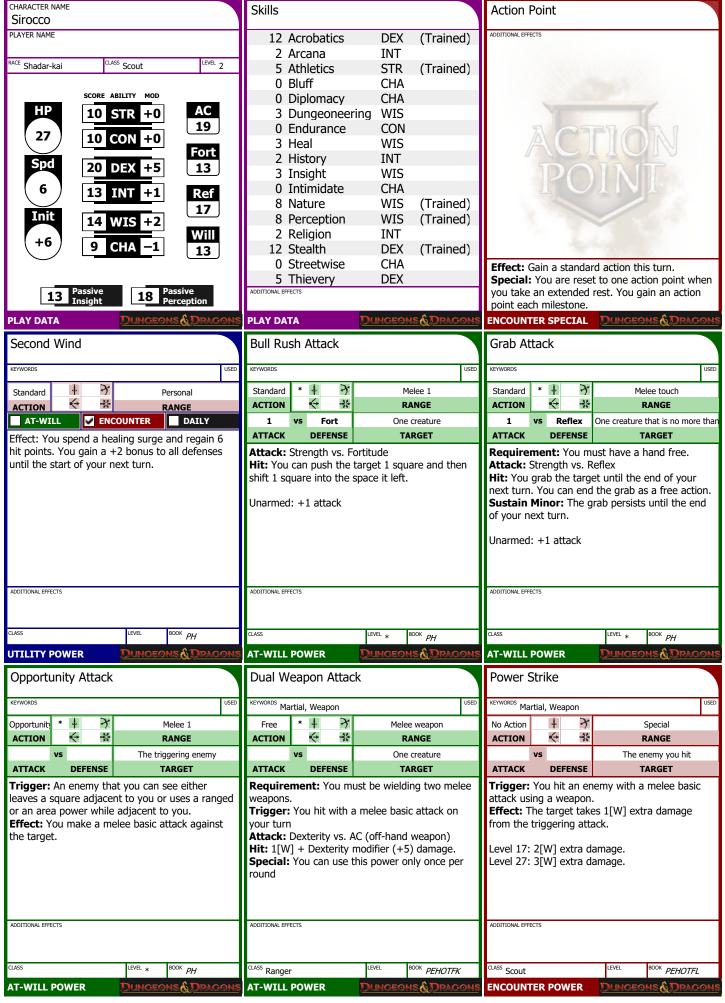
List your powers below. List your powers below. Check the box when the power is used. Check the box when the power is used. Clear the box when the power renews. Clear the box when the power renews. **AT-WILL POWERS MAGIC ITEMS** Bull Rush Attack Vanguard Spiked chain +1 (E) WEAPON Grab Attack WEAPON Opportunity Attack WEAPON Dual Weapon Attack ARMOR FEET **ENCOUNTER POWERS** HANDS Second Wind HEAD Surprise Strike NECK Power Strike RING RING **PERSONALITY TRAITS** WAIST **DAILY POWERS MANNERISMS AND APPEARANCE UTILITY POWERS** Second Wind Shadow Jaunt Aspect of the Cunning Fox Aspect of the Charging Ram Stalker's Mist Daily Item Powers Per Day **CHARACTER BACKGROUND** Heroic (1-10) Milestone Paragon (11-20) Milestone Epic (21-30) Milestone **OTHER EQUIPMENT RITUALS / ALCHEMY** Shuriken (5) Hide Armor (E) **COMPANIONS AND ALLIES SESSION AND CAMPAIGN NOTES COINS AND OTHER WEALTH** Money on hand: 100 gp Stored money: 0 gp Encumbrance: 37 / 100

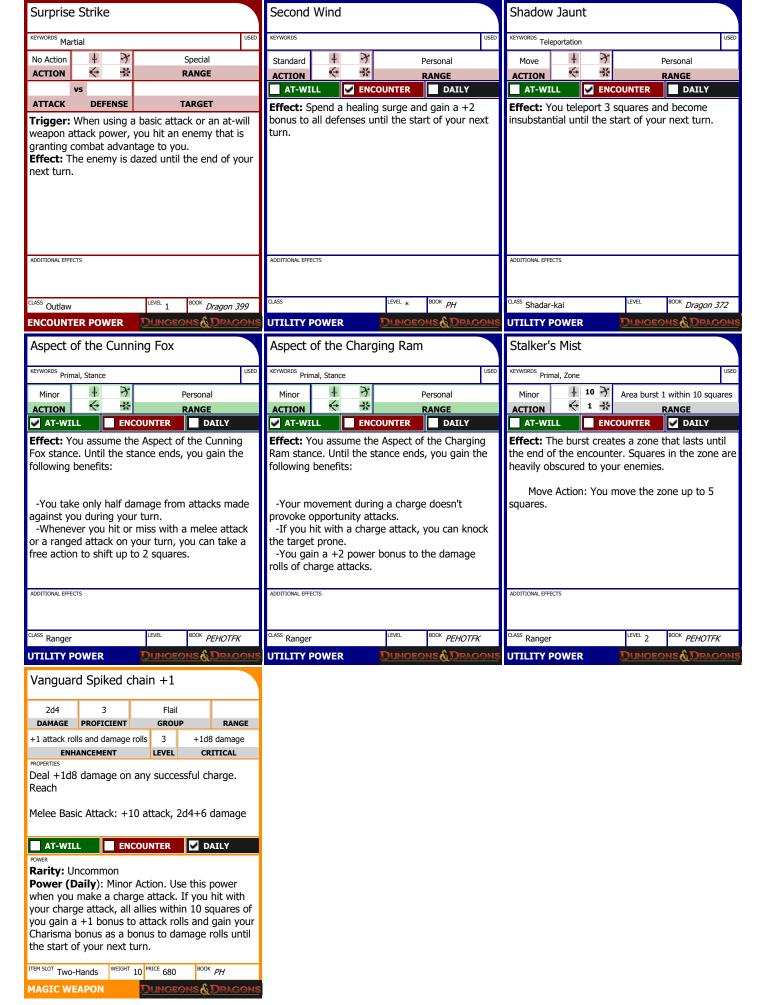
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