

# DUNGEONS & DRAGONS

## Character Sheet

Player Name /RPGA Number

1

Level

### Griswold

Male Human Psion

18 Age 6' Height 135 lb. Weight Medium Size Deity

0

Total XP Next Level at: 2250

### Defenses

<b>15</b>	<b>11</b>	<b>16</b>	<b>15</b>
AC	FORT	REF	WILL

Conditional Bonuses:

### Hit Points

<b>Max HP</b> (Bloodied 11)	<b>23</b>	Temp HP
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Current Hit Points

Healing Surges	Surge Value	Surges/day	Surges Left
	5	6	

Current Conditions:

### Combat Statistics and Senses

<b>Initiative</b>	-1
Conditional Modifiers	
<b>Speed</b>	6
Special Movement	
<b>Passive Insight</b>	15
<b>Passive Perception</b>	10

Special Senses  
Normal

### Action Points

Action Points	Milestones	Action Points
	0	1
	1	2
	2	3

Effect: Gain a standard action this turn.  
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

### Power Points 2

#### Second Wind (one per encounter)

Used

Effect: You spend a healing surge and regain hit points equal to your surge value. You gain a +2 bonus to all defenses until the start of your next turn.

#### Death Saving Throw Failures

#### Saving Throw Mods

1

### Resistances

### Current Conditions and Effects

### Basic Attacks

#### Melee

##### Wrist Razors

3	1d4
Strength vs. AC	Damage

#### Ranged

Unarmed	
-1	1d4-1

Dexterity vs. AC

Damage

### Language(s) known

Common

### Portrait



Ability	Score	Check
STR Strength	10	0
CON Constitution	11	0
DEX Dexterity	8	-1
INT Intelligence	20	5
WIS Wisdom	10	0
CHA Charisma	14	2

### Skills

Skill	Assoc. Ability	Trained	Score
Acrobatics	Dexterity		-1
Arcana	Intelligence	✓	10
Athletics	Strength		0
Bluff	Charisma	✓	7
Diplomacy	Charisma	✓	7
Dungeoneering	Wisdom		0
Endurance	Constitution		0
Heal	Wisdom		0
History	Intelligence	✓	10
Insight	Wisdom	✓	5
Intimidate	Charisma		2
Nature	Wisdom		0
Perception	Wisdom		0
Religion	Intelligence		5
Stealth	Dexterity		-1
Streetwise	Charisma		4
Thievery	Dexterity		-1

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

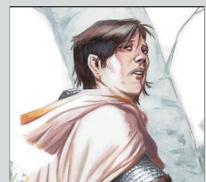
### Ritual Caster

Master and perform rituals

Player Name

# Griswold

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## 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

#### Waist Slot

#### Body Slot

Cloth Armor (Basic Clothing)

