DUNGEONS	DRAGONS	CHARACTER SHEET  Marcel
Griswold	01 Psion	0
Character Name Human 18	Level Class Paragon Path  Unaligned	Epic Destiny Total XP
Race Size Age Ger		Adventuring Company or Other Affiliations
INITIATIVE	DEFENSES	MOVEMENT SCORE BASE ARMOR ITEM MISC
score DEX 1/2 LEVEL MISC  -1 Initiative -1 0 0	SCORE 10 + ARMOR / 1/2 LVL ABIL CLASS FEAT ENH MISC MISC	6 Speed (Squares)
CONDITIONAL MODIFIERS	15 AC 10 05	SPECIAL MOVEMENT
** ABILITY SCORES	CONDITIONAL BONUSES	STAGES
SCORE ABILITY ABIL MOD MOD + 1/2 LVL	DEFENSE 1/2 LIVL ABIL CLASS FEAT ENH MISC MISC	SENSES  SCORE PASSIVE SENSE BASE SKILL BONUS
10 STR 0 0	(11) FORT 10 00 01	15 Passive Insight 10 + 5
11 CON 0 0	CONDITIONAL BONUSES	10 Passive Perception 10 + 0
Constitution	DEFENSE 1/2 LVL ABIL CLASS FEAT ENH MISC MISC	SPECIAL SENSES
8 DEX -1 -1	(16) REF 10 05 01	ATTACK MORKERAGE
20 INT 5 5	CONDITIONAL BONUSES	ATTACK WORKSPACE
Intelligence	10 + DEFENSE 1/2 LVL ABIL CLASS FEAT ENH MISC MISC	ATT BONUS 1/2 LVL ABIL CLASS PROF FEAT ENH MISC
10 WS 0 0	15 WILL 10 04 01	+
14 CHA 2 2	CONDITIONAL BONUSES	ABILITY:
Charisma	ACTION POINTS	ATT BONUS 1/2 LVL ABIL CLASS PROF FEAT ENH MISC
MAX HP HEALING SURGES	MILESTONES ACTION POINTS	
23 SLOODIED SURGE VALUE SURGES/DAY  11 5 6	Action Points 0 1 2 3	DAMAGE WORKSPACE
23 11 5 6	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 +1 vs. all (human preservance)		vs
RESISTANCES		vs
		vs
CURRENT CONDITIONS AND EFFECTS		vs
** SKILLS	CLASS / PATH / DESTINY FEATURES	
BONUS SKILL NAME  ABIL MOD TRND ARMOR + 1/2 LVL (+5) PENALTY MISC	Telepath build option	FEATS **
-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	Theme: Noble Adept	
Dungeoneering WISn/a	Background: Tyrian => Streetwise +2	
Endurance CON	Wild talent: Far hearing	
Heal WIS		
10 History INT 5 5 n/a		Human preservance: +1 saving throws Discipline Adept [PH3]
5 Insight WIS 0 5 n/a		
2 Intimidate CHA 2 n/a		
Nature WISn/a	PSPs: 3	
Perception WISn/a		]
5 Religion INT 5	LANGUAGES KNOWN	II
-1 Stealth DEX -1	Common	
4 Streetwise CHA 2 n/a 2	Elven	
-1 Thievery DEX -1		

	POWER WEEK	MA CIC ITEM INDEV	* *
	POWER INDEX List your powers below.	MAGIC ITEM INDEX List your powers below.	
	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
<b>*</b>	AT-WILL POWERS	MAGIC ITEMS	
	Dishearten (1)	weapon Wrist razors	
$\vdash$	Memory Hole (1)	WEAPON	
$\vdash$	Mind Thrust (1)	WEAPON	
$\vdash$	mind TindSt (1)	WEAPON	
$\vdash$		ARMOR	
$\vdash$		ARMS	
			*
<b>↔</b>	ENCOUNTER POWERS		11
L	Distract x2 (build)	HANDS	<del></del>
	Send Thoughts x2 (build)	HEAD	PERSONALITY TRAITS
	Adept's Insight (theme)	NECK	
		RING	
		RING	
		WAIST	
	DAILY DOWERS		
*	DAILY POWERS  Telepatic Projection (1) [PP]		
$\vdash$	relepatic Projection (1) [PP]	<u> </u>	MANNEDICMS AND ADDEADANCE
$\vdash$			MANNERISMS AND APPEARANCE
*	UTILITY POWERS		
`			CHARACTER BACKGROUND
$\vdash$			
		Daily Item Powers Per Day	COMPANIONS AND ALLIES
		Heroic (1-10)	COMPANIONS AND ALLIES
L		Paragon (11-20)	
L		Epic (21-30)	
=			
<b>↔</b>	OTHER EQUIPMENT	RITUALS	
_	Adventurers kit	Tenser's floating disc	
	Ritual book		
	Ritual components		
			SESSION AND CAMPAIGN NOTES
_		-	
_			1
_			1
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_		_	
_		- <u></u>	1
<del>*</del>	COINS AND	OTHER WEALTH	<u>,                                    </u>