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	THROW MODS	IROW FA	ILURES				damage		ld - Dragon	Breath	deals o	cold	_ 10	vs /	\C	Basta	weapon rd sword	OR POW			1d10+4
SAVING	THROW MODS	IROW FA	ILURES				damage Dragonbo	n Breath Co	ld - Dragor to attacks	Breath	deals o	cold		vs /		Basta	WEAPON	OR POW			
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RESIST	THROW MODS		ILURES				damage Dragonbo	n Breath Col	ld - Dragor to attacks	Breath	deals o	cold	6	vs A	AC	Basta	rd sword ned (Mel	or pow d lee)			1d10+4 1d4+4
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CURRE	S THROW MODS ANCES NT CONDITIONS AND EFF	ECTS			ARMOR	MISC	Dragonbo Draconic	n Breath Col rn Fury - +1 Heritage - Ad	to attacks dd Con mod	while blod to heal	deals of	cold . rge value.	6	vs A	AC	Basta	rd sword ned (Mel	d lee) nge)			1d10+4 1d4+4
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CURREP BONUS	STHROW MODS ANCES NT CONDITIONS AND EFF SKILL NAME Acrobatics	SKILL DEX	ABIL MOD + 1/2 LVL	TRND (+5)	-1	MISC 2	CLAS Combat L hear you, g	rn Fury - +1 Heritage - Ad S / PATH eader - You, jain +2 to init ling Presence onuses with co	to attacks dd Con mod DEST and allies v iative. De - Choose ertain powe	while blod to heal INY F within 10 a Presenters.	deals of coordied ling sur	cold	10 6 1 Weaporolls wire Weaporolls wire Weaporolls wire Weaporolls wire Weaporolls wire Weaporolls wire weaponorolls wire weaporolls wire weaponorolls wire weaponorolls wire weaponorolls wire weaponorolls with the weaponorolls will be a second with the weaponoroll will be a second with the weaponorolls will be a second with the weaponorolla will be a second with the w	vs A vs A vs A vs D n Exp on Exp	AC A	Unarr Unarr Unarr Se (He ades.	med (Mel	or Pow d lee) nge)	Gain bo	nus t	1d10+4 1d4+4 1d4-1
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CCURREI CCU	STHROW MODS ANCES NT CONDITIONS AND EFF SKILL NAME Acrobatics Arcana Athletics Bluff Diplomacy Dungeoneering	DEX INT STR CHA CHA WIS	SABIL MOD + 1/2 LVL 1 5 6 5 5	TRND (+5) 0 0 5 0 5 5	-1 n/a -1 n/a n/a n/a	_	CLAS Combat L hear you, c provides be Tactic action poin Inspiring	rn Fury - +1 Heritage - Ad S / PATH eader - You, jain +2 to init ling Presence al Presence t to attack ga	to attacks dd Con mod / DEST and allies v iative. ce - Choose ertain powe - Ally you c ins bonus t nspiring wo	while blod to heal TINY F within 10 a Preser ers. can see the o attack:	deals of dea	rge value. CURES see and enefit; ends an int mod.	Weapor rolls with the	vs A vs A vs A vs D n Exp th Hea on Pro e Bast	AC A	Basta Unarr Unarr Unarr se (He ades. ncy (E	med (Mel ned (Rar FEAT	or Pow d lee) nge)	Gain bo	nus t	1d10+4 1d4+4 1d4-1
CURREI COURSE COURSE	STHROW MODS ANCES NT CONDITIONS AND EFF SKILL NAME Acrobatics Arcana Athletics Bluff Diplomacy Dungeoneering Endurance	DEX INT STR CHA WIS CON	S ABIL MOD + 1/2 LVL 1 5 6 5 2	TRND (+5) 0 0 5 0 5 0 0	-1 n/a n/a n/a n/a n/a -1	2	CLAS Combat L hear you, c provides be Tactic action poin Inspiring	rn Fury - +1 Heritage - Ad S / PATH eader - You, jain +2 to init ling Presence onuses with co al Presence t to attack ga Word - Use i	to attacks dd Con mod / DEST and allies v iative. ce - Choose ertain powe - Ally you c ins bonus t nspiring wo	while blod to heal TINY F within 10 a Preser ers. can see the o attack:	deals of dea	rge value. CURES see and enefit; ends an int mod.	Weapor rolls with the	vs A vs A vs A vs D n Exp th Hea on Pro e Bast	AC A	Basta Unarr Unarr Unarr se (He ades. ncy (E	med (Mel ned (Rar FEAT	or Pow d lee) nge)	Gain bo	nus t	1d10+4 1d4+4 1d4-1
