POWER INDEX List your powers below. Check the box when the power is used. Clear the box when the power renews. **AT-WILL POWERS** Bull Rush Attack Grab Attack Opportunity Attack

ENCOUNTER POWERS

DAILY POWERS

UTILITY POWERS

OTHER EQUIPMENT

Blessing of Battle

Brand of the Sun

Second Wind

Guidance of the Past

Dynamic Assault

Divine Fortune

Healer's Mercy

Moment of Glory

Second Wind Healing Word Bless

Ritual Book Chainmail (E) Holy Symbol

Sun Burst

MAGIC ITEM INDEX

List your powers below.

a	neck the box w	when the power is used. When the power renews.	
		CIC ITEMS	
WEAPON Magic G	ireatspear +1	1 (E)	
WEAPON			7
WEAPON			1
WEAPON			1
ARMOR			┨
ARMS			┨
FEET			┨
HANDS		<u> </u>	┨
HEAD			4
NECK			4
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RING			┛
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	Daily Item	n Powers Per Day	4
Heroic (1-10)	<u> </u>	Milestone / / / / / /	4
Paragon (11-20)		Milestone / / / / /	╝.
Epic (21-30)		Milestone / / / /	╝.
	RITUALS	S / ALCHEMY	
Create Holy Wa			
Easy Climb			_
			_
			_
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			_ ;
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CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNE	KISMS A	ND APP	EARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

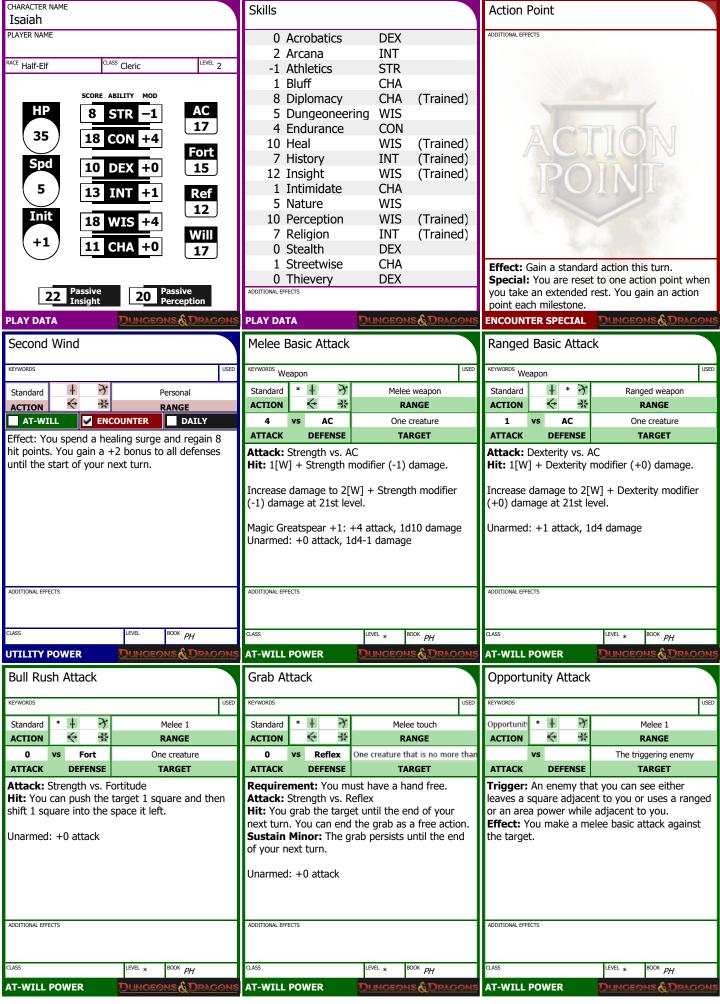
SESSION AND CAMPAIGN NOTES

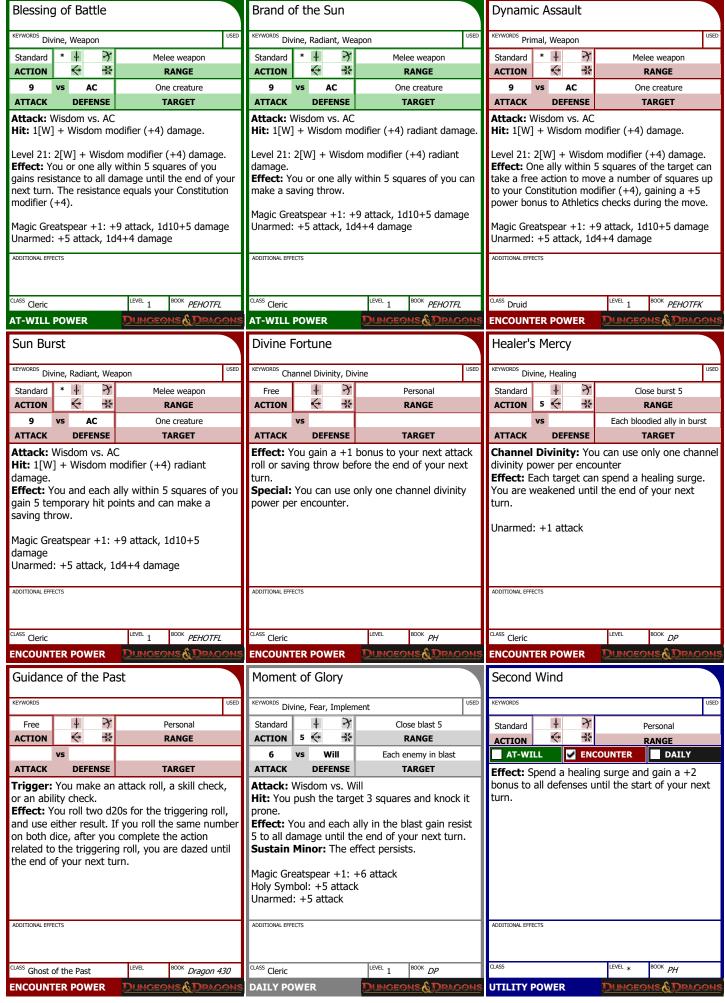
COINS AND OTHER WEALTH

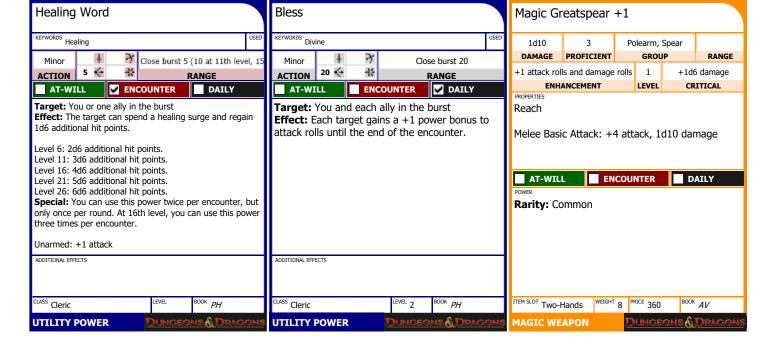
Stored money: 0 gp

Money on hand: 100 gp Encumbrance: 54 / 80

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