

CHARACTER SHEET

FOR Dungeons and Dragons 4th Edition



CHARACTER NAME **Crustiliniforme** PLAYER NAME **David** DEITY **C. Smoothands** ALIGNMENT **Neutral Good**

RACE **Svirfneblin (Deep Gnome)** AGE **101** GENDER **Male** SIZE **Small** HEIGHT **3'4"** WEIGHT **60** CURRENT EXPERIENCE

CLASS **Druid of the Wastes** PARAGON PATH **Paragon o the Wastes** EPIC DESTINY LEVEL **1** NEEDED EXPERIENCE

| Ability Scores | | | | | | |
|----------------|-----------|------|--------|----------|----------|-------------|
| STR | 13 | 13 | | 1 | 1 | |
| STRENGTH | | BASE | RACIAL | ENHANCE | MODIFIER | MOD+1/2 LVL |
| CON | 19 | 17 | 2 | | 4 | 4 |
| CONSTITUTION | | BASE | RACIAL | ENHANCE | MODIFIER | MOD+1/2 LVL |
| DEX | 14 | 14 | | 2 | 2 | |
| DEXTERITY | | BASE | RACIAL | ENHANCE | MODIFIER | MOD+1/2 LVL |
| INT | 14 | 14 | | 2 | 2 | |
| INTELLIGENCE | | BASE | RACIAL | ENHANCE | MODIFIER | MOD+1/2 LVL |
| WIS | 20 | 18 | 2 | | 5 | 5 |
| WISDOM | | BASE | RACIAL | ENHANCE | MODIFIER | MOD+1/2 LVL |
| CHA | 16 | 16 | | 3 | 3 | |
| CHARISMA | | BASE | RACIAL | ENHANCE | MODIFIER | MOD+1/2 LVL |

| Initiative | | Speed | | | | | | | | | |
|------------------|-------------|-------|----------|-------|-------|------|------|---------------------|---------------------|--|-------|
| 2 | DEX+1/2 LVL | | 5 | BASE | ARMOR | ITEM | MISC | SPECIAL MOVEMENT | | | |
| = | 2 | + | = | 5 | + | | + | | | | |
| Defenses | | | | | | | | | | | |
| AC | 10+1/2 LVL | ARMOR | ABIL | CLASS | FEAT | ENH | MISC | MISC | CONDITIONAL BONUSES | | |
| 15 | = | 10 | + | 2 | + | 2 | + | | + | | staff |
| TOTAL | 10+1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC | CONDITIONAL BONUSES | | | |
| FORTITUDE | 16 | = | 10 | + | 4 | + | 2 | + | | | |
| REFLEX | 13 | = | 10 | + | 2 | + | | + | | | staff |
| WILL | 15 | = | 10 | + | 5 | + | | + | | | |

| CONDITIONS | RESISTANCE |
|------------|-----------------------|
| | Resist 5 all on Stone |

| Hit Points | | | | |
|---------------------|---------|------------------|----------------------------|--|
| MAX HP | CURRENT | DAMAGE | ADD. EFFECTS WHILE BLOODED | |
| 31 | 31 | | | |
| DEATH SAVE FAILURES | TEMP HP | BLOODED (1/2 HP) | | |
| | | 15 | | |

| Surges | SAVING THROW BONUSES | PASSIVE SENSES | | | | |
|--|---------------------------|--|----|--|--|----------------|
| 11 | | PASSIVE INSIGHT 15 PASSIVE PERCEPTION 22 | | | | |
| <table border="1"> <tr><th>SURGES</th><th>SURGES USED</th></tr> <tr><td>11</td><td></td></tr> </table> | SURGES | SURGES USED | 11 | | | SPECIAL SENSES |
| SURGES | SURGES USED | | | | | |
| 11 | | | | | | |
| SURGE VALUE (1/4 HP) | SECOND WIND (1/ENCOUNTER) | | | | | |

