



DUNGEONS & DRAGONS®

Griswold

CHARACTER NAME

Class: Psion Level: 1
 Race: Human Gender: Male
 Alignment: _____
 Languages: Common

ABILITIES AND SKILLS

10 Strength

MODIFIER CHECK

Strength measures your physical power.

Athletics

Trained

MISC. CHECK

11 Constitution

MODIFIER CHECK

Constitution represents health, stamina, and vital force.

Endurance

Trained

MISC. CHECK

8 Dexterity

-1 MODIFIER -1 CHECK

Dexterity measures coordination, agility, and balance.

Acrobatics

Trained

MISC. -1 CHECK

Stealth

Trained

MISC. -1 CHECK

Thievery

Trained

MISC. -1 CHECK

20 Intelligence

5 MODIFIER 5 CHECK

Intelligence describes how well you learn and reason.

Arcana

Trained

MISC. 10 CHECK

History

Trained

MISC. 10 CHECK

Religion

Trained

MISC. 5 CHECK

10 Wisdom

0 MODIFIER 0 CHECK

Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering

Trained

MISC. 0 CHECK

Heal

Trained

MISC. 0 CHECK

Insight

Trained

MISC. 5 CHECK

Nature

Trained

MISC. 0 CHECK

Perception

Trained

MISC. 0 CHECK

14 Charisma

2 MODIFIER 2 CHECK

Charisma measures force of personality and leadership.

Bluff

Trained

MISC. 7 CHECK

Diplomacy

Trained

MISC. 7 CHECK

Intimidate

Trained

MISC. 2 CHECK

Streetwise

Trained

MISC. 4 CHECK

COMBAT STATISTICS

-1 Initiative

6 Speed

Roll initiative to determine the turn order in combat.

Your speed is the number of squares you can move with a move action.

DEFENSES

15 Armor Class (AC)

CALCULATIONS

AC measures how hard it is to physically land an attack on you.

11 Fortitude

CALCULATIONS

Fortitude measures your toughness and resilience.

16 Reflex

CALCULATIONS

Reflex measures your ability to deflect or dodge attacks.

15 Will

CALCULATIONS

Will measures your strength of will and self-discipline.

3 Attack Bonus

Melee Basic/ER

1d4 AGE

-1 Attack Bonus

Ranged Basic

1d4-1 LIFE

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

23 Hit Points

Bloodied 11

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Healing Surge Value

5

Surges Per Day

6

When you spend a healing surge, you regain hit points equal to your healing surge value, which is one-quarter of your hit points (rounded down).

CURRENT HIT POINTS

Temporary Hit Points

Surges Remaining

ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

A standard action, which is usually an attack

A move action, which involves movement

A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

Player Name

Griswold

Character Name



Racial Features

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Bonus At-Will Power

Know one extra 1st-level attack power from your class.

Class/Other Features

Discipline Focus

Choose a discipline focus.

Telepathy Focus

Gain distract and send thoughts powers.

Psionic Augmentation

Gain augmentable at-wills instead of encounter powers.

Ritual Casting

Gain Ritual Caster as a bonus feat.

Feats

Discipline Adept

Use discipline focus powers twice per encounter

Human Perseverance

+1 to saving throws

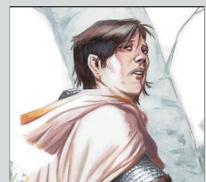
Ritual Caster

Master and perform rituals

Player Name

Griswold

Character Name



Character Details

Adventuring Company

Theme

Noble Adept (Theme)

Background

Tyr - Noble of Conscience

Personality Traits

Companions and Allies

Mannerisms and Appearance

Pale skin, white turban

Session and Campaign Notes

Other Notes

Equipment

Head Slot

Neck Slot

Arm Slot

Hand Slot

Ring Slot

Ring Slot

Main Hand

Wrist Razors

Off Hand Slot

Feet Slot

Waist Slot

Body Slot

Cloth Armor (Basic Clothing)

Tattoo Slot

Ki Slot

Other Equipment

Adventurer's Kit
Ritual Book
Alchemical Reagents (Arcana)

Total Weight (lbs.)

