

<div><div>POWER INDEX</div><div>List your powers below. Check the box when the power is used. Clear the box when the power renews.</div></div> <div><div>AT-WILL POWERS</div><div>Crane's wings, Dragon's Tail</div></div> <div><div>ENCOUNTER POWERS</div><div>Awaken the slumbering hurt</div></div> <div><div>DAILY POWERS</div><div>Spinning Leopard</div></div> <div><div>UTILITY POWERS</div></div>	<div><div>MAGIC ITEM INDEX</div><div>List your powers below. Check the box when the power is used. Clear the box when the power renews.</div></div> <div><div>MAGIC ITEMS</div><div>WEAPON WEAPON WEAPON WEAPON ARMOR ARMS FEET HANDS HEAD NECK RING RING WAIST</div></div> <div><div>Daily Item Powers Per Day</div><div>Heroic (1-10) Paragon (11-20) Epic (21-30)</div></div>	<div><div>PERSONALITY TRAITS</div><div>Adaptability Loyalty Self Control</div></div> <div><div>MANNERISMS AND APPEARANCE</div><div>Greets everyone with a hug Blowing Breath out of mouth when annoyed Prefers to work in groups</div></div> <div><div>CHARACTER BACKGROUND</div><div>A loner looking for companions to help solve the past behind the disappearance of his older brother.</div></div> <div><div>COMPANIONS AND ALLIES</div><div>NAME NOTES NAME NOTES NAME NOTES NAME NOTES NAME NOTES NAME NOTES NAME NOTES</div></div> <div><div>SESSION AND CAMPAIGN NOTES</div></div>
<div><div>OTHER EQUIPMENT</div><div>Cloth Armor Standard Adventure Kit Unarmed attack</div></div>	<div><div>RITUALS</div></div>	
<div><div>COINS AND OTHER WEALTH</div></div>		

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