CURREI 5 10 2 7	STHROW MODS ANCES NT CONDITIONS AND EFF SKILL NAME Acrobatics Arcana Athletics Bluff Diplomacy Dungeoneering Endurance Heal	DEX INT STR CHA WIS CON WIS	S ABIL MOD + 1/2 LVL 1 5 6 5 2 2	TRND (+5) 0 0 5 0 5 0 5 0 0	-1 n/a n/a n/a n/a n/a n/a n/a	2	CLAS Combat L hear you, c provides be Tactic action poin Inspiring	rn Fury - +1 Heritage - Ad S / PATH eader - You, jain +2 to init ling Presence onuses with co al Presence t to attack ga Word - Use i	to attacks dd Con mod / DEST and allies v iative. ce - Choose ertain powe - Ally you c ins bonus t nspiring wo	while blod to heal TINY F within 10 a Preser ers. can see the o attack:	deals of dea	rge value. CURES see and enefit; ends an int mod.	Weapor rolls with the	vs A vs A vs A vs D n Exp th Hea on Pro e Bast	AC A	Basta Unarr Unarr Unarr se (He ades. ncy (E	med (Mel ned (Rar FEAT	or Pow d lee) nge)	Gain bo	nus t	1d10+4 1d4+4 1d4-1
CURRET CURRET	STHROW MODS ANCES NT CONDITIONS AND EFF SKILL NAME Acrobatics Arcana Athletics Bluff Diplomacy Dungeoneering Endurance Heal History	DEX INT STR CHA WIS CON WIS INT	SBIII MOD 11/2 IVI	TRND (+5) 0 0 5 0 5 0 0 0 0 0 0 0 0 0 0 0 0 0 0	-1 n/a n/a n/a n/a n/a n/a n/a n/a n/a	2	CLAS Combat L hear you, c provides be Tactic action poin Inspiring	rn Fury - +1 Heritage - Ad S / PATH eader - You, jain +2 to init ling Presence onuses with co al Presence t to attack ga Word - Use i	to attacks dd Con mod / DEST and allies v iative. ce - Choose ertain powe - Ally you c ins bonus t nspiring wo	while blod to heal TINY F within 10 a Preser ers. can see the o attack:	deals of dea	rge value. CURES see and enefit; ends an int mod.	Weapor rolls with the	vs A vs A vs A vs D n Exp th Hea on Pro e Bast	AC A	Basta Unarr Unarr Unarr se (He ades. ncy (E	med (Mel ned (Rar FEAT	or Pow d lee) nge)	Gain bo	nus t	1d10+4 1d4+4 1d4-1
CURRENT 0 0 5 12 5 10 2 7 2 7 2	STHROW MODS ANCES NT CONDITIONS AND EFF SKILL NAME Acrobatics Arcana Athletics Bluff Diplomacy Dungeoneering Endurance Heal History Insight	DEX INT STR CHA WIS CON WIS INT WIS	S	TRND (+5) 0 0 0 5 0 0 0 0 0 0 0	-1 n/a	1 2	CLAS Combat L hear you, c provides be Tactic action poin Inspiring	rn Fury - +1 Heritage - Ad S / PATH eader - You, jain +2 to init ling Presence onuses with co al Presence t to attack ga Word - Use i	to attacks dd Con mod / DEST and allies v iative. ce - Choose ertain powe - Ally you c ins bonus t nspiring wo	while blod to heal TINY F within 10 a Preser ers. can see the o attack:	deals of dea	rge value. CURES see and enefit; ends an int mod.	Weapor rolls with the	vs A vs A vs A vs D n Exp th Hea on Pro e Bast	AC A	Basta Unarr Unarr Unarr se (He ades. ncy (E	med (Mel ned (Rar FEAT	or Pow d lee) nge)	Gain bo	nus t	1d10+4 1d4+4 1d4-1
