

Player Name _____

Character Name Changeling	Level 1	Class Psion	Paragon Path	Epic Destiny	Total XP 0				
Race	Size Medium	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company	RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0	Initiative		

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	AC	10	5					

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	-1
11	CON Constitution	0	0
10	DEX Dexterity	0	0
20	INT Intelligence	5	5
10	WIS Wisdom	0	0
16	CHA Charisma	3	3

FORT

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

CONDITIONAL BONUSES

REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	10	5					

CONDITIONAL BONUSES

WILL

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Insight	10	+
15	Passive Perception	10	+

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

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

ABILITY: Ranged Basic Attack - Unarmed

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

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
23	11	5
	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	0
	1
	2
	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

- Change Shape** - Use changeling disguise as an at-will power
- Mental Defense** - +1 to Will
- Shapechanger** - You have the shapechanger quality.
- Changeling Trick** - You have the changeling trick power.
- Bluff Bonus**
- Insight Bonus**

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

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

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
0	Acrobatics	DEX	0	0		
10	Arcana	INT	5	5	n/a	
-1	Athletics	STR	-1	0		
5	Bluff	CHA	3	0	n/a	2
3	Diplomacy	CHA	3	0	n/a	
0	Dungeoneering	WIS	0	0	n/a	
0	Endurance	CON	0	0		
0	Heal	WIS	0	0	n/a	
10	History	INT	5	5	n/a	
7	Insight	WIS	0	5	n/a	2
3	Intimidate	CHA	3	0	n/a	
0	Nature	WIS	0	0	n/a	
5	Perception	WIS	0	5	n/a	
5	Religion	INT	5	0	n/a	
0	Stealth	DEX	0	0		
3	Streetwise	CHA	3	0	n/a	
0	Thievery	DEX	0	0		

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
-1	vs AC	Unarmed (Melee)	1d4-1
0	vs AC	Unarmed (Range)	1d4
	vs		
	vs		

FEATS

- Ritual Caster** - Master and perform rituals
- Focused Expertise (Quarterstaff)** - Gain bonus to attack rolls with Quarterstaffs.

LANGUAGES KNOWN

Common

POWER INDEX

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

AT-WILL POWERS

Changeling Disguise	<input type="checkbox"/>
Mind Thrust	<input type="checkbox"/>
Memory Hole	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Changeling Trick	<input type="checkbox"/>
Distract	<input type="checkbox"/>
Send Thoughts	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Ravenging Thought	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

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

Power Points: 2

OTHER EQUIPMENT

Quarterstaff (E)
Adventurer's Kit
Climber's Kit

COINS AND OTHER WEALTH

Money on hand: 78 gp
 Stored money: 0 gp
 Encumbrance: 16 / 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	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<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"/>
Power Point! ()	<input type="checkbox"/>
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Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<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"/>	/	<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"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

Sending
Tenser's Floating Disk

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME

PLAYER NAME

RACE Changeling CLASS Psion LEVEL 1

HP	8 STR	AC
23	11 CON	15
Spd	10 DEX	Fort
6	20 INT	10
Init	10 WIS	Ref
+0	16 CHA	15
		Will
		16

17 Passive Insight 15 Passive Perception



Second Wind

KEYWORDS

Standard	Personal
ACTION	RANGE
vs	Self
ATTACK	DEFENSE
	TARGET

Effect: You spend a healing surge and regain 5 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

ENCOUNTER ACTION DUNGEONS & DRAGONS

Changeling Disguise

KEYWORDS Polymorph USED

Minor	Personal
ACTION	RANGE
vs	
ATTACK	DEFENSE
	TARGET

Effect: You alter your physical form to take on the appearance of any Medium humanoid. You retain your statistics in your new form, and your clothing, armor, and possessions do not change. The new form lasts until you change form again. Any creature that attempts to see through your ruse makes an Insight check opposed by your Bluff check, and you gain a +5 bonus to your check.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK EPG

Memory Hole (Augment 0)

KEYWORDS Augmentable, Implement, Psionic, Psychic USED

Standard	Ranged 10
ACTION	RANGE
6 vs Will	One creature
ATTACK	DEFENSE
	TARGET

Attack: Intelligence vs. Will
Hit: 1d6 + Intelligence modifier (+5) psychic damage, and you become invisible to the target until the start of your next turn.

Quarterstaff: +6 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS Psion LEVEL 1 BOOK PH3

Memory Hole (Augment 1)

KEYWORDS Augmentable, Implement, Psionic, Psychic USED

Standard	Ranged 10
ACTION	RANGE
6 vs Will	One creature
ATTACK	DEFENSE
	TARGET

Attack: Intelligence vs. Will
Hit: 1d6 + Intelligence modifier (+5) 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.

