

Player Name

Mikal 1 Psion

Character Name Level Class Paragon Path Epic Destiny Total XP

Human Medium 14 Male 5-9 165 Unaligned Ioun

Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
<b>1</b>	<b>1</b>		

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>14</b>	<b>AC</b>	<b>10</b>	<b>4</b>					

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<b>6</b>	<b>Speed (Squares)</b>	<b>6</b>		

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>11</b>	<b>STR</b> Strength	<b>0</b>	<b>0</b>
<b>12</b>	<b>CON</b> Constitution	<b>1</b>	<b>1</b>
<b>12</b>	<b>DEX</b> Dexterity	<b>1</b>	<b>1</b>
<b>18</b>	<b>INT</b> Intelligence	<b>4</b>	<b>4</b>
<b>8</b>	<b>WIS</b> Wisdom	<b>-1</b>	<b>-1</b>
<b>16</b>	<b>CHA</b> Charisma	<b>3</b>	<b>3</b>

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>12</b>	<b>FORT</b>	<b>10</b>	<b>1</b>				<b>1</b>	

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>16</b>	<b>WILL</b>	<b>10</b>	<b>3</b>	<b>2</b>			<b>1</b>	

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BON
<b>14</b>	<b>Passive Insight</b>	<b>10</b>	<b>+</b> <b>4</b>
<b>9</b>	<b>Passive Perception</b>	<b>10</b>	<b>+</b> <b>-1</b>

SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+ 0</b>	<b>0</b>	<b>0</b>					

ABILITY: Ranged Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+ 1</b>	<b>0</b>	<b>1</b>					

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
<b>24</b>	<b>12</b>	<b>6</b>	<b>6</b>	<b>7</b>

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

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
<b>1</b>	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.

Bonus Skill - Trained in one additional class skill.

Bonus At-Will Power - Know one extra 1st-level attack power from your class.

Human Defense Bonuses - +1 to Fortitude, Reflex, and Will.

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d4</b>	<b>0</b>				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d4+1</b>	<b>1</b>				

### SKILLS

BONUS	SKILL NAME	ABIL MOD	TRND (+5)	ARMOR PENALTY	MISC
<b>1</b>	Acrobatics	DEX	<b>1</b>	<b>0</b>	
<b>9</b>	Arcana	INT	<b>4</b>	<b>5</b>	n/a
<b>0</b>	Athletics	STR	<b>0</b>	<b>0</b>	
<b>5</b>	Bluff	CHA	<b>3</b>	<b>0</b>	<b>2</b>
<b>8</b>	Diplomacy	CHA	<b>3</b>	<b>5</b>	n/a
<b>-1</b>	Dungeoneering	WIS	<b>-1</b>	<b>0</b>	n/a
<b>1</b>	Endurance	CON	<b>1</b>	<b>0</b>	
<b>-1</b>	Heal	WIS	<b>-1</b>	<b>0</b>	n/a
<b>9</b>	History	INT	<b>4</b>	<b>5</b>	n/a
<b>4</b>	Insight	WIS	<b>-1</b>	<b>5</b>	n/a
<b>8</b>	Intimidate	CHA	<b>3</b>	<b>5</b>	n/a
<b>-1</b>	Nature	WIS	<b>-1</b>	<b>0</b>	n/a
<b>-1</b>	Perception	WIS	<b>-1</b>	<b>0</b>	n/a
<b>4</b>	Religion	INT	<b>4</b>	<b>0</b>	n/a
<b>1</b>	...		<b>1</b>	<b>0</b>	

### 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.

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>3</b>	vs <b>AC</b>	Dagger (Melee)	1d4
<b>4</b>	vs <b>AC</b>	Dagger (Range)	1d4+1
<b>2</b>	vs <b>AC</b>	Morningstar	1d10
<b>3</b>	vs <b>AC</b>	Crossbow	1d8+1

### FEATS

Precise Mind - +1 attack with unaugmented powers after hitting with an augmented power

Ritual Caster - Master and perform rituals

Discipline Adept - Use discipline focus powers twice per encounter

### LANGUAGES KNOWN




CHARACTER NAME <b>Mikal</b>		
PLAYER NAME		
RACE Human	CLASS Psion	LEVEL 1

HP 24	11 STR	AC 14
Spd 6	12 CON	Fort 12
Init +1	12 DEX	Ref 15
	18 INT	Will 16
	8 WIS	
	16 CHA	
14 Passive Insight	9 Passive Perception	

PLAY DATA **DUNGEONS & DRAGONS**



ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

### Second Wind

KEYWORDS	USED	
Standard	↓ 10 ↗	Personal
ACTION	↶ ↷	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Psion LEVEL 1 BOOK PH

UTILITY POWER **DUNGEONS & DRAGONS**

### Mind Thrust (Augment 0)

KEYWORDS	Augmentable, Implement, Psionic, Psychic	USED
Standard	↓ 10 ↗	Ranged 10
ACTION	↶ ↷	RANGE
4 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.