#### Feet Slot

#### 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><b>Wrist Razors:</b> +3 vs. AC, 1d4 damage</p> <table border="0"> <tr> <td><b>Melee</b> weapon</td> <td><b>Target:</b> One creature</td> </tr> </table> <p>You resort to the simple attack you learned when you first picked up a melee weapon.</p> <p><b>Keyword:</b> Weapon</p> <p><b>Attack:</b> Strength vs. AC</p> <p><b>Hit:</b> 1[W] + Str modifier (+0) damage.</p> <p><b>Level 21:</b> 2[W] + Str modifier (+0) damage.</p> <p>Additional Effects</p>	<b>Melee</b> weapon	<b>Target:</b> One creature	<h3>Ranged Basic Attack</h3> <p>At-Will ♦ Standard action</p> <p><b>Unarmed:</b> +1 vs. AC, 1d4-1 damage</p> <table border="0"> <tr> <td><b>Ranged</b> weapon</td> <td><b>Target:</b> One creature</td> </tr> </table> <p>You resort to the simple attack you learned when you first picked up a ranged weapon.</p> <p><b>Keyword:</b> Weapon</p> <p><b>Attack:</b> Dexterity vs. AC</p> <p><b>Hit:</b> 1[W] + Dex modifier (-1) damage.</p> <p><b>Level 21:</b> 2[W] + Dex modifier (-1) damage.</p> <p>Additional Effects</p>	<b>Ranged</b> weapon	<b>Target:</b> One creature	<h3>Adept's Insight</h3> <p>Encounter ♦ Free Action</p> <p><b>Close</b> burst 5</p> <p><i>With a mental focus, you enhance the undeniability of your actions.</i></p> <p><b>Keyword:</b> Psionic</p> <p><b>Trigger:</b> You or an ally in burst makes an attack roll, saving throw, or skill check.</p> <p><b>Effect:</b> You add 1 to the triggering roll.</p> <p><b>Augment 1</b></p> <p><b>Effect:</b> You instead add 1d4+1 to the triggering roll.</p> <p>Additional Effects</p>		
<b>Melee</b> weapon	<b>Target:</b> One creature							
<b>Ranged</b> weapon	<b>Target:</b> One creature							
<p>Basic Attack</p> <h3>Dishearten</h3> <p>At-Will ♦ Standard action</p> <p><b>Unarmed:</b> +5 vs. Will, 1d6+5 damage</p> <table border="0"> <tr> <td><b>Area</b> burst 1 within 10 squares</td> <td><b>Target:</b> 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><b>Keywords:</b> Implement, Psionic, Psychic</p> <p><b>Attack:</b> Intelligence vs. Will</p> <p><b>Hit:</b> 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><b>Augment 1</b></p> <p><b>Hit:</b> As above, and the target cannot make opportunity attacks until the end of your next turn.</p> <p><b>Augment 2</b></p> <p><b>Hit:</b> 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>	<b>Area</b> burst 1 within 10 squares	<b>Target:</b> Each creature in burst	<p>Basic Attack</p> <h3>Distract</h3> <p>Encounter ♦ Minor Action</p> <p><b>Ranged</b> 10</p> <table border="0"> <tr> <td><b>Target:</b> 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><b>Keyword:</b> Psionic</p> <p><b>Effect:</b> The target grants combat advantage to the next creature that attacks it before the end of your next turn.</p> <p>Additional Effects</p>	<b>Target:</b> One creature	<p>Noble Adept Feature</p> <h3>Send Thoughts</h3> <p>Encounter ♦ Free Action</p> <p><b>Ranged</b> 20</p> <table border="0"> <tr> <td><b>Target:</b> One creature that shares a language with you</td> </tr> </table> <p><i>You communicate telepathically with a creature.</i></p> <p><b>Keyword:</b> Psionic</p> <p><b>Effect:</b> 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>	<b>Target:</b> One creature that shares a language with you		
<b>Area</b> burst 1 within 10 squares	<b>Target:</b> Each creature in burst							
<b>Target:</b> One creature								
<b>Target:</b> One creature that shares a language with you								
<p>Psion Attack 1</p> <h3>Mind Thrust</h3> <p>At-Will ♦ Standard action</p> <p><b>Unarmed:</b> +5 vs. Will, 1d10+5 damage</p> <table border="0"> <tr> <td><b>Ranged</b> 10</td> <td><b>Target:</b> 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><b>Keywords:</b> Augmentable, Implement, Psionic, Psychic</p> <p><b>Attack:</b> Intelligence vs. Will</p> <p><b>Hit:</b> 1d10 + Int modifier (+5) psychic damage.</p> <p><b>Special:</b> You can use this power unaugmented as a ranged basic attack.</p> <p><b>Augment 1</b></p> <p><b>Hit:</b> 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><b>Augment 2</b></p> <p><b>Hit:</b> 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>	<b>Ranged</b> 10	<b>Target:</b> One creature	<p>Psion Feature</p> <h3>Memory Hole</h3> <p>At-Will ♦ Standard action</p> <p><b>Unarmed:</b> +5 vs. Will, 1d6+5 damage</p> <table border="0"> <tr> <td><b>Ranged</b> 10</td> <td><b>Target:</b> 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><b>Keywords:</b> Augmentable, Implement, Psionic, Psychic</p> <p><b>Attack:</b> Intelligence vs. Will</p> <p><b>Hit:</b> 1d6 + Int modifier (+5) psychic damage, and you become invisible to the target until the start of your next turn.</p> <p><b>Augment 1</b></p> <p><b>Hit:</b> As above, but the invisibility lasts until the end of your next turn.</p> <p><b>Augment 2</b></p> <p><b>Attack Type:</b> Area burst 1 within 10 squares</p> <p><b>Target:</b> Each creature in burst</p> <p><b>Hit:</b> 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>	<b>Ranged</b> 10	<b>Target:</b> One creature	<p>Psion Feature</p> <h3>Telepathic Projection</h3> <p>Daily ♦ Standard action</p> <p><b>Unarmed:</b> +5 vs. Will, 3d8+5 damage</p> <table border="0"> <tr> <td><b>Ranged</b> 10</td> <td><b>Target:</b> 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><b>Keywords:</b> Charm, Implement, Psionic, Psychic</p> <p><b>Attack:</b> Intelligence vs. Will</p> <p><b>Hit:</b> 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><b>Miss:</b> 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>	<b>Ranged</b> 10	<b>Target:</b> One creature
<b>Ranged</b> 10	<b>Target:</b> One creature							
<b>Ranged</b> 10	<b>Target:</b> One creature							
<b>Ranged</b> 10	<b>Target:</b> 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.

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Additional Effects

Wild Talent Cantrip