| SAVING THROW BONUSES |
|----------------------|
| |

| PASSIVE SENSES |
|--|
| PASSIVE INSIGHT 15 PASSIVE PERCEPTION 22 |
| SPECIAL SENSES |

| ACTION POINTS | | |
|---|--------------------|------------|
| CURRENT 0 | ACTION POINTS USED | MILESTONES |
| | | |
| ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS | | |

| WEAPON OR POWER | USAGE | ATTACK | DEFENSE | RANGE | ATTACK BONUS | MODIFIERS | | | | | | | | DAMAGE DICE | DAMAGE BONUS | PROPERTIES (HIGH CRIT, MAGICAL EFFECTS, ETC.) | | | |
|---------------------|--------------|--------|---------|-------|--------------|-----------|------|-------|------|------|-----|------|------------|-------------|--------------|---|-----|------|--|
| | | | | | | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC | ABIL | | | FEAT | ENH | MISC | |
| Quarterstaff | Basic Attack | | | | 3 | 0 | 1 | 2 | | | | | 1d8 | 0 | | | | | |
| | | | | | 0 | 0 | | | | | | | | 0 | | | | | |
| | | | | | 0 | 0 | | | | | | | | 0 | | | | | |
| | | | | | 0 | 0 | | | | | | | | 0 | | | | | |
| | | | | | 0 | 0 | | | | | | | | 0 | | | | | |
| | | | | | 0 | 0 | | | | | | | | 0 | | | | | |

| Equipment | | | |
|------------------------|-----|--------|----------|
| ITEM | QTY | WEIGHT | LOCATION |
| Leather Armor | | 15.0 | |
| Quarterstaff | | 4.0 | |
| Standard Adventure Kit | | 33.0 | |
| Ritual Book | | 3.0 | |
| TOTAL WEIGHT | | | |

| Skills | | | | | | |
|---|---------|-------|--------------|--------------|------|-------|
| SKILL NAME | ABILITY | TOTAL | ABIL+1/2 LVL | TRAINED (+5) | MISC | ARMOR |
| ACROBATICS | DEX | 2 | 2 | | | |
| ARCANA | INT | 4 | 2 | | 2 | |
| ATHLETICS | STR | 1 | 1 | | | |
| BLUFF | CHA | 3 | 3 | | | |
| DIPLOMACY | CHA | 3 | 3 | | | |
| DUNGEONEERING | WIS | 12 | 5 | X | 2 | |
| ENDURANCE | CON | 6 | 4 | | 2 | |
| HEAL | WIS | 10 | 5 | X | | |
| HISTORY | INT | 2 | 2 | | | |
| INSIGHT | WIS | 5 | 5 | | | |
| INTIMIDATE | CHA | 5 | 3 | | 2 | |
| NATURE | WIS | 10 | 5 | X | | |
| PERCEPTION | WIS | 12 | 5 | X | 2 | |
| RELIGION | INT | 2 | 2 | | | |
| STEALTH | DEX | 2 | 2 | | | |
| STREETWISE | CHA | 3 | 3 | | | |
| THIEVERY | DEX | 2 | 2 | | | |
| LANGUAGES | | | | | | |
| Com., Deep Speech, Elven, Primordial, Abyssal | | | | | | |

| FEATS |
|--|
| Armor: Cloth, Leather, Hide WP: Simple Melee & Ranged IP: Staffs, totems Ritual Casting Born of the Elements (HOTEC 143) Child of Stone (HOTEC 143) |
| RACIAL FEATURES |
| Svirfneblin (ITU 46) Darkvision Earthwalk-ignore difficult terrain Fey Origin Under-dweller Moteborn (HOTEC 52) |

| AT-WILL POWERS |
|--|
| Animal Companion Storm Spike |
| ENCOUNTER POWERS |
| Stone Camouflage Combined Attack Subterranean Survival |
| DAILY POWERS |
| Whirlwind of Sand Summon Elemental Companion |

| Wealth | |
|-----------------|------|
| ASTRAL DIAMOND | |
| PLATINUM PIECES | |
| GOLD PIECES | 5 gp |
| SILVER PIECES | |
| COPPER PIECES | |
| GEMS/JEWELRY* | |

| Other Values |
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| |

| CLASS/PATH/DESTINY |
|--|
| Druid of the Wastes (HOTEC 62) Primal, Controller Balance of Nature Primal Guardian (use Co for AC) Deep Delver (ITU 11) |

| Other Values |
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AT-WILL POWERS

