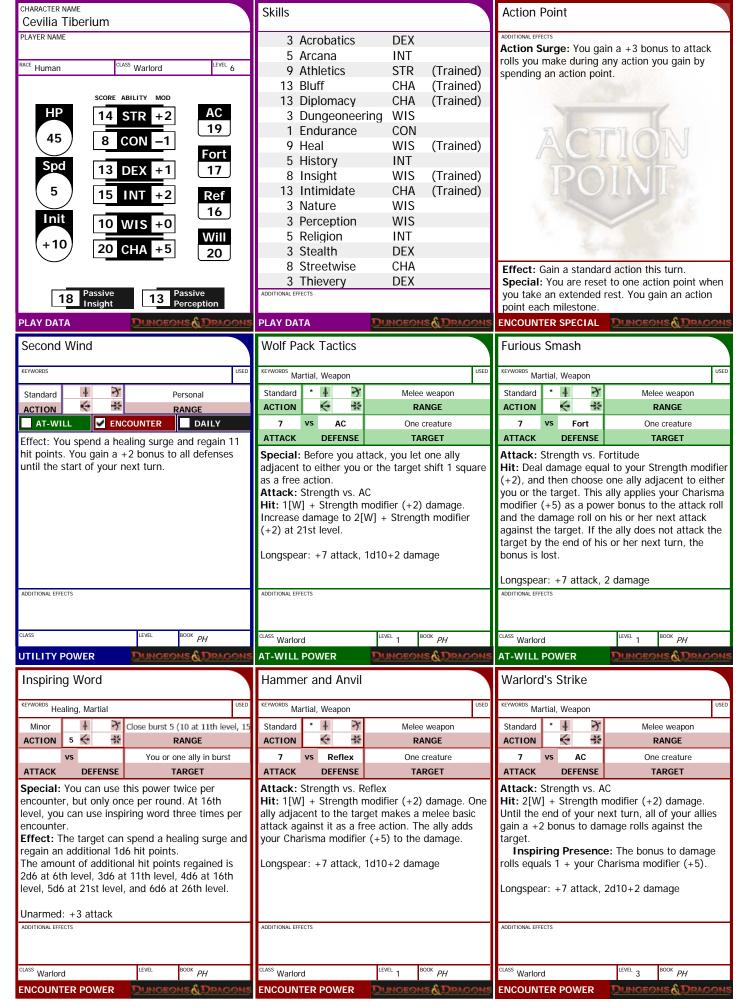
Cevilia Tiberium

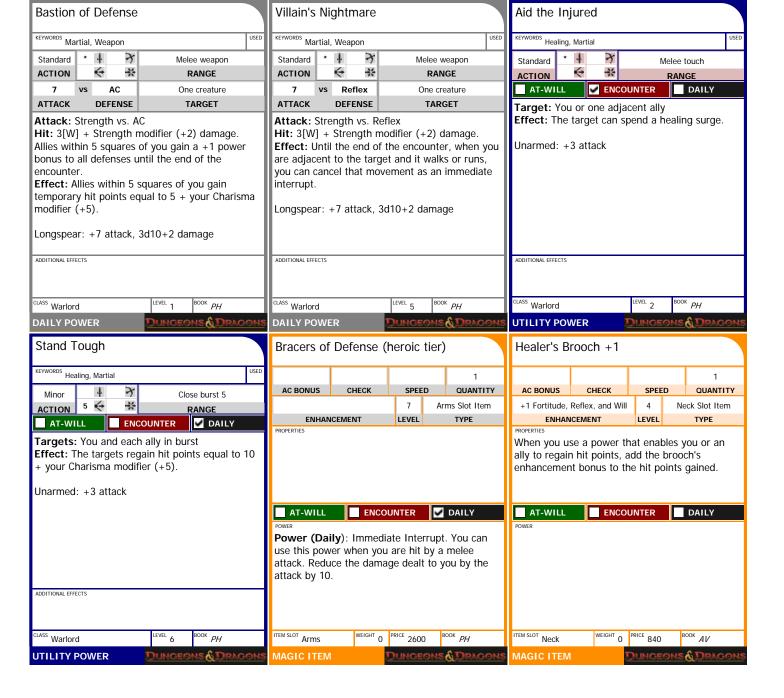
Character Sheet Cevilia Tiberium Warlord 7 500 Character Name Class Paragon Path Epic Destiny Total XP Medium Female 5' 4" 130 lb Lawful Good The Raven Queen Human Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number INITIATIVE **DEFENSES MOVEMENT** SCORE SCORE 3 Initiative 6 6 Speed (Squares) 19 CONDITIONAL BONUSES ABILITY SCORES **SENSES** SCORE MO<u>D + 1/2</u> LVL ABIL CLASS MISC 14 STR 5 Passive Insight 10 2 18 8 17 **FORT** 13 1 CONDITIONAL BONUSES CON 8 **Passive Perception** 10 13 3 SPECIAL SENSES MISC DEX 13 16 **REF** 13 1 ATTACK WORKSPACE INT CONDITIONAL BONUSES ABILITY: Melee Basic Attack - Longspear 15 ATT BONUS + 7 3 2 2 WIS 10 0 20 ABILITY: Melee Basic Attack - Longsword **CHA** 20 CONDITIONAL BONUSES ATT BONUS ABIL 3 2 + 8 **ACTION POINTS** HIT POINTS MAX HP **HEALING SURGES** DAMAGE WORKSPACE **Action Points** BLOODIED SURGE VALUE ABILITY: Melee Basic Attack - Longspear 45 22 11 6 ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS DAMAGE 1/4 H CURRENT HIT POINTS CURRENT SURGE USES 1d10+2 2 **RACE FEATURES** ABILITY: Melee Basic Attack - Longsword Bonus Feat - Choose an extra feat at 1st level. DAMAGE 1d8 + 22 Bonus Skill - Trained in one additional class skill. USED **SECOND WIND 1/ENCOUNTER** TEMPORARY HIT POINTS Human Defense Bonuses - +1 to Fortitude, Reflex, and BASIC ATTACKS **DEATH SAVING THROW FAILURES** Human Power Selection - Choose an option for your 7  $\mathbf{AC}$ SAVING THROW MODS +1 to all saving throws ٧s Longspear 1d10+2 human character 8 AC RESISTANCES vs Longsword 1d8 + 25 AC Unarmed (Melee) 1d4 + 2CURRENT CONDITIONS AND EFFECTS 4 AC Unarmed (Range) 1d4 + 1**SKILLS CLASS / PATH / DESTINY FEATURES** ABIL MOD ARMOR PENALTY Combat Leader - You, and allies within 10 that see and **FEATS** MISC SKILL NAME BONUS (+5) Action Surge - +3 to attacks when you spend an action 0 -1 0 hear you, gain +2 to initiative. **Acrobatics** Commanding Presence - Choose a Presence benefit; 0 0 5 n/a Arcana INT provides bonuses with certain