

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

10

Level

Djarum
male Human Sorcerer (Elementalist)

Age 6'2" Height 190 lb. Weight Medium Size Deity

20500

Total XP

26000

Defenses

23	24	21	28
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied)	75	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
18	10

Current Conditions:

Combat Statistics and Senses

Initiative	6
Conditional Modifiers:	
Speed	6
Passive Insight	14
Passive Perception	14

Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
	0	1
	1	2
	2	3

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.

Second Wind (one per encounter)

Used

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

Death Saving Throw Failures

Saving Throw Mods

2

+2 Saving Throws against effects that daze, stun, or dominate you, as well as against ongoing psychic damage

Resistances/Vulnerabilities

Resist 10 Fire

Current Conditions and Effects

Basic Attacks

Melee

Infectious Flame Incendiary dagger +2

10	1d4+1
Strength vs. AC	Damage

Ranged

Infectious Flame Incendiary dagger +2

12	1d4+3
Dexterity vs. AC	Damage

Languages

Common, Deep Speech, Primordial



Abilities

STR Strength	8	Check 4
CON Constitution	18	9
DEX Dexterity	12	6
INT Intelligence	12	6
WIS Wisdom	8	4
CHA Charisma	22	11

Skills

Acrobatics	Dexterity	8
Arcana	Intelligence	✓ 11
Athletics	Strength	✓ 9
Bluff	Charisma	11
Diplomacy	Charisma	11
Dungeoneering	Wisdom	4
Endurance	Constitution	✓ 14
Heal	Wisdom	4
History	Intelligence	✓ 11
Insight	Wisdom	4
Intimidate	Charisma	✓ 19
Nature	Wisdom	4
Perception	Wisdom	4
Religion	Intelligence	6
Stealth	Dexterity	8
Streetwise	Charisma	11
Thievery	Dexterity	6

Player Name

Djarum
Character Name



Character Details

Background

World Walker

Theme

Firecrafter

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Flamewrath Cape +3

Arms

Hands

Rings

Rings

Main Hand

Infectious Flame Incendiary...

Feet

Waist

Armor

Radiant Temple Uniform Cloth...

Tattoo

Ki Focus

Other Equipment

Cloth Armor (Basic Clothing)

Adventurer's Kit

Umbral Eye

Total Weight (lbs.)

43

Carrying Capacity (lbs.)

Treasure

84 gp
0 gp banked

Normal

80

Heavy

160

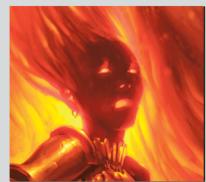
Max

400

Player Name

Djarum

Character Name



Racial Features

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Heroic Effort

Gain the Heroic Effort power

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Class/Other Features

Elemental Bolt

Gain the elemental bolt power

Elemental Magic

Gain damage bonus to arcane powers equal to Con mod; use Con instead of Dex or Int to determine AC; gain sorcerer at-will attack power at 9th and 19th level

Elemental Specialty

Gain the benefits of an elemental specialty

Escalating Elements

Gain elemental escalation power and additional uses at levels 3, 7, and 13

Fire Elemental

Gain blazing cloud or ignition power; elemental bolt deals fire damage and 1d6 extra damage; at higher levels gain resist fire and your choice of lightning or thunder; gain teleport move action at 23rd level

Firecrafter Starting Feature

Your origin becomes elemental; gain Primordial language; you can emit dim light up to 5 squares that can be suppressed or resumed as a minor action; gain the blazing corona power

Level 2 Elemental Utility Power

You gain a 2nd-level sorcerer utility power of your choice

Firecrafter Level 5 Feature

Gain +2 bonus to Acrobatics and a +1 power bonus to fire attack rolls after you use your second wind

Level 6 Elemental Utility Power

You gain a 6th-level sorcerer utility power of your choice

Firecrafter Level 10 Feature

Shift 3 squares whenever you use blazing corona

Level 10 Elemental Utility Power

You gain a 10th-level sorcerer utility power of your choice

Versatile Expertise (Light blade)

+1/+2/+3 feat bonus to attack rolls with Light blades.

Versatile Expertise (Unarmed)

+1/+2/+3 feat bonus to attack rolls with Unarmeds.

Feats

Sorcerous Blade Channeling

Use dagger to make ranged attacks as melee attacks

Superior Implement Training (Incendiary dagger)

Can use Incendiary daggers

Resilient Focus

You gain a +2 feat bonus to saving throws.

Unarmored Agility

+2 AC while wearing cloth armor or no armor

Disciple of Madness

Gain +2 to saving throws against stun, dominate and ongoing psychic damage; shift one square and gain +2 to all defenses when you succeed at one of these saving throws

Skill Power

Gain skill power of your level or lower

Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

Versatile Expertise

+1/2/3 bonus (per tier) to attacks with weapons and implements of your choice

Djarum

Level 10 Human Sorcerer (Elementalist)

HP	Score	Ability	Mod	AC
75	8	STR	-1	23
	18	CON	4	Fort
Spd	12	DEX	1	24
6	12	INT	1	Ref
Init	8	WIS	-1	21
+6	22	CHA	6	Will
	14			28

14 Passive Insight

14 Passive Perception

Player Name:

Elemental Bolt

At-Will ♦ Standard Action

Infectious Flame Incendiary dagger +2: +15 vs. Reflex, 1d12+16 damage

Ranged 10 **Target:** One creature

You hurl a spear of elemental energy at your foe.

Keywords: Arcane, Elemental, Implement, Varies, Fire

Attack: Charisma vs. Reflex

Hit: 1d12 + Cha modifier (+6) damage.

Special: This power can be used as a ranged basic attack.

Fire Elementalist: Damage increases by 1d6

Additional Effects

Sorcerer Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Infectious Flame Incendiary dagger +2: +12 vs. AC, 1d4+3 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+1) damage.

Level 21: 2[W] + Dex modifier (+1) damage.

Additional Effects

Basic Attack

Skills

Acrobatics	Dexterity	8
Arcana	Intelligence	• 11
Athletics	Strength	• 9
Bluff	Charisma	11
Diplomacy	Charisma	11
Dungeoneering	Wisdom	4
Endurance	Constitution	• 14
Heal	Wisdom	4
History	Intelligence	• 11
Insight	Wisdom	4
Intimidate	Charisma	• 19
Nature	Wisdom	4
Perception	Wisdom	4
Religion	Intelligence	6
Stealth	Dexterity	8
Streetwise	Charisma	11
Thievery	Dexterity	6

• indicates a trained skill.

Ignition

At-Will ♦ Standard Action

Infectious Flame Incendiary dagger +2: +14 vs. Fortitude, 1d10+16 damage

Area burst 1 within 10 squares **Target:** Each creature in the burst

You hurl a concussive blast, causing everything in the area to smoke, smolder, and then burst into flame.

Keywords: Arcane, Elemental, Fire, Implement, Zone

Attack: Charisma vs. Fortitude

Hit: 1d10 + Cha modifier (+6) damage.

Effect: The burst creates a zone that lasts until the start of your next turn. Any creature that enters the zone or ends its turn there takes fire damage equal to your Con modifier (+4). A creature can take this damage only once per turn.

Additional Effects

Sorcerer Attack

Blazing Starfall

At-Will ♦ Standard Action

Infectious Flame Incendiary dagger +2: +15 vs. Reflex, 1d4+16 damage

Area burst 1 within 10 squares **Target:** Each creature in the burst

A shower of radiance falls upon your enemies and then bursts out, creating a cage of burning embers that are painful to pass through.

Keywords: Arcane, Fire, Implement, Radiant, Zone

Attack: Charisma vs. Reflex

Hit: 1d4 + Cha modifier (+6) radiant damage.

Cosmic Magic: The burst creates a zone bounded by burning ground that lasts until the end of your next turn. The first time each turn that an enemy within the zone leaves it, that enemy takes fire damage equal to your Str modifier (-1).

Additional Effects

Sorcerer Attack 1

Action Point

Base action points: 1



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

Melee Basic Attack

At-Will ♦ Standard Action

Infectious Flame Incendiary dagger +2: +10 vs. AC, 1d4+1 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (-1) damage.

Level 21: 2[W] + Str modifier (-1) damage.

Additional Effects

Basic Attack

Blazing Corona

Encounter ♦ Minor Action

Personal

Fire erupts from your body, burning until you fling it away from you as a fiery bolt.

Keywords: Aura, Elemental, Fire

Effect: You activate an aura 1 that lasts until the end of your next turn. Any creature that starts its turn in the aura takes fire damage equal to your highest ability modifier. Using the secondary power ends the aura.

Firecrafter: You can shift up to 3 squares as a free action.

Additional Effects

Firecrafter Attack

Used

<h3>Elemental Escalation (Fire)</h3> <p>Encounter ♦ Free Action</p> <p>Personal</p> <p><i>As elemental energy flows through you, the rage of your internal inferno infuses it, and you move like a wildfire.</i></p> <p>Keywords: Arcane, Elemental, Varies</p> <p>