<u>Dungeons & Dragons</u>

Character Sheet

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	ter Name				Level	Clas	S		Paragon Path		Epic De	stiny			Tota	al XP
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10	Arcana	INT	5	5	n/a		powers.					•	ise (Quarters	starr) -	Gain bonu	s to attack
-1	Athletics	STR	-1	0			·		- Gain augmenta	ble at-wills instead	rolls with	Quarter	starrs.			
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10	History	INT	5	5	n/a											
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3	Streetwise	СНА	3	0	n/a											
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POWER INDEX		MAG	IC ITEM II	NDEX		CHARACTER PORTRAIT
List your powers below. Check the box when the power is used.	Che	eck the l	t your powers be box when the po	wer is used	d.	
Clear the box when the power renews. AT-WILL POWERS	Cle		NOT WHEN THE POW		S.	
Changeling Disguise	WEAPON					
Mind Thrust	WEAPON					
Memory Hole	WEAPON					
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	WAIST					PERSONALITY TRAITS
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UTILITY POWERS	d					
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		Daily	Item Powers P	er Day		
	Heroic (1-10)		Milestone	/		CHARACTER BACKGROUND
	Paragon (11-20)		Milestone	e 🗌 /	1 1	
Power Points: 2	Epic (21-30)		Milestone	e 🗌 /	/ /	
OTHER EQUIPMENT	F		ALS / ALC	НЕМҮ		
Quarterstaff (E)	Sending					
Adventurer's Kit	Tenser's Floating	g Disk				
Climber's Kit						-
						COMPANIONS AND ALLIES
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						SESSION AND CAMPAIGN NOTES
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COINS AND OTHER WEALTH						-
Money on hand: 78 gp						
Stored money: 0 gp						
Encumbrance: 16 / 80						
	J					

Changeling Disguise Memory Hole (Augment 0) Memory Hole (Augment 1) more payments	CHARACTER NAME		Second Wind
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Image: Inclusion Image: Inclusion <td< td=""><td>(6) 20 INT Ref</td><td>POINT</td><td></td></td<>	(6) 20 INT Ref	POINT	
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Changeling Disguise Memory Hole (Augment 0) Memory Hole (Augment 1) more: Augmentable. Implement, Pionic, Psychic more: Augmentable. Implement Pionic, Psychic			
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Minor Personal Standard Personal Action Personal Standard Personal Ranged 10 Action Personal Ranged 10 Ranged 10 Action Column (Column) Personal Ranged 10 Action Column (Column) Personal Ranged 10 Action Column Personal Ranged 10 Ranged 10 Action Column Personal Ranged 10 Ranged 10 Attack: Intelligence vs. Will Hit 10 # Ranged 10 Ranged 10 Attack: Intelligence vs. Will Hit 10 # Ranged 10 Ranged 10 Action Personal Personal </td <td>Changeling Disguise</td> <td>Memory Hole (Augment 0)</td> <td>Memory Hole (Augment 1)</td>	Changeling Disguise	Memory Hole (Augment 0)	Memory Hole (Augment 1)
ACTION Image: Second seco	KEYWORDS Polymorph	KEYWORDS Augmentable, Implement, Psionic, Psychic	KEYWORDS Augmentable, Implement, Psionic, Psychic
Montow Montow Montow Montow		intelligiou ro	
ATTACK DEFENSE TARGET ATTACK DEFENSE TARGET Effect: You alter your physical form to take on the appearance of any Medium humonid; You retain your statistics in your new form, and your cichting, arror, and possessions do not change. The new form tasts until you change form again. Any creature that tempts to see through your list in table, and you gain a + 5 bonus to your check. Attack: intelligence vs. Will Hit: 1d6 + 5 damage Attack: intelligence vs. Will anage, and you become invisible to the target until the start of your next turn. Attack: intelligence vs. Will Hit: 1d6 + 5 damage Attack: intelligence with the physical form to take on the days and you gain a + 5 bonus to your check. Attack: intelligence vs. Will Hit: 1d6 + 5 damage Attack: intelligence vs. Will Hit: 1d6 + 5 damage Attack: intelligence with the start of your next turn. Quarterstaff: + 6 attack, 1d6 + 5 damage Attack: intelligence vs. Will Hit: 1d6 + 5 damage Attack: intelligence with the start of your next turn. Attack: intelligence vs. Will Hit: 2d6 + Intelligence with the start of your next turn. Attack: intelligence vs. Will Hit: 2d6 + Intelligence ws. Will Hit: 2d6 + hattack, 2d6 + 5 damage Attack: intelligence vs. Will Hit: 1d10 + Intelligence ws. Will Hit: 1d10 + Intelligence wolligence vs. Will Hit: 2d6 + Intelligence ws. Will	Noticit Notice	Norrow	Notion
