

Player Name

Simbul 2 Psion
 Character Name Level Class
 Half-Elf Medium Female
 Race Size Age Gender

Paragon Path
 Good

Epic Destiny

Tempus

1,000
 Total XP

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	Initiative	1	2

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	11	4			1		

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
8	STR Strength	-1	0
12	CON Constitution	1	2
11	DEX Dexterity	0	1
18	INT Intelligence	4	5
13	WIS Wisdom	1	2
18	CHA Charisma	4	5

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	FORT	11	1					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	11	4					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	WILL	11	4	2				

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Insight	10	+ 4

12	Passive Perception	10	+ 2
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SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Psychokinetic Quarterstaff +

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	1	-1		2		1	

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 0	1	-1					

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Psychokinetic Quarterstaff +

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8	-1		1		

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4-1	-1				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
3	vs AC	Psychokinetic Quarterstaff +1	1d8
0	vs AC	Unarmed (Melee)	1d4-1
1	vs AC	Unarmed (Range)	1d4
	vs		

FEATS

Ritual Caster - Master and perform rituals

Discipline Adept - Use discipline focus powers twice per encounter

Courageous Mind - +2 to initiative. While bloodied: +1 to saving throws.

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
28	14	7
	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 bonus while you are bloodied

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Dilettante - Choose at-will power from other class; use as encounter power.

Dual Heritage - Count as elf, half-elf, and human for choosing feats.

Group Diplomacy - Allies within 10 get +1 to Diplomacy.

CLASS / PATH / DESTINY 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.

LANGUAGES KNOWN

Common, Elven, Draconic

SKILLS

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

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Memory Hole	
Mind Thrust	

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Nightmare Eruption	<input type="checkbox"/>
Distract	<input type="checkbox"/> <input type="checkbox"/>
Send Thoughts	<input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Hand of Caution	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Soothing Words	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

Power Points: 2

OTHER EQUIPMENT

Adventurer's Kit
Crystal orb (E)

COINS AND OTHER WEALTH

Money on hand: 50 gp
Stored money: 0 gp
Encumbrance: 44 / 80

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON	Psychokinetic Quarterstaff +1	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Elusive Cloth Armor (Basic Clothing) +1 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK		<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/> <input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>

RITUALS / ALCHEMY

Arcane Mark
Magic Mouth
Silence

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Half-Elf - Outcast
You were born in circumstances that made you unwelcome—in a community of elves where humans were hated, for example, or vice versa. What was the circumstance of your birth? How did your parents fit into the community? Did you leave by choice, or were you forced out? Do any lingering rivalries or enemies from your home still plague you?

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

Memory Hole (Augment 0)

KEYWORDS: Augmentable, Implement, Psionic, Psychic

Standard	↓ 10	Ranged 10
ACTION	← *	RANGE
5 vs Will		One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Will
Hit: 1d6 + Intelligence modifier (+4) psychic damage, and you become invisible to the target until the start of your next turn.

Crystal orb: +5 attack, 1d6+4 damage

FLAVOR TEXT
You sift through your foe's mind for the mental representation of yourself within it and brutally rip it out.

CLASS Psion LEVEL 1 BOOK PH3

AT-WILL POWER

Memory Hole (Augment 1)

KEYWORDS: Augmentable, Implement, Psionic, Psychic

Standard	↓ 10	Ranged 10
ACTION	← *	RANGE
5 vs Will		One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Will
Hit: 1d6 + Intelligence modifier (+4) psychic damage, and you become invisible to the target until the start of your next turn, but the invisibility lasts until the end of your next turn.

Crystal orb: +5 attack, 1d6+4 damage

FLAVOR TEXT
You sift through your foe's mind for the mental representation of yourself within it and brutally rip it out.

CLASS Psion LEVEL 1 BOOK PH3

AT-WILL POWER

Mind Thrust (Augment 0)

KEYWORDS: Augmentable, Implement, Psionic, Psychic

Standard	↓ 10	Ranged 10
ACTION	← *	RANGE
5 vs Will		One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Will
Hit: 1d10 + Intelligence modifier (+4) psychic damage.
Special: You can use this power unaugmented as a ranged basic attack.