For Dungeons and Dragons 4th Edition



Character Name Campaign Player's Name Level

| | | | | | | | |
|--|-------------|-------------|-------------|--------------------------|--------|---------|-------|
| POWER NAME <input type="text" value="Animal Companion"/> | | | | | ATTACK | DEFENSE | LEVEL |
| | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | |
| Primal | N/A | Conjuration | N/A | Druid | | | |
| ACTION | | RANGE | TARGET | | | | |
| No Action | | | Personal | | | | |
| RESULT | | | | | | | |
| <p>You summon a Living Zephyr, a medium elemental magical beast. HP = 1/2 your HP, Initiative=same, Perception=same+2 AC 14, Fo 13, Ref 14, Will 13, Fly 6 (altitude 2) Trait: Debris Cloud - Aura 2 - area lightly obscured to enemies Animal Attack - at will - Melee 1 - level+5 vs AC damage 1d10+Wi and slide 1 square</p> | | | | | | | |

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|---|-------------|-------------|-------------|--------------------------|--------|---------|-------|
| POWER NAME <input type="text" value="Storm Spike"/> | | | | | ATTACK | DEFENSE | LEVEL |
| | | | | | Wis | Ref | 1 |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | |
| Primal | Lightning | N/A | Implement | Druid | | | |
| ACTION | | RANGE | TARGET | | | | |
| Standard | | 10 | 1 creature | | | | |
| RESULT | | | | | | | |
| <p>A bolt of lightning spears your foe. If your enemy doesn't move away, a second spark erupts around it. 1d8+Wis If the target doesn't move 2 squares on next turn additional +Wis damage.</p> | | | | | | | |

| | | | | | | | |
|--|-------------|--------------|-------------|--------------------------|--------|---------|-------|
| POWER NAME <input type="text"/> | | | | | ATTACK | DEFENSE | LEVEL |
| | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | |
| N/A | N/A | N/A | N/A | | | | |
| ACTION | | RANGE | TARGET | | | | |
| Standard | | Melee Weapon | | | | | |
| RESULT | | | | | | | |
| | | | | | | | |

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|--|-------------|--------------|-------------|--------------------------|--------|---------|-------|
| POWER NAME <input type="text"/> | | | | | ATTACK | DEFENSE | LEVEL |
| | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | |
| N/A | N/A | N/A | N/A | | | | |
| ACTION | | RANGE | TARGET | | | | |
| Standard | | Melee Weapon | | | | | |
| RESULT | | | | | | | |
| | | | | | | | |

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|--|-------------|--------------|-------------|--------------------------|--------|---------|-------|
| POWER NAME <input type="text"/> | | | | | ATTACK | DEFENSE | LEVEL |
| | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | |
| N/A | N/A | N/A | N/A | | | | |
| ACTION | | RANGE | TARGET | | | | |
| Standard | | Melee Weapon | | | | | |
| RESULT | | | | | | | |
| | | | | | | | |

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|--|-------------|--------------|-------------|--------------------------|--------|---------|-------|
| POWER NAME <input type="text"/> | | | | | ATTACK | DEFENSE | LEVEL |
| | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | |
| N/A | N/A | N/A | N/A | | | | |
| ACTION | | RANGE | TARGET | | | | |
| Standard | | Melee Weapon | | | | | |
| RESULT | | | | | | | |
| | | | | | | | |