SONUS 0 5 12 5 10 2 7 2 12 12	STHROW MODS ANCES NT CONDITIONS AND EFF SKILL NAME Acrobatics Arcana Athletics Bluff Diplomacy Dungeoneering Endurance Heal History Insight Intimidate	DEX INT STR CHA WIS CON WIS INT WIS CHA	S	TRND (+5) 0 0 5 0 0 5 0 0 0 5 5 0 0 5 5 0 0 0 5 5 0 0 0 5 5 0 0 0 5 5 0 0 0 5 5 0 0 0 5 5 0 0 0 5 5 0 0 0 5 5 0 0 0 5 5 0	-1 n/a -1 n/a	2	CLAS Combat L hear you, c provides be Tactic action poin Inspiring	rn Fury - +1 Heritage - Ad S / PATH eader - You, jain +2 to init ling Presence onuses with co al Presence t to attack ga Word - Use i	to attacks dd Con mod / DEST and allies v iative. ce - Choose ertain powe - Ally you c ins bonus t nspiring wo	while blod to heal TINY F within 10 a Preser ers. can see the o attack:	deals of dea	rge value. CURES see and enefit; ends an int mod.	Weapor rolls with the	vs A vs A vs A vs D n Exp th Hea on Pro e Bast	AC A	Basta Unarr Unarr Unarr se (He ades. ncy (E	med (Mel ned (Rar FEAT	or Pow d lee) nge)	Gain bo	nus t	1d10+4 1d4+4 1d4-1
CURREF 5 0 5 12 5 10 2 7 7 2 12 12 2	STHROW MODS ANCES NT CONDITIONS AND EFF SKILL NAME Acrobatics Arcana Athletics Bluff Diplomacy Dungeoneering Endurance Heal History Insight Intimidate Nature	DEX INT STR CHA WIS CON WIS INT WIS	S ABELI MOD PH + 1/2 I VI. 1	TRND (+5) 0 0 5 0 5 0 0 5 0 0 5 0 0 0 0	-1 n/a -1 n/a	1 2	CLAS Combat L hear you, c provides be Tactic action poin Inspiring	rn Fury - +1 Heritage - Ad S / PATH eader - You, jain +2 to init ling Presence onuses with co al Presence t to attack ga Word - Use i	to attacks dd Con mod / DEST and allies v iative. ce - Choose ertain powe - Ally you c ins bonus t nspiring wo	while blod to heal TINY F within 10 a Preser ers. can see the o attack:	deals of dea	rge value. CURES see and enefit; ends an int mod.	Weapor rolls with the	vs A vs A vs A vs D n Exp th Hea on Pro e Bast	AC A	Basta Unarr Unarr Unarr se (He ades. ncy (E	med (Mel ned (Rar FEAT	or Pow d lee) nge)	Gain bo	nus t	1d10+4 1d4+4 1d4-1
5 10 2 7 2 12 2 2 2	STHROW MODS ANCES NT CONDITIONS AND EFF SKILL NAME Acrobatics Arcana Athletics Bluff Diplomacy Dungeoneering Endurance Heal History Insight Intimidate Nature Perception	DEX INT STR CHA WIS CON WIS INT WIS CHA	S ABIL MOD H 1/2 IVI. 5 6 5 5 2 2 2 2 5 5 2 2 2 2 2 2 2 2 2 2	TRND (+5) 0 0 5 0 0 5 0 0 0 0 0 0 0 0 0 0 0 0 0	-1 n/a -1 n/a	1 2	CLAS Combat L hear you, c provides be Tactic action point Inspiring	rn Fury - +1 Heritage - Ad S / PATH eader - You, jain +2 to init ling Presence onuses with co al Presence t to attack ga Word - Use i	to attacks dd Con mod / DEST and allies v iative. ce - Choose ertain powe - Ally you c ins bonus t nspiring wo	while blod to heal TINY F within 10 a Preser ers. can see the o attack:	deals of dea	rge value. CURES see and enefit; ends an int mod.	Weapor rolls with the	vs A vs A vs A vs D n Exp th Hea on Pro e Bast	AC A	Basta Unarr Unarr Unarr se (He ades. ncy (E	med (Mel ned (Rar FEAT	or Pow d lee) nge)	Gain bo	nus t	1d10+4 1d4+4 1d4-1
5 10 2 7 2 12 2 2 5	STHROW MODS ANCES NT CONDITIONS AND EFF SKILL NAME Acrobatics Arcana Athletics Bluff Diplomacy Dungeoneering Endurance Heal History Insight Intimidate Nature	SKILL DEX INT STR CHA WIS CON WIS INT WIS CHA WIS	S ABIL MOD 11/2 IVI. 1 5 6 5 5 2 2 2 2 5 5 2 2 5 5 2 2 5 5 5 5	TRND (+5) 0 0 5 0 0 0 0 5 0 0 0 0 0 0 0 0 0 0 0	-1 n/a -1 n/a	1 2	CLAS Combat L hear you, c provides be Tactic action point Inspiring	m Fury - +1 Heritage - Ad S / PATH eader - You, jain +2 to init ling Presence onuses with cr al Presence t to attack ga Word - Use i ower, minor a	to attacks dd Con mod / DEST and allies v iative. ce - Choose ertain powe - Ally you c ins bonus t nspiring wo	while blc d to heal within 10 a a Presei ers. I can see ti	deals of dea	rge value. CURES see and enefit; ends an int mod.	Weapor rolls with the	vs A vs A vs A vs D n Exp th Hea on Pro e Bast	AC A	Basta Unarr Unarr Unarr se (He ades. ncy (E	med (Mel ned (Rar FEAT	or Pow d lee) nge)	Gain bo	nus t	1d10+4 1d4+4 1d4-1