the appearance of any Medium humanoid. You relation is the appearance of any Medium humanoid. You relation our statistics in your new form, and you become invisible to the target until the start of your next turn. Hit: 1d6 + Intelligence modifier (+5) psychic until the start of your next turn. Hit: 1d6 + Intelligence modifier (+5) psychic until the start of your next turn. Hit: 1d6 + Intelligence modifier (+5) psychic until the start of your next turn. Hit: 1d6 + Intelligence modifier (+5) psychic until the start of your next turn. Hit: 1d6 + Intelligence modifier (+5) psychic until the start of your next turn. Duarterstaff: +6 attack, 1d6+5 damage Montower meases an Insight theck opposed by your check. Montower iteres Montower iteres Montower Media Montower Media Memory Hole (Augment 2) Mind Thrust (Augment 0) Mind Thrust (Augment 0) Mind Thrust (Augment 0) Mind Thrust (Augment 0) Memory Hole (Augment 2) Mind Thrust (Augment 0) Mind Thrust (Augment 0) Mind Thrust (Augment 0) Mind Thrust (Augment 0) Mind Ranke Intelligence modifier (+5) psychic Mind Mind Thrust (Augment 0)			
retain your statistics in your new form, and your damage, and you become invisible to the target damage, and you become invisible to the target tothing, armor, and possessions do not change damage, and you become invisible to the target until the start of your next turn. Until the invisibility the new form lasts until you change form again. Any creature that attempts to see through your until the start of your next turn. Ouarterstaff: + 6 attack, 1d6+5 damage the cext. accome invisible to the target until the start of your next turn. Ouarterstaff: + 6 attack, 1d6+5 damage centroue tirters accome invisible to the target until the start of your next turn. Ouarterstaff: + 6 attack, 1d6+5 damage centroue tirters accome prior to the target until the start of your next turn. Ouarterstaff: + 6 attack, 1d6+5 damage centroue tirters accome prior to the target until the start of your next turn. Ouarterstaff: + 6 attack, 1d6+5 damage centroue tirters accome prior to the target until the start of your next turn. Ouarterstaff: + 6 attack, 1d6+5 damage centroue tirters accome prior to the target until the start of your next turn. Wind Thrust (Augment 0) Memory Hole (Augmentale, Implement, Psionic, Psychic attart intelligence with within 10 squareres teamage attard			
clothing, armor, and possessions do not change. The new form lass until your change form again. Any creature that attempts to see through your take makes an insight check opposed by your Buff check, and you gain a + 5 bonus to your check. until the start of your next turn. Duarterstaff: + 6 attack, 1d6+5 damage until the start of your next turn. Duarterstaff: + 6 attack, 1d6+5 damage until the start of your next turn. Duarterstaff: + 6 attack, 1d6+5 damage COME Recta Immediate prover Immediate prover Immediate prover Immediate prover COME Recta Immediate prover Immediate prover Immediate prover Immediate prover COME Recta Immediate prover Immediate prover Immediate prover Immediate prover Memory Hole (Augment 2) Mind Thrust (Augment 0) Mind Thrust (Augment 0) Immediate prover Immediate prover Immediate prover Immediate prover Immediate prover Immediate prover Immediate prover Immediate prover Immediate prover Immediate prover Immediate prover Immediate prover Immediate prover Immediate prover Immediate prover Immediate prover Immediate prover Immediate prover Immediate prover Immediate prover Immediate prover Immediate prover Immediate prover Immediat			