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|--|-------------|--------------|-------------|--------------------------|--------|---------|-------|
| POWER NAME <input type="text"/> | | | | | ATTACK | DEFENSE | LEVEL |
| | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | |
| N/A | N/A | N/A | N/A | | | | |
| ACTION | | RANGE | TARGET | | | | |
| Standard | | Melee Weapon | | | | | |
| RESULT | | | | | | | |
| | | | | | | | |

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|--|-------------|--------------|-------------|--------------------------|--------|---------|-------|
| POWER NAME <input type="text"/> | | | | | ATTACK | DEFENSE | LEVEL |
| | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | |
| N/A | N/A | N/A | N/A | | | | |
| ACTION | | RANGE | TARGET | | | | |
| Standard | | Melee Weapon | | | | | |
| RESULT | | | | | | | |
| | | | | | | | |

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|--|-------------|--------------|-------------|--------------------------|--------|---------|-------|
| POWER NAME <input type="text"/> | | | | | ATTACK | DEFENSE | LEVEL |
| | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | |
| N/A | N/A | N/A | N/A | | | | |
| ACTION | | RANGE | TARGET | | | | |
| Standard | | Melee Weapon | | | | | |
| RESULT | | | | | | | |
| | | | | | | | |

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|--|-------------|--------------|-------------|--------------------------|--------|---------|-------|
| POWER NAME <input type="text"/> | | | | | ATTACK | DEFENSE | LEVEL |
| | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | |
| N/A | N/A | N/A | N/A | | | | |
| ACTION | | RANGE | TARGET | | | | |
| Standard | | Melee Weapon | | | | | |
| RESULT | | | | | | | |
| | | | | | | | |

ENCOUNTER POWERS

For Dungeons and Dragons 4th Edition



Character Name **Crustulinforme** Campaign _____ Player's Name **David** Level

| | | | | | | | |
|---|-------------|-------------|-------------|--------------------------|--------|---------|-------|
| POWER NAME Stone Camouflage | | | | | ATTACK | DEFENSE | LEVEL |
| | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | |
| Primal | N/A | N/A | N/A | Svirfneblin | | | |
| ACTION | | RANGE | TARGET | | | | |
| Minor | | | Personal | | | | |
| RESULT | | | | | | | |
| <p>You gain partial concealment until the end of your turn and you gain 5 temp HP. Level 11: 10 temp HP Level 21 15 temp HP</p> | | | | | | | |

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|---|-------------|--------------|-------------|--------------------------|--------|---------|-------|
| POWER NAME Combined Attack | | | | | ATTACK | DEFENSE | LEVEL |
| | | | | | Wis | AC | 1 |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | |
| Primal | N/A | N/A | N/A | Druid | | | |
| ACTION | | RANGE | TARGET | | | | |
| Standard | | Melee Weapon | 1 creature | | | | |
| RESULT | | | | | | | |
| <p>1[W]+Wi Animal Companion can take a free action to move and use its attack as a follow-up to a foe you just attacked.</p> | | | | | | | |

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|--|-------------|-------------|-------------|--------------------------|--------|---------|-------|
| POWER NAME Subterranean Survival | | | | | ATTACK | DEFENSE | LEVEL |
| | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | |
| Martial | N/A | N/A | N/A | Deep Delver | | | |
| ACTION | | RANGE | TARGET | | | | |
| Free | | Personal | | | | | |
| RESULT | | | | | | | |
| <p>If you make a dungeoneering check and dislike the result, reroll.</p> | | | | | | | |

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|-------------------|-------------|--------------|-------------|--------------------------|--------|---------|-------|
| POWER NAME | | | | | ATTACK | DEFENSE | LEVEL |
| | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | |
| N/A | N/A | N/A | N/A | | | | |
| ACTION | | RANGE | TARGET | | | | |
| Standard | | Melee Weapon | | | | | |
| RESULT | | | | | | | |
| | | | | | | | |