41

Carrying Capacity (lbs.)

Normal 100

Heavy 200

Max 500

Coins and Other Wealth
100 Gold

<h3>Melee Basic Attack</h3> <p>At-Will ♦ Standard action</p> <p>Wrist Razors: +3 vs. AC, 1d4 damage</p> <table border="0"> <tr> <td>Melee weapon</td> <td>Target: One creature</td> </tr> </table> <p>You resort to the simple attack you learned when you first picked up a melee weapon.</p> <p>Keyword: Weapon</p> <p>Attack: Strength vs. AC</p> <p>Hit: 1[W] + Str modifier (+0) damage.</p> <p>Level 21: 2[W] + Str modifier (+0) damage.</p> <p>Additional Effects</p>	Melee weapon	Target: One creature	<h3>Ranged Basic Attack</h3> <p>At-Will ♦ Standard action</p> <p>Unarmed: +1 vs. AC, 1d4-1 damage</p> <table border="0"> <tr> <td>Ranged weapon</td> <td>Target: One creature</td> </tr> </table> <p>You resort to the simple attack you learned when you first picked up a ranged weapon.</p> <p>Keyword: Weapon</p> <p>Attack: Dexterity vs. AC</p> <p>Hit: 1[W] + Dex modifier (-1) damage.</p> <p>Level 21: 2[W] + Dex modifier (-1) damage.</p> <p>Additional Effects</p>	Ranged weapon	Target: One creature	<h3>Adept's Insight</h3> <p>Encounter ♦ Free Action</p> <p>Close burst 5</p> <p><i>With a mental focus, you enhance the undeniability of your actions.</i></p> <p>Keyword: Psionic</p> <p>Trigger: You or an ally in burst makes an attack roll, saving throw, or skill check.</p> <p>Effect: You add 1 to the triggering roll.</p> <p>Augment 1</p> <p>Effect: You instead add 1d4+1 to the triggering roll.</p> <p>Additional Effects</p>		
Melee weapon	Target: One creature							
Ranged weapon	Target: One creature							
<p>Basic Attack</p> <h3>Dishearten</h3> <p>At-Will ♦ Standard action</p> <p>Unarmed: +5 vs. Will, 1d6+5 damage</p> <table border="0"> <tr> <td>Area burst 1 within 10 squares</td> <td>Target: Each creature in burst</td> </tr> </table> <p><i>You insert thoughts of defeat into your foes' minds, sapping their will to fight.</i></p> <p>Keywords: Implement, Psionic, Psychic</p> <p>Attack: Intelligence vs. Will</p> <p>Hit: 1d6 + Int modifier (+5) psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.</p> <p>Augment 1</p> <p>Hit: As above, and the target cannot make opportunity attacks until the end of your next turn.</p> <p>Augment 2</p> <p>Hit: 2d6 + Int modifier (+5) psychic damage, and the target takes a penalty to attack rolls equal to your Cha modifier (+2) until the end of your next turn.</p> <p>Additional Effects</p>	Area burst 1 within 10 squares	Target: Each creature in burst	<p>Basic Attack</p> <h3>Distract</h3> <p>Encounter ♦ Minor Action</p> <p>Ranged 10</p> <table border="0"> <tr> <td>Target: One creature</td> </tr> </table> <p>Level 11: One or two creatures</p> <p>Level 21: One, two, or three creatures</p> <p><i>Your mental barrage momentarily confuses an enemy.</i></p> <p>Keyword: Psionic</p> <p>Effect: The target grants combat advantage to the next creature that attacks it before the end of your next turn.</p> <p>Additional Effects</p>	Target: One creature	<p>Noble Adept Feature</p> <h3>Send Thoughts</h3> <p>Encounter ♦ Free Action</p> <p>Ranged 20</p> <table border="0"> <tr> <td>Target: One creature that shares a language with you</td> </tr> </table> <p><i>You communicate telepathically with a creature.</i></p> <p>Keyword: Psionic</p> <p>Effect: You send a mental message of 25 words or fewer to the target. The target can respond in kind as a free action.</p> <p>Additional Effects</p>	Target: One creature that shares a language with you		