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EURREI 0 5 10 2 7 2 12 2 5	STHROW MODS ANCES NT CONDITIONS AND EFF SKILL NAME Acrobatics Arcana Athletics Bluff Diplomacy Dungeoneering Endurance Heal History Insight Intimidate Nature Perception Religion	DEX INT STR CHA WIS CON WIS INT WIS CHA WIS CHA INT WIS CHA WIS INT WIS INT WIS INT	S ABIL MOD 11/2 IVI. 1 5 6 5 5 2 2 2 2 5 5 2 2 5 5 2 2 5 5 5 5	TRND (+5) 0 0 5 0 0 0 0 5 0 0 0 0 0 0 0 0 0 0 0	-1	1 2	damage Dragonbo Draconic l CLAS Combat L hear you, c Command provides bo Tactic action poin Inspiring (special) po	m Fruny - +1 Heritage - Ar Her	to attacks dd Con mod and allies with the control of the control o	while blc d to heal within 10 a a Presei ers. I can see ti	deals of dea	rge value. CURES see and enefit; ends an int mod.	Weapor rolls with the	vs A vs A vs A vs D n Exp th Hea on Pro e Bast	AC A	Basta Unarr Unarr Unarr se (He ades. ncy (E	med (Mel ned (Rar FEAT	or Pow d lee) nge)	Gain bo	nus t	1d10+4 1d4+4 1d4-1

POWER INDEX	MAGIC ITEM INDEX	CHARACTER PORTRAIT
List your powers below. Check the box when the power is used.	List your powers below. Check the box when the power is used.	-
Clear the box when the power renews. AT-WILL POWERS	Clear the box when the power renews. MAGIC ITEMS	
Viper's Strike	WEAPON PIAGIGITERS	
Wolf Pack Tactics	WEAPON	
posturer in the control to the control and the	WEAPON	WIE AT A DAY
	WEAPON	
	ARMOR Dwarven Chainmail +1 (E)	
	ARMS	
	FEET	
ENCOUNTER POWERS Dragon Breath	HANDS	
Inspiring Word	HEAD	//3
Warlord's Favor	NECK	- T.
Steel Monsoon	RING	<u>- 11</u>
<u> </u>		
		DEDSONALITY TRATES
Ц	<u> </u>	<u> </u>
DAILY POWERS		<u>- </u>
Lead the Attack	<u> </u>	
		1
]_
		MANNERISMS AND APPEARANCE
UTILITY POWERS]
Knight's Move		
]
]
]
	Daily Item Powers Per Day	
	Heroic (1-10) Milestone / / / /	CHARACTER BACKGROUND
	Paragon (11-20)	Tymanther The interloper nation of Tymanther squats atop the ruins o
	Epic (21-30)	Unther, dominated by the citadel-city of Djerad Thymar. Th
OTHER EQUIPMENT	RITUALS / ALCHEMY	dragonborn citizens of this new nation are a proud race of warriors, known for their hatred of dragons and their ilk.
Bastard sword (E)	1.2.0.1.2.7	You add Athletics to your class skill list, and you gain a +2 bonus to Athletics checks.
Light Shield (E)	_	Donus to Adjieucs checks.
Adventurer's Kit		_
Climber's Kit		COMPANIONS AND ALLIES
		_
		_
		_
		_
		_
		_
	_	SESSION AND CAMBAIGN NOTES
		SESSION AND CAMPAIGN NOTES 13.5 bar gold, each worth 100gp
		SESSION AND CAMPAIGN NOTES 13.5 bar gold, each worth 100gp
COTNS AND OTHER WEALTH		
COINS AND OTHER WEALTH		
COINS AND OTHER WEALTH Money on hand: 1,671 gp; 300 sp Stored money: 0 gp		
Money on hand: 1,671 gp; 300 sp Stored money: 0 gp		
Money on hand: 1,671 gp; 300 sp		

Ziruna Page 1 Stijn Ziruna Page 2 S