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|-------------------|-------------|--------------|-------------|--------------------------|--------|---------|-------|
| POWER NAME | | | | | ATTACK | DEFENSE | LEVEL |
| | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | |
| N/A | N/A | N/A | N/A | | | | |
| ACTION | | RANGE | TARGET | | | | |
| Standard | | Melee Weapon | | | | | |
| RESULT | | | | | | | |
| | | | | | | | |

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|-------------------|-------------|--------------|-------------|--------------------------|--------|---------|-------|
| POWER NAME | | | | | ATTACK | DEFENSE | LEVEL |
| | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | |
| N/A | N/A | N/A | N/A | | | | |
| ACTION | | RANGE | TARGET | | | | |
| Standard | | Melee Weapon | | | | | |
| RESULT | | | | | | | |
| | | | | | | | |

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|-------------------|-------------|--------------|-------------|--------------------------|--------|---------|-------|
| POWER NAME | | | | | ATTACK | DEFENSE | LEVEL |
| | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | |
| N/A | N/A | N/A | N/A | | | | |
| ACTION | | RANGE | TARGET | | | | |
| Standard | | Melee Weapon | | | | | |
| RESULT | | | | | | | |
| | | | | | | | |

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|-------------------|-------------|--------------|-------------|--------------------------|--------|---------|-------|
| POWER NAME | | | | | ATTACK | DEFENSE | LEVEL |
| | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | |
| N/A | N/A | N/A | N/A | | | | |
| ACTION | | RANGE | TARGET | | | | |
| Standard | | Melee Weapon | | | | | |
| RESULT | | | | | | | |
| | | | | | | | |

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|-------------------|-------------|--------------|-------------|--------------------------|--------|---------|-------|
| POWER NAME | | | | | ATTACK | DEFENSE | LEVEL |
| | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | |
| N/A | N/A | N/A | N/A | | | | |
| ACTION | | RANGE | TARGET | | | | |
| Standard | | Melee Weapon | | | | | |
| RESULT | | | | | | | |
| | | | | | | | |

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|-------------------|-------------|--------------|-------------|--------------------------|--------|---------|-------|
| POWER NAME | | | | | ATTACK | DEFENSE | LEVEL |
| | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | |
| N/A | N/A | N/A | N/A | | | | |
| ACTION | | RANGE | TARGET | | | | |
| Standard | | Melee Weapon | | | | | |
| RESULT | | | | | | | |
| | | | | | | | |

DAILY POWERS

For Dungeons and Dragons 4th Edition



Character Name Campaign Player's Name Level

| | | | | | | | | |
|--|-------------|-----------------|---------------|--------------------------|--------|---------|-------|---|
| POWER NAME <input type="text" value="Whirlwind of Sand"/> | | | | | ATTACK | DEFENSE | LEVEL | |
| | | | | | Wis | vs | Ref | 1 |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | | |
| Primal | Thunder | N/A | Implement | Druid | | | | |
| ACTION | | RANGE | TARGET | | | | | |
| Standard | | Close Burst [1] | Each in Burst | | | | | |
| RESULT | | | | | | | | |
| Beastform, Elemental Hit: 2d8 + Wis & slowed Miss: Half damage Effect: Adjacent squares are difficult terrain | | | | | | | | |

| | | | | | | | | |
|---|-------------|-------------|-------------|--------------------------|--------|---------|-------|--|
| POWER NAME <input type="text" value="Summon Elemental Companion"/> | | | | | ATTACK | DEFENSE | LEVEL | |
| | | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | | |
| Elemental | N/A | Conjuration | Implement | Moteborn | | | | |
| ACTION | | RANGE | TARGET | | | | | |
| Standard | | Ranged [10] | | | | | | |
| RESULT | | | | | | | | |
| You summon a mud wretch (small elemental magical beast, earth, water) HP=1, Defenses=same, Speed=4, Resist=Acid 5 Passive: corrosive Secretions-touch is 3 damage, unnatural flexibility, an acrid odor Active: noxious vapor - Aura=1, -1 to attack rolls (Moteborn: replaced Summon Flame Zephyr with Summon Elemental Companion, feat HOTEK 143) NOTE: This creature does not fight. | | | | | | | | |

