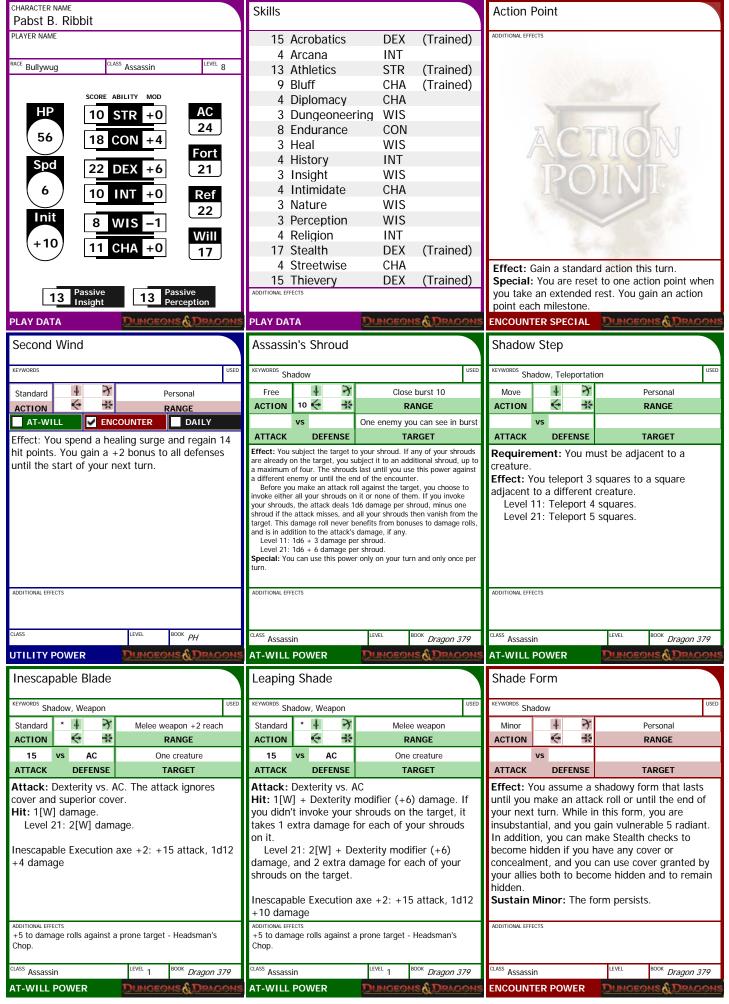
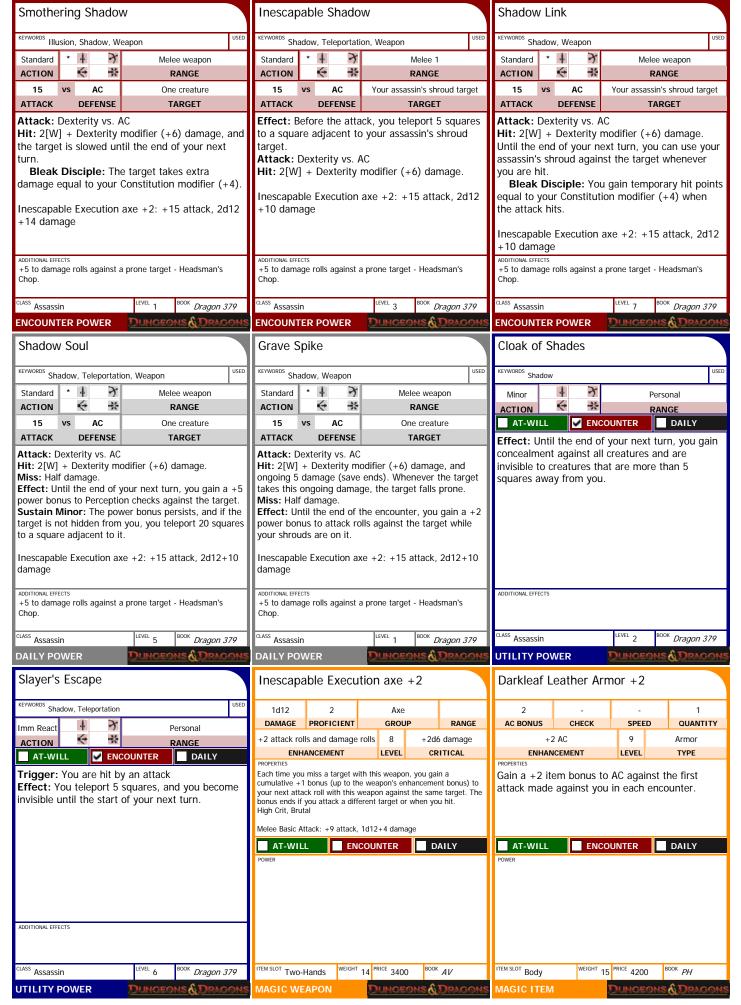
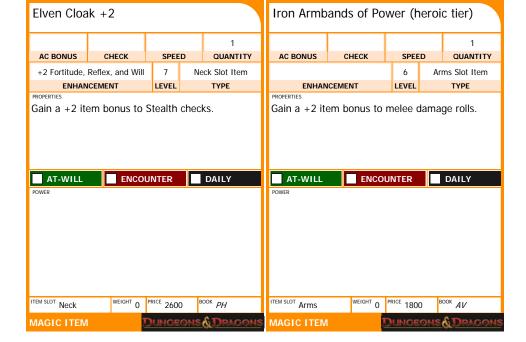
POWER INDEX MAGIC ITEM INDEX CHARACTER PORTRAIT List your powers below. List your powers below. Check the box when the power is used. Check the box when the power is used. Clear the box when the power renews Clear the box when the power renews AT-WILL POWERS **MAGIC ITEMS** Assassin's Shroud Inescapable Execution axe +2 (E) WEAPON Shadow Step WEAPON Inescapable Blade WEAPON Leaping Shade ARMOR Darkleaf Leather Armor +2 (E) Iron Armbands of Power (heroic tier) (E) FFFT **ENCOUNTER POWERS** HANDS Second Wind HFAD Shade Form NECK Smothering Shadow Elven Cloak +2 (E) RING Inescapable Shadow RING Shadow Link **PERSONALITY TRAITS** WAIST In the city of Mill Walk Key, the bullywugs share in the duty of making the sacred brew, selected by the gods over a DAILY POWERS hundred years ago as the best. Unfortunately, you swam in Grave Spike the sacred brew as a tadpole. After that, you became a bit strange. The elders blamed it on the effects of alchohol on a Shadow Soul tadpole, but you know that being submerged there put you in touch with the gods directly and gave you access to strange powers. They gave you a mission: go out into the world, and tell the people of the greatness of PBR and the bullywug brew MANNERISMS AND APPEARANCE "The best since over a 100 years ago." **UTILITY POWERS** You, your brew, and your people are the best. The gods said so. Take a drink whenever anyone shows you up. Cloak of Shades Slayer's Escape Daily Item Powers Per Day **CHARACTER BACKGROUND** Heroic (1-10) Milestone Early Life - Child Prodigy Paragon (11-20) Milestone Your talents were recognized early and lauded by your Epic (21-30) community, which was very impressed with you. Did you Milestone resent it or love it? Do you still try to impress people with these skills? OTHER EQUIPMENT **RITUALS / ALCHEMY COMPANIONS AND ALLIES** You like Geen & Tonique, since they are also touched. You dislike Ael, Son of Mol, since he thinks he's better than **SESSION AND CAMPAIGN NOTES COINS AND OTHER WEALTH** Money on hand: 0 gp Stored money: 0 gp Encumbrance: 29 / 100

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