Area burst 1 within 10 squares	Target: Each creature in burst							
Target: One creature								
Target: One creature that shares a language with you								
<p>Psion Attack 1</p> <h3>Mind Thrust</h3> <p>At-Will ♦ Standard action</p> <p>Unarmed: +5 vs. Will, 1d10+5 damage</p> <table border="0"> <tr> <td>Ranged 10</td> <td>Target: One creature</td> </tr> </table> <p><i>You unleash a psychic assault on your foe's mental pathways. You can increase the assault's intensity to weaken your foe's defenses.</i></p> <p>Keywords: Augmentable, Implement, Psionic, Psychic</p> <p>Attack: Intelligence vs. Will</p> <p>Hit: 1d10 + Int modifier (+5) psychic damage.</p> <p>Special: You can use this power unaugmented as a ranged basic attack.</p> <p>Augment 1</p> <p>Hit: As above, and the target takes a penalty to Will equal to your Cha modifier (+2) until the end of your next turn.</p> <p>Augment 2</p> <p>Hit: 2d10 + Int modifier (+5) psychic damage, and the target takes a penalty to all defenses equal to your Cha modifier (+2) until the end of your next turn.</p> <p>Additional Effects</p>	Ranged 10	Target: One creature	<p>Psion Feature</p> <h3>Memory Hole</h3> <p>At-Will ♦ Standard action</p> <p>Unarmed: +5 vs. Will, 1d6+5 damage</p> <table border="0"> <tr> <td>Ranged 10</td> <td>Target: One creature</td> </tr> </table> <p><i>You sift through your foe's mind for the mental representation of yourself within it and brutally rip it out.</i></p> <p>Keywords: Augmentable, Implement, Psionic, Psychic</p> <p>Attack: Intelligence vs. Will</p> <p>Hit: 1d6 + Int modifier (+5) psychic damage, and you become invisible to the target until the start of your next turn.</p> <p>Augment 1</p> <p>Hit: As above, but the invisibility lasts until the end of your next turn.</p> <p>Augment 2</p> <p>Attack Type: Area burst 1 within 10 squares</p> <p>Target: Each creature in burst</p> <p>Hit: 2d6 + Int modifier (+5) psychic damage, and you become invisible to the target until the start of your next turn.</p> <p>Additional Effects</p>	Ranged 10	Target: One creature	<p>Psion Feature</p> <h3>Telepathic Projection</h3> <p>Daily ♦ Standard action</p> <p>Unarmed: +5 vs. Will, 3d8+5 damage</p> <table border="0"> <tr> <td>Ranged 10</td> <td>Target: One creature</td> </tr> </table> <p><i>You force your own will into an enemy's mind, manipulating the foe like a puppet under your control.</i></p> <p>Keywords: Charm, Implement, Psionic, Psychic</p> <p>Attack: Intelligence vs. Will</p> <p>Hit: 3d8 + Int modifier (+5) psychic damage, and the target is subject to your telepathic projection (save ends). While the target is affected by your telepathic projection, when you start your turn, the target makes a melee basic attack as a free action against a target you choose.</p> <p>Miss: Half damage, and the target makes a melee basic attack against a random creature. If this attack targets one of your allies, the target takes a -2 penalty to the attack roll.</p> <p>Additional Effects</p>	Ranged 10	Target: One creature
Ranged 10	Target: One creature							
Ranged 10	Target: One creature							
Ranged 10	Target: One creature							

Far Hearing

At-Will ♦ Minor Action



Personal

For a moment, you can hear even distant whispers.

Keyword: Psionic

Effect: Choose one square you can see that is within 10 squares of you. Until the end of your next turn, you can hear as if you occupied that square.

Additional Effects

Wild Talent Cantrip