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|---|-------------|--------------|-------------|--------------------------|--------|---------|-------|--|
| POWER NAME <input type="text" value=""/> | | | | | ATTACK | DEFENSE | LEVEL | |
| | | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | | |
| N/A | N/A | N/A | N/A | | | | | |
| ACTION | | RANGE | TARGET | | | | | |
| Standard | | Melee Weapon | | | | | | |
| RESULT | | | | | | | | |
| | | | | | | | | |

| | | | | | | | | |
|---|-------------|--------------|-------------|--------------------------|--------|---------|-------|--|
| POWER NAME <input type="text" value=""/> | | | | | ATTACK | DEFENSE | LEVEL | |
| | | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | | |
| N/A | N/A | N/A | N/A | | | | | |
| ACTION | | RANGE | TARGET | | | | | |
| Standard | | Melee Weapon | | | | | | |
| RESULT | | | | | | | | |
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|---|-------------|--------------|-------------|--------------------------|--------|---------|-------|--|
| POWER NAME <input type="text" value=""/> | | | | | ATTACK | DEFENSE | LEVEL | |
| | | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | | |
| N/A | N/A | N/A | N/A | | | | | |
| ACTION | | RANGE | TARGET | | | | | |
| Standard | | Melee Weapon | | | | | | |
| RESULT | | | | | | | | |
| | | | | | | | | |

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|---|-------------|--------------|-------------|--------------------------|--------|---------|-------|--|
| POWER NAME <input type="text" value=""/> | | | | | ATTACK | DEFENSE | LEVEL | |
| | | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | | |
| N/A | N/A | N/A | N/A | | | | | |
| ACTION | | RANGE | TARGET | | | | | |
| Standard | | Melee Weapon | | | | | | |
| RESULT | | | | | | | | |
| | | | | | | | | |

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|---|-------------|--------------|-------------|--------------------------|--------|---------|-------|--|
| POWER NAME <input type="text" value=""/> | | | | | ATTACK | DEFENSE | LEVEL | |
| | | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | | |
| N/A | N/A | N/A | N/A | | | | | |
| ACTION | | RANGE | TARGET | | | | | |
| Standard | | Melee Weapon | | | | | | |
| RESULT | | | | | | | | |
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|---|-------------|--------------|-------------|--------------------------|--------|---------|-------|--|
| POWER NAME <input type="text" value=""/> | | | | | ATTACK | DEFENSE | LEVEL | |
| | | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | | |
| N/A | N/A | N/A | N/A | | | | | |
| ACTION | | RANGE | TARGET | | | | | |
| Standard | | Melee Weapon | | | | | | |
| RESULT | | | | | | | | |
| | | | | | | | | |

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|---|-------------|--------------|-------------|--------------------------|--------|---------|-------|--|
| POWER NAME <input type="text" value=""/> | | | | | ATTACK | DEFENSE | LEVEL | |
| | | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | | |
| N/A | N/A | N/A | N/A | | | | | |
| ACTION | | RANGE | TARGET | | | | | |
| Standard | | Melee Weapon | | | | | | |
| RESULT | | | | | | | | |
| | | | | | | | | |

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|---|-------------|--------------|-------------|--------------------------|--------|---------|-------|--|
| POWER NAME <input type="text" value=""/> | | | | | ATTACK | DEFENSE | LEVEL | |
| | | | | | | vs | | |
| POWER SOURCE | DAMAGE TYPE | EFFECT TYPE | ACCESSORIES | PREREQUISITE/REQUIREMENT | | | | |
| N/A | N/A | N/A | N/A | | | | | |
| ACTION | | RANGE | TARGET | | | | | |
| Standard | | Melee Weapon | | | | | | |
| RESULT | | | | | | | | |
| | | | | | | | | |