Any creature that attempts to see through your ruse makes an insight check opposed by your Buff check, and you gain a +5 bonus to your Check. Quarterstaff: + 6 attack, 1d6+5 damage Quarterstaff: + 6 attack, 1d6+5 damage Automove tiffers Keomove tiffers Keomove tiffers Keomove tiffers Keomove tiffers Automove tiffers Keomove tiffers Keomove tiffers Keomove tiffers Keomove tiffers Automove tiffers Keomove tiffers Keomove tiffers Keomove tiffers Keomove tiffers Automove tiffers Keomove tiffers AT-WILL POWER Keomove tiffers Ar-WILL POWER Keomove tiffers Memory Hole (Augment 2) Mind Thrust (Augment 0) Mind Thrust (Augment 0) Mind Thrust (Augment 1) Keomove tiffers Keomove tiffers Ranged 10 Action Context to the tiffer of 50 synchic Standard 10 % Ranged 10 Ranged 10 Actron Context to the target until the start of your next turn. Ranged 10 Action Context to the target until the start of your next turn. Attack: Intelligence vs. Will Attack: Intelligence vs. Will Hit: 2do + Intelligence vs. Will Hit: 2do + Intelligence vs. Will Attack: Intelligence vs. Will Attack: Intelligence vs. Will Hit: 2do + Intelligence vs. Vill Attack: Intelligence vs. Vill Attack: Int	clothing, armor, and possessions do not change.		until the start of your next turn, but the invisibility
ruse makes an Insight check, opposed by your Ruff check, and you gain a +5 bonus to your Ruff check, and you gain a +5 bonus to your Ruff check, and you gain a +5 bonus to your Ruff check, and you gain a +5 bonus to your Accromow Lifets Ruse and ruse		Quarterstaff: +6 attack, 1d6+5 damage	lasts until the end of your next turn.
check. Adortional Liffed's Adortional Liffed's Adortional Liffed's Adortional Liffed's Adortional Liffed's Adortional Liffed's Adortional Liffed's Address Racial Power Laff power Laff power Laff power Laff power Laff power AT-WILL POWER Duncocous © Duncocou			Quarterstaff: +6 attack, 1d6+5 damage
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Memory Hole (Augment 2) Mind Thrust (Augment 0) Mind Thrust (Augment 1) KEYWOODS Augmentable, Implement, Psionic, Psychic Loto Standard 10 % Area burst 1 within 10 squares Action 10 % Area burst 1 within 10 squares Action 10 % Ranged 10 Action Control Control Control Control Attack: Intelligence vs. Will Attack: Intelligence vs. Will Attack: Intelligence vs. Will Attack: Intelligence vs. Will Hit: 2d6 + 1bellegence vs. Control Special: You can use this power unaugmented as a ranged basic attack. Quarterstaff: + 6 attack, 1d10 + 5 damage Quarterstaff: + 6 attack, 2d6+5 damage Augmentable if + 6 attack, 1d10 + 5 damage Augmentable if + 6 attack. Quarterstaff: + 6 attack. Augmentable Immedia <	CLASS Racial Power LEVEL * BOOK EPG	CLASS Psion LEVEL 1 BOOK PH3	CLASS Psion LEVEL 1 BOOK PH3
REWORDES Augmentable, Implement, Psionic, Psychic USED KEWWORDS Augmentable, Implement, Psionic, Psychic USED Standard 10 Area burst 1 within 10 squares Standard 10 Ranged 10 ACTION 1 RANGE 6 VS Will Each creature in burst ACTION RANGE 6 VS Will One creature ACTION ACTION ACTION RANGE Cattor in the ingence vs. Will Mitack: Intelligence vs. Will Mitackis a ranged basic attack. <	AT-WILL POWER DUNGEONS & DRAGONS ®	AT-WILL POWER DUNGEONS & DRAGONS ®	AT-WILL POWER DUNCEONS & DRAGONS ®
REWORDES Augmentable, Implement, Psionic, Psychic USED KEWWORDS Augmentable, Implement, Psionic, Psychic USED Standard 10 Area burst 1 within 10 squares Standard 10 Ranged 10 ACTION 1 RANGE 6 VS Will Each creature in burst ACTION RANGE 6 VS Will One creature ACTION ACTION ACTION RANGE Cattor in the ingence vs. Will Mitack: Intelligence vs. Will Mitackis a ranged basic attack. <	Memory Hole (Augment 2)	Mind Thrust (Augment 0)	Mind Thrust (Augment 1)
Standard I IO Area burst 1 within 10 squares ACTION I RANGE 6 vs Will Each creature in burst 6 vs ATTACK DEFENSE TARGET Attack: Intelligence vs. Will Hit: 2d6 + Intelligence vs. Will Hit: 1d10 + Intelligence vs. Will Hit: 2d6 + Intelligence vs. Will Hit: 1d10 + Intelligence vs. Will Hit: 2d6 + Intelligence vs. Vill Hit: 1d10 + Intelligence vs. Will Hit: 1d10 + Intelligence vs. Vill Quarterstaff: +6 attack, 1d10+5 damage ADDITIONAL EFFECTS ADDITIONAL EFFECTS ADDITIONAL EFFECTS ADITIONAL EFFECTS </td <td>y . y .</td> <td></td> <td></td>	y . y .		