Unarmed: +4 attack, 1d10+4 damage

ADDITIONAL EFFECTS

CLASS Psion LEVEL 1 BOOK PH3

AT-WILL POWER **DUNGEONS & DRAGONS**

### Memory Hole (Augment 0)

KEYWORDS	Augmentable, Implement, Psionic, Psychic	USED
Standard	↓ 10 ↗	Ranged 10
ACTION	↶ ↷	RANGE
4 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.

Unarmed: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Psion LEVEL 1 BOOK PH3

AT-WILL POWER **DUNGEONS & DRAGONS**

### Memory Hole (Augment 1)

KEYWORDS	Augmentable, Implement, Psionic, Psychic	USED
Standard	↓ 10 ↗	Ranged 10
ACTION	↶ ↷	RANGE
4 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.

Unarmed: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Psion LEVEL 1 BOOK PH3

AT-WILL POWER **DUNGEONS & DRAGONS**

### Memory Hole (Augment 2)

KEYWORDS	Augmentable, Implement, Psionic, Psychic	USED
Standard	↓ 10 ↗	Area burst 1 within 10 squares
ACTION	↶ 1 ↷	RANGE
4 vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Will  
Hit: 2d6 + Intelligence modifier (+4) psychic damage, and you become invisible to the target until the start of your next turn.

Unarmed: +4 attack, 2d6+4 damage

ADDITIONAL EFFECTS

CLASS Psion LEVEL 1 BOOK PH3

AT-WILL POWER **DUNGEONS & DRAGONS**

### Dishearten (Augment 0)

KEYWORDS	Augmentable, Implement, Psionic, Psychic	USED
Standard	↓ 10 ↗	Area burst 1 within 10 squares
ACTION	↶ 1 ↷	RANGE
4 vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Will  
Hit: 1d6 + Intelligence modifier (+4) psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Unarmed: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Psion LEVEL 1 BOOK PH3

AT-WILL POWER **DUNGEONS & DRAGONS**

### Dishearten (Augment 1)

KEYWORDS	Augmentable, Implement, Psionic, Psychic	USED
Standard	↓ 10 ↗	Area burst 1 within 10 squares
ACTION	↶ 1 ↷	RANGE
4 vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Will  
Hit: 1d6 + Intelligence modifier (+4) psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn, and the target cannot make opportunity attacks until the end of your next turn.

Unarmed: +4 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Psion LEVEL 1 BOOK PH3

AT-WILL POWER **DUNGEONS & DRAGONS**

### Dishearten (Augment 2)


KEYWORDS		Augmentable, Implement, Psionic, Psychic	USED
Standard	↓ 10 ↗	Area burst 1 within 10 squares	
ACTION	↶ 1 ✖	RANGE	
4	vs Will	Each creature in burst	
ATTACK	DEFENSE	TARGET	

Attack: Intelligence vs. Will  
 Hit: 2d6 + Intelligence modifier (+4) psychic damage, and the target takes a penalty to attack rolls equal to your Charisma modifier (+3) until the end of your next turn.

Unarmed: +4 attack, 2d6+4 damage

ADDITIONAL EFFECTS

CLASS	Psion	LEVEL	1	BOOK	PH3
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AT-WILL POWER 


### Distract

KEYWORDS		Psionic	USED
Minor	↓ 10 ↗	Ranged 10	
ACTION	↶ 1 ✖	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.

ADDITIONAL EFFECTS

CLASS	Psion	LEVEL		BOOK	PH3
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ENCOUNTER POWER 


### Send Thoughts

KEYWORDS		Psionic	USED
Free	↓ 20 ↗	Ranged 20	
ACTION	↶ 1 ✖	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.

ADDITIONAL EFFECTS

CLASS	Psion	LEVEL		BOOK	PH3
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ENCOUNTER POWER 

### Mental Trauma

KEYWORDS		Implement, Psionic, Psychic	USED
Standard	↓ 20 ↗	Ranged 20	
ACTION	↶ 1 ✖	RANGE	
4	vs Will	One creature	
ATTACK	DEFENSE	TARGET	

Attack: Intelligence vs. Will  
 Hit: 3d8 + Intelligence modifier (+4) psychic damage.  
 Miss: Half damage.  
 Effect: The target gains vulnerable 5 psychic (save ends).

Unarmed: +4 attack, 3d8+4 damage

ADDITIONAL EFFECTS

CLASS	Psion	LEVEL	1	BOOK	PH3
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DAILY POWER 