Quarterstaff: +6 attack, 1d6+5 damage

ADDITIONAL EFFECTS

CLASS Psion LEVEL 1 BOOK PH3

Memory Hole (Augment 2)

KEYWORDS Augmentable, Implement, Psionic, Psychic USED

Standard	Area burst 1 within 10 squares
ACTION	RANGE
6 vs Will	Each creature in burst
ATTACK	DEFENSE
	TARGET

Attack: Intelligence vs. Will
Hit: 2d6 + Intelligence modifier (+5) psychic damage, and you become invisible to the target until the start of your next turn.

Quarterstaff: +6 attack, 2d6+5 damage

ADDITIONAL EFFECTS

CLASS Psion LEVEL 1 BOOK PH3

Mind Thrust (Augment 0)

KEYWORDS Augmentable, Implement, Psionic, Psychic USED

Standard	Ranged 10
ACTION	RANGE
6 vs Will	One creature
ATTACK	DEFENSE
	TARGET

Attack: Intelligence vs. Will
Hit: 1d10 + Intelligence modifier (+5) psychic damage.

Special: You can use this power unaugmented as a ranged basic attack.

Quarterstaff: +6 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS Psion LEVEL 1 BOOK PH3

Mind Thrust (Augment 1)

KEYWORDS Augmentable, Implement, Psionic, Psychic USED

Standard	Ranged 10
ACTION	RANGE
6 vs Will	One creature
ATTACK	DEFENSE
	TARGET

Attack: Intelligence vs. Will
Hit: 1d10 + Intelligence modifier (+5) psychic damage, and the target takes a penalty to Will equal to your Charisma modifier (+3) until the end of your next turn.

Special: You can use this power unaugmented as a ranged basic attack.

Quarterstaff: +6 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS Psion LEVEL 1 BOOK PH3

Mind Thrust (Augment 2)

KEYWORDS		Augmentable, Implement, Psionic, Psychic	USED
Standard	10	Ranged 10	
ACTION		RANGE	
6	vs Will	One creature	
ATTACK	DEFENSE	TARGET	

Attack: Intelligence vs. Will
Hit: 2d10 + Intelligence modifier (+5) psychic damage, and the target takes a penalty to all defenses equal to your Charisma modifier (+3) until the end of your next turn.
Special: You can use this power unaugmented as a ranged basic attack.

Quarterstaff: +6 attack, 2d10+5 damage

ADDITIONAL EFFECTS

CLASS Psion LEVEL 1 BOOK PH3

AT-WILL POWER DUNGEONS & DRAGONS

Changeling Trick

KEYWORDS			USED
Minor	*	Melee 1	
ACTION		RANGE	
	vs	One creature	
ATTACK	DEFENSE	TARGET	

Effect: You make a Bluff check opposed by the target's passive Insight. If your check succeeds, you gain combat advantage against the target until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK EPG

ENCOUNTER POWER DUNGEONS & DRAGONS

Distract

KEYWORDS		Psionic	USED
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.

ADDITIONAL EFFECTS

CLASS Psion LEVEL BOOK PH3

ENCOUNTER POWER DUNGEONS & DRAGONS

Send Thoughts

KEYWORDS		Psionic	USED
Free	20	Ranged 20	
ACTION		RANGE	
	vs	One creature	
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

ENCOUNTER POWER DUNGEONS & DRAGONS

Ravering Thought

KEYWORDS		Implement, Psionic, Psychic	USED
Standard	10	Ranged 10	
ACTION		RANGE	
6	vs Will	One creature	
ATTACK	DEFENSE	TARGET	

Hit: 2d6 + Intelligence modifier psychic damage, and ongoing 5 psychic damage (save ends).
Miss: Half damage, and ongoing 3 psychic damage (save ends).
Effect: Make a secondary attack.
Secondary Target: Each enemy adjacent to the primary target
Secondary Attack: Intelligence vs. Will
Hit: 1d6 + Intelligence modifier psychic damage, and ongoing 5 psychic damage (save ends).

Quarterstaff: +6 attack, 2d6+5 damage

ADDITIONAL EFFECTS

CLASS Psion LEVEL 1 BOOK PH3

DAILY POWER DUNGEONS & DRAGONS

Power Point!

AC BONUS	CHECK	SPEED	1
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

For Teaching Your Enemies What Psionics is All About

ITEM SLOT	WEIGHT 0	PRICE	BOOK
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MAGIC ITEM DUNGEONS & DRAGONS

Power Point!

AC BONUS	CHECK	SPEED	1
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

For Teaching Your Enemies What Psionics is All About

ITEM SLOT	WEIGHT 0	PRICE	BOOK
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MAGIC ITEM DUNGEONS & DRAGONS