ACTION RANGE 6 vs Will Each creature in burst ATTACK DEFENSE ATTACK DEFENSE TARGET Attack: Intelligence vs. Will Hit: 2d6 + Intelligence vs. Will Hit: 1d10 + Intelligence vs. Will Ouarterstaff: + 6 attack, 2d6+5 damage Quarterstaff: + 6 attack, 1d10+5 damage ADDITIONAL EFFECTS ADDITIONAL EFFECTS ADDITIONAL EFFECTS ADDITIONAL EFFECTS LEVEL 1 ADDITIONAL EFFECTS ADDITIONAL EFFECTS ADDITIONAL EFFECTS RAME ADITIONAL EFFECTS ADDITIONAL EFFECTS ADITIONA	ELL N		
ATTACK DEFENSE TARGET 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. Attack: Intelligence vs. Will Hit: 1d10 + Intelligence modifier (+5) psychic damage. Attack: Intelligence vs. Will Quarterstaff: +6 attack. Zd6+5 damage Special: You can use this power unaugmented as a ranged basic attack. Quarterstaff: +6 attack. 1d10+5 damage Attack: Intelligence vs. Ull ADDITIONAL EFFECTS ADDITIONAL EFFECTS ADDITIONAL EFFECTS ADDITIONAL EFFECTS ADDITIONAL EFFECTS ADDITIONAL EFFECTS			
Attack: Intelligence vs. Will 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. Attack: Intelligence vs. Will Quarterstaff: +6 attack, 2d6+5 damage Special: You can use this power unaugmented as a ranged basic attack. Attack: 1d10+5 damage Quarterstaff: +6 attack, 2d6+5 damage Automic effective Automic effective Special: You can use this power unaugmented as a ranged basic attack. Special: You can use this power unaugmented as a ranged basic attack. Quarterstaff: +6 attack, 2d6+5 damage Automic effective Automic effective Special: You can use this power unaugmented as a ranged basic attack. Quarterstaff: +6 attack, 1d10+5 damage Automic effective Automic effective Special: You can use this power unaugmented as a ranged basic attack. Automic effective Automic effective Automic effective Special: You can use this power unaugmented as a ranged basic attack. Quarterstaff: +6 attack, 1d10+5 damage Automic effective Automic effective Automic effective Automic effective Automic effective Automic effective Automic effective Automic effective Automic effective Image Image Image Image Image Automic effective P			
Hit: 2d6 + Intelligence modifier (+5) psychic damage, and you become invisible to the target until the start of your next turn. Hit: 1d10 + Intelligence modifier (+5) psychic damage. Hit: 1d10 + Intelligence modifier (+5) psychic damage, and the target takes a penalty to Will equal to your Charisma modifier (+3) until the as a ranged basic attack. Quarterstaff: +6 attack, 2d6+5 damage Special: You can use this power unaugmented as a ranged basic attack. Special: You can use this power unaugmented as a ranged basic attack. Quarterstaff: +6 attack, 1d10+5 damage Journeet turn. ADDITIONAL EFFECTS ADDITIONAL EFFECTS ADDITIONAL EFFECTS ADDITIONAL EFFECTS ADDITIONAL EFFECTS CLASS Psion LEVEL 1 BOOK PH3 CLASS Psion LEVEL 1 BOOK PH3 LEVEL 1 BOOK PH3			
until the start of your next turn. Special: You can use this power unaugmented as a ranged basic attack. equal to your Charisma modifier (+3) until the end of your next turn. Quarterstaff: +6 attack, 2d6+5 damage Quarterstaff: +6 attack, 1d10+5 damage equal to your Charisma modifier (+3) until the end of your next turn. ADDITIONAL EFFECTS ADDITIONAL EFFECTS ADDITIONAL EFFECTS ADDITIONAL EFFECTS CLASS Psion LEVEL 1 BOOK PH3 CLAS	Hit: 2d6 + Intelligence modifier (+5) psychic	Hit: 1d10 + Intelligence modifier (+5) psychic	Hit: 1d10 + Intelligence modifier (+5) psychic