Crystal orb: +5 attack, 1d10+4 damage

FLAVOR TEXT
You unleash a psychic assault on your foe's mental pathways. You can increase the assault's intensity to weaken your foe's defenses.

CLASS Psion LEVEL 1 BOOK PH3

AT-WILL POWER

Mind Thrust (Augment 1)

KEYWORDS: Augmentable, Implement, Psionic, Psychic

Standard	↓ 10	Ranged 10
ACTION	← *	RANGE
5 vs Will		One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Will
Hit: 1d10 + Intelligence modifier (+4) psychic damage, and the target takes a penalty to Will equal to your Charisma modifier (+4) until the end of your next turn.
Special: You can use this power unaugmented as a ranged basic attack.

Crystal orb: +5 attack, 1d10+4 damage

FLAVOR TEXT
You unleash a psychic assault on your foe's mental pathways. You can increase the assault's intensity to weaken your foe's defenses.

CLASS Psion LEVEL 1 BOOK PH3

AT-WILL POWER

Nightmare Eruption

KEYWORDS: Arcane, Illusion, Implement, Psychic

Standard	↓ 10	Ranged 10
ACTION	← *	RANGE
5 vs Will		One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Will
Hit: 1d8 + Intelligence modifier (+4) psychic damage, and any enemy adjacent to the target takes psychic damage equal to your Intelligence modifier (+4).
 Level 21: 2d8 + Intelligence modifier (+4) damage.

Unarmed: +5 attack, 1d8+4 damage

FLAVOR TEXT
You bring forth a nightmare in your foe's mind and project it out for its comrades to see.

CLASS Wizard LEVEL 1 BOOK Dragon 380

ENCOUNTER POWER

Distract

KEYWORDS: Psionic

Minor	↓ 10	Ranged 10
ACTION	← *	RANGE
vs		One creature
ATTACK	DEFENSE	TARGET

Effect: The target grants combat advantage to the next creature that attacks it before the end of your next turn.

FLAVOR TEXT
Your mental barrage momentarily confuses an enemy.

CLASS Psion LEVEL BOOK PH3

ENCOUNTER POWER

Send Thoughts

KEYWORDS: Psionic

Free	↓ 20	Ranged 20
ACTION	← *	RANGE
vs		One creature that shares a language
ATTACK	DEFENSE	TARGET

Effect: You send a mental message of 25 words or fewer to the target. The target can respond in kind as a free action.

FLAVOR TEXT
You communicate telepathically with a creature.

CLASS Psion LEVEL BOOK PH3

ENCOUNTER POWER

Hand of Caution

KEYWORDS: Force, Implement, Psionic

Standard	↓ 10	Ranged 10
ACTION	← *	RANGE
5 vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Reflex
Hit: 2d8 + Intelligence modifier (+4) force damage.
Miss: Half damage.
Effect: Until the end of the encounter, you can use a minor action to push the target 1 square when the target is within 5 squares of you. This effect ends if you end your turn adjacent to the target.

Crystal orb: +5 attack, 2d8+4 damage

FLAVOR TEXT
You forge a barrier of hand-shaped force. When your foe moves too close to you, the barrier repels it.

CLASS Psion LEVEL 1 BOOK PH3

DAILY POWER

Soothing Words

KEYWORDS:

Standard	↓	Close burst 5
ACTION	5 ← *	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Requirement: You must be taking a short rest
Target: Each ally who can hear you in burst
Effect: When each target spends one or more healing surges at the end of the short rest, he or she regains additional hit points equal to your Charisma modifier (+4).
Prerequisite: You must be trained in Diplomacy.

ADDITIONAL EFFECTS
The battle done, your allies turn to you for words of encouragement and support.

CLASS Diplomacy LEVEL 2 BOOK PH3

UTILITY POWER