powers Combat Medic - Stabilize the dying as minor action, +2 to 9 5 -1 0 **Athletics** STR Inspiring Presence - Ally that sees you and spends an 5 0 13 n/a **Bluff** action point for extra action regains lost hp: 1/2 your level + Skill Training (Bluff) - Gain training in Bluff 5 0 13 n/a **Diplomacy** СНА Improved Initiative - +4 to initiative checks Cha mod 0 3 n/a Dungeoneering WIS Inspiring Word - Use inspiring word as an encounter Human Perseverance - +1 to saving throws 1 -1 0 **Endurance** CON (special) power, minor action. 9 n/a 1 Heal 5 n/a 0 History INT 0 8 n/a Insight WIS 0 13 n/a Intimidate CHA 3 n/a 0 Nature WIS 3 0 n/a Perception WIS 0 5 0 n/a Religion INT LANGUAGES KNOWN -1 0 3 0 Stealth DEX Common, Icordian 0 0 8 8 n/a Streetwise СНА -1 0 3 **Thievery** 

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POWER INDEX	WAGIC FIEW INDEX	CHARACTER PORTRAIT
List your powers below.	List your powers below.	PERSONALITY TRAITS
Check the box when the power is used. Clear the box when the power renews.	Check the box when the power is used. Clear the box when the power renews.	
AT-WILL POWERS	MAGIC ITEMS	
Wolf Pack Tactics	WEAPON	
Furious Smash	WEAPON	
	WEAPON	
	WEAPON	
	ARMOR	
	Bracers of Defense (heroic tier) (E)	MANNERISMS AND APPEARANCE
ENCOUNTER POWERS	FEET	
Second Wind	HANDS	
	HEAD	
	NECK I D I	_
Hammer and Anvil	Healer's Brooch + I	
Warlord's Strike	RING	
	RING	
	WAIST	CHARACTER BACKGROUND
	<u> </u>	CHARACTER BACKGROUND
DAILY POWERS		
Bastion of Defense		
Villain's Nightmare		
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		COMPANIONS AND ALLIES
UTILITY POWERS		
Aid the Injured		
Stand Tough		
	<u> </u>	
	Daily Item Powers Per Day	
	Heroic (1-10)	CECCLONI AND CANADALONI NOTEC
	Paragon (11-20) Milestone / / /	SESSION AND CAMPAIGN NOTES
	Epic (21-30)	
OTHER EQUIPMENT	RITUALS / ALCHEMY	
Longsword		
Chainmail (E)		
Light Shield		_
Longspear (E)		
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COINS AND OTHER WEALTH		
Money on hand: 0 gp		
Stored money: 0 gp		
Encumbrance: 59 / 140		

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