ADDITIONAL EFFECTS as a ranged basic attack. Ouarterstaff: +6 attack, 1d10+5 damage end of your next turn. Special: You can use this power unaugmented as a ranged basic attack. CLASS Psion LEVEL 1 BOOK PH3 CLASS Psion LEVEL 1 BOOK PH3 CLASS Psion CLASS Psion CLASS Psion LEVEL 1 BOOK PH3 CLASS Psion CLASS Psion CLASS Psion LEVEL 1 BOOK PH3 CLASS Psion CLASS Psion CLASS Psion LEVEL 1 BOOK PH3 LEVEL 1 BOOK PH3 LEVEL 1 BOOK PH3 LEVEL 1<			
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ADDITIONAL EFFECTS ADDITIONAL EFFECTS ADDITIONAL EFFECTS ADDITIONAL EFFECTS CLASS PSion LEVEL 1 BOOK PH3 CLASS PSion LEVEL 1 BOOK PH3 LEVEL 1 BOOK PH3 LEVEL 1 BOOK PH3 LEVEL 1 BOOK PH3 PH3 <td>Quarterstaff: +6 attack, 2d6+5 damage</td> <td>Ouarterstaff: +6 attack, 1d10+5 damage</td> <td></td>	Quarterstaff: +6 attack, 2d6+5 damage	Ouarterstaff: +6 attack, 1d10+5 damage	
ADDITIONAL EFFECTS ADDITIONAL EF		······································	-
CLASS Psion LEVEL 1 BOOK PH3 CLASS Psion LEVEL 1 BOOK PH3			Quarterstaff: +6 attack, 1d10+5 damage
CLASS Psion LEVEL 1 BOOK PH3 CLASS Psion LEVEL 1 BOOK PH3	ADDITIONAL EFFECTS	ADDITIONAL FEFECTS	ADDITIONAL FEFECTS
			CLASS

Mind Thrust (Augment 2)	Changeling Trick	Distract					
KEYWORDS Augmentable, Implement, Psionic, Psychic	KEYWORDS USED	KEYWORDS PSionic					
Standard 4 10 Ranged 10	Minor * 4 🕅 Melee 1	Minor 4 10 Minor Ranged 10					
ACTION RANGE	ACTION 🔄 😽 RANGE	ACTION 🔄 😽 RANGE					
6 vs Will One creature	vs One creature	vs One creature					
ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET					
Attack: Intelligence vs. Will	Effect: You make a Bluff check opposed by the	Effect: The target grants combat advantage to					
Hit: 2d10 + Intelligence modifier (+5) psychic	target's passive Insight. If your check succeeds,	the next creature that attacks it before the end of					
damage, and the target takes a penalty to all defenses equal to your Charisma modifier (+3)	you gain combat advantage against the target until the end of your next turn.	your next turn.					
until the end of your next turn.	antii the end of your next tarn.						
Special: You can use this power unaugmented							
as a ranged basic attack.							
Quarterstaff: +6 attack, 2d10+5 damage							
ADDITIONAL EFFECTS	ADDITIONAL EFFECTS	ADDITIONAL EFFECTS					
CLASS Psion LEVEL 1 BOOK PH3	CLASS Racial Power LEVEL * BOOK EPG	CLASS Psion LEVEL BOOK PH3					
AT-WILL POWER DUNGEONS & DRAGONS ®							
Send Thoughts	Ravening Thought	Power Point!					
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KEYWORDS PSionic	KEYWORDS Implement, Psionic, Psychic USED	1					
Free 20 r Ranged 20	Standard 4 10 X Ranged 10	AC BONUS CHECK SPEED QUANTITY					
ACTION RANGE	ACTION 🔆 😵 RANGE						
vs One creature	6 vs Will One creature	ENHANCEMENT LEVEL TYPE PROPERTIES					
ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET						
Effect: You send a mental message of 25 words	Hit: 2d6 + Intelligence modifier psychic damage, and ongoing 5 psychic damage (save ends).						
or fewer to the target. The target can respond in kind as a free action.	Miss: Half damage, and ongoing 3 psychic damage						
	(save ends).						
	Effect: Make a secondary attack. Secondary Target: Each enemy adjacent to the	AT-WILL ENCOUNTER DAILY					
	primary target	POWER					
	Secondary Attack: Intelligence vs. Will Hit: 1d6 + Intelligence modifier psychic damage, and	For Teaching Your Enemies What Psionics is All					
	ongoing 5 psychic damage (save ends).	About					
	Quarterstaff: +6 attack, 2d6+5 damage						
ADDITIONAL EFFECTS	ADDITIONAL EFFECTS						
ADDITIONAL EFFECTS							
	ADDITIONAL EFFECTS						
ADDITIONAL EFFECTS CLASS Psion LEVEL BOOK PH3	ADDITIONAL EFFECTS CLASS Psion LEVEL 1 800K PH3	ITEM SLOT WEIGHT 0 PRICE BOOK					
	ADDITIONAL EFFECTS	ITEM SLOT WEIGHT O PRICE BOOK MAGIC ITEM DUNCEONS & DRAGONS ®					
CLASS PSion LEVEL BOOK PH3 ENCOUNTER POWER DUNCEONS & DRACONS ®	ADDITIONAL EFFECTS CLASS Psion LEVEL 1 800K PH3						
CLASS Psion LEVEL BOOK PH3	ADDITIONAL EFFECTS CLASS Psion LEVEL 1 800K PH3						
CLASS Psion LEVEL BOOK PH3 ENCOUNTER POWER DUNCEONS & DRACONS ®	ADDITIONAL EFFECTS CLASS Psion LEVEL 1 800K PH3						
CLASS Psion LEVEL BOOK PH3 ENCOUNTER POWER DUNCEONS & ORACONS @ Power Point!	ADDITIONAL EFFECTS CLASS Psion LEVEL 1 800K PH3						
CLASS PSION LEVEL BOOK PH3 ENCOUNTER POWER DUNCEONS & PA3 Power Point!	ADDITIONAL EFFECTS CLASS Psion LEVEL 1 800K PH3						
CLASS PSION LEVEL BOOK PH3 ENCOUNTER POWER DUNCEONS OF PH3 Power Point! AC BONUS CHECK SPEED QUANTITY ENHANCEMENT LEVEL TYPE	ADDITIONAL EFFECTS CLASS Psion LEVEL 1 800K PH3						
CLASS PSion LEVEL BOOK PH3 ENCOUNTER POWER DUNCEONS & DRAGONS (B) Power Point! 1 AC BONUS CHECK SPEED QUANTITY	ADDITIONAL EFFECTS CLASS Psion LEVEL 1 800K PH3						
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CLASS PSION LEVEL ROOK PH3 ENCOUNTER POWER CONSTRUCTION (CONSTRUCTION) POWER POINT! AC BONUS CHECK SPEED QUANTITY ENHANCEMENT LEVEL TYPE PROPERTIES ENCOUNTER DAILY POWER	ADDITIONAL EFFECTS CLASS Psion LEVEL 1 800K PH3						
CLASS PSion LEVEL ROOK PH3 ENCOUNTER POWER Image: Comparison of the second of the seco	ADDITIONAL EFFECTS CLASS Psion LEVEL 1 800K PH3						
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CLASS PSion LEVEL ROOK PH3 ENCOUNTER POWER Image: Comparison of the second of the seco	ADDITIONAL EFFECTS CLASS Psion LEVEL 1 800K PH3						
LEVEL ROOK PH3 ENCOUNTER POWER I I Power Point! 1 1 AC BONUS CHECK SPEED QUANTITY ENHANCEMENT LEVEL TYPE PROPERTIES AT-WILL ENCOUNTER DAILY POWER For Teaching Your Enemies What Psionics is All	ADDITIONAL EFFECTS CLASS Psion LEVEL 1 800K PH3						
CLASS PSion LEVEL ROOK PH3 ENCOUNTER POWER Image: Comparison of the second of the seco	ADDITIONAL EFFECTS CLASS Psion LEVEL 1 800K PH3						
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CLASS PSion LEVEL ROOK PH3 ENCOUNTER POWER Image: Comparison of the second of the seco	ADDITIONAL EFFECTS CLASS Psion LEVEL 1 800K PH3						