

Player Name

Gale Hightower 1 Sorcerer
Character Name Level Class Paragon Path Epic Destiny Total XP
Kenku Medium 20 Female 5' 110lbs Unaligned
Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3	3		

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
13	AC	10	3					

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	STR Strength	0	0
10	CON Constitution	0	0
16	DEX Dexterity	3	3
10	INT Intelligence	0	0
8	WIS Wisdom	-1	-1
20	CHA Charisma	5	5

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Insight	10 +	4
9	Passive Perception	10 +	-1

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	0	0		3			

ABILITY: Ranged Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	0	3		3			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

ABILITY: Ranged Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+3	3				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
3	vs AC	Dagger (Melee)	1d4
6	vs AC	Dagger (Range)	1d4+3
0	vs AC	Unarmed (Melee)	1d4
3	vs AC	Unarmed (Range)	1d4+3

FEATS

Sorcerous Blade Channeling - Use dagger to make ranged attacks as melee attacks

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
22	11	5	6	
CURRENT HIT POINTS		CURRENT SURGE USES		
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>		
TEMPORARY HIT POINTS				
DEATH SAVING THROW FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
SAVING THROW MODS				
RESISTANCES				
CURRENT CONDITIONS AND EFFECTS				

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Flock Effect - Gain +3 against flanked creature instead of +2, and grant +3 to attack rolls and checks with aid action instead of +2.**Mimicry** - Mimic sounds and voices with a successful Insight check (opposed by Bluff).

CLASS / PATH / DESTINY FEATURES

Spell Source - Each sorcerer has a Spell Source**Wild Magic** - Gain the Wild Magic class features**Wild Magic** - Gain the Wild Magic class features**Chaos Burst** - Even on the first attack roll of your turn gives +1 AC, odd gives a saving throw**Chaos Power** - Add Dexterity modifier (+3) to damage, +2 at 11th, +4 at 21st**Unfettered Power** - On a 20 slide 1 and knock prone. On a 1 push each creature within 5 of you 1 square**Wild Soul** - Gain a random resist each day. Pierce that resistance

LANGUAGES KNOWN

SKILLS

BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
3	Acrobatics	DEX	3	0	n/a	0
5	Arcana	INT	0	5	n/a	0
0	Athletics	STR	0	0	n/a	0
12	Bluff	CHA	5	5	n/a	2
5	Diplomacy	CHA	5	0	n/a	0
-1	Dungeoneering	WIS	-1	0	n/a	0
0	Endurance	CON	0	0	n/a	0
-1	Heal	WIS	-1	0	n/a	0
0	History	INT	0	0	n/a	0
4	Insight	WIS	-1	5	n/a	0
10	Intimidate	CHA	5	5	n/a	0
-1	Nature	WIS	-1	0	n/a	0
-1	Perception	WIS	-1	0	n/a	0
0	Religion	INT	0	0	n/a	0
5	Stealth	DEX	3	0	n/a	2

CHARACTER NAME
Gale Hightower
PLAYER NAME

RACE KenkuCLASS SorcererLEVEL 1

SCORE ABILITY MOD

HP22

STR11+0

AC13

Spd6

CON10+0

Fort10

Init+3

DEX16+3

Ref13

INT10+0

Will17

WIS8-1

CHA20+5

14 Passive Insight9 Passive Perception

PLAY DATA

Second Wind

KEYWORDS

StandardACTION

PersonalRANGE

AT-WILLENCOUNTERDAILY

Effect: You spend a healing surge and regain 5 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS SorcererLEVEL 1BOOK PH

UTILITY POWER

Bedeiving Burst

KEYWORDS Arcane, Implement, Psychic

StandardACTION

Close burst 3RANGE

5 vs Will

One or two creatures in burst

ATTACKDEFENSETARGET

Attack: Charisma vs. Will
Hit: 1d10 + Charisma modifier (+5) psychic damage, and you push the target a number of squares equal to your Dexterity modifier (+3).
Wild Magic: If you rolled an even number on the attack roll, you slide the target instead of pushing it.
Dagger: +5 attack, 1d10+8 damage

ADDITIONAL EFFECTS
+3 to attack rolls against a creature you are flanking instead of the normal +2 bonus, and you grant a +3 bonus to attack rolls or skill checks when aiding another instead of the normal +2 bonus - Flock Effect.

CLASS SorcererLEVEL 1BOOK PH2

ENCOUNTER POWER

Skills

3	Acrobatics	DEX
5	Arcana	INT (Trained)
0	Athletics	STR
12	Bluff	CHA (Trained)
5	Diplomacy	CHA
-1	Dungeoneering	WIS
0	Endurance	CON
-1	Heal	WIS
0	History	INT
4	Insight	WIS (Trained)
10	Intimidate	CHA (Trained)
-1	Nature	WIS
-1	Perception	WIS
0	Religion	INT
5	Stealth	DEX
5	Streetwise	CHA
3	Thievery	DEX

ADDITIONAL EFFECTS

PLAY DATA

Chaos Bolt

KEYWORDS Arcane, Implement, Psychic

StandardACTION

Ranged 10RANGE

5 vs Will

One creature

ATTACKDEFENSETARGET

Primary Attack: Charisma vs. Will
Hit: 1d10 + Charisma modifier (+5) psychic damage.
Level 21: 2d10 + Charisma modifier (+5) psychic damage.
Wild Magic: If you rolled an even number for the primary attack roll, make a secondary attack.
Secondary Target: One creature within 5 squares of the target last hit by this power
Secondary Attack: Charisma vs. Will
Hit: 1d6 psychic damage. If you rolled an even number for the secondary attack roll, repeat the secondary attack. You can attack a creature only once with a single use of this power.
Dagger: +5 attack, 1d10+8 damage

ADDITIONAL EFFECTS
+3 to attack rolls against a creature you are flanking instead of the normal +2 bonus, and you grant a +3 bonus to attack rolls or skill checks when aiding another instead of the normal +2 bonus - Flock Effect.

CLASS SorcererLEVEL 1BOOK PH2

AT-WILL POWER

Chromatic Orb

KEYWORDS Arcane, Implement ; Varies

StandardACTION

Ranged 10RANGE

5 vs Reflex

One creature

ATTACKDEFENSETARGET

Attack: Charisma vs. Reflex
Hit: 3d10 + Charisma modifier (+5) damage. Roll a d6 to determine the attack's damage type and effect.
1. Yellow: Radiant damage, and the target is dazed (save ends).
2. Red: Fire damage, and each creature adjacent to the target takes fire damage equal to your Dexterity modifier (+3).
3. Green: Poison damage, and ongoing 5 poison damage (save ends).
4. Turquoise: Lightning damage, and you slide the target a number of squares equal to your Dexterity modifier (+3).
5. Blue: Cold damage, and the target is immobilized (save ends).
6. Violet: Psychic damage, and the target takes a -2 penalty to AC (save ends).
Miss: 1d10 damage. Roll a d6 to determine the attack's damage type and effect, as above.
Dagger: +5 attack, 3d10+8 damage

ADDITIONAL EFFECTS
+3 to attack rolls against a creature you are flanking instead of the normal +2 bonus, and you grant a +3 bonus to attack rolls or skill checks when aiding another instead of the normal +2 bonus - Flock Effect.

CLASS SorcererLEVEL 1BOOK PH2

DAILY POWER

Action Point

ADDITIONAL EFFECTS

Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

ENCOUNTER SPECIAL

Storm Walk

KEYWORDS Arcane, Implement, Thunder

StandardACTION

Ranged 10RANGE

5 vs Fort

One creature

ATTACKDEFENSETARGET

Attack: Charisma vs. Fortitude
Hit: 1d8 + Charisma modifier (+5) thunder damage.
Level 21: 2d8 + Charisma modifier (+5) thunder damage.
Effect: Before or after the attack, you shift 1 square.
Dagger: +5 attack, 1d8+8 damage

ADDITIONAL EFFECTS
+3 to attack rolls against a creature you are flanking instead of the normal +2 bonus, and you grant a +3 bonus to attack rolls or skill checks when aiding another instead of the normal +2 bonus - Flock Effect.

CLASS SorcererLEVEL 1BOOK PH2

AT-WILL POWER