Pain and Succor	Potion of Healing (heroic tier) (3)	MANNERISMS AND APPEARANCE
		Hungry Spirits Totem +2 (Off-hand)  ☐	
	Ш		
*	UTILITY POWERS		CHARACTER RACKEROUND
	Spirit's sacrifice		CHARACTER BACKGROUND
	Sudden Restoration		
		Daily Item Powers Per Day	
		Heroic (1-10) ☐ Milestone ☐/ ☐/ ☐/	COMPANIONS AND ALLIES
	П	Paragon (11-20)	
		Epic (21-30)	
*	OTHER EQUIPMENT	RITUALS	
	Spear (E)		
			SESSION AND CAMPAIGN NOTES
			SESSION FIND CAME AND EST
*	COINS AND O	THER WEALTH	
	GP: 541 PP: 1		
	Encumbrance: 42 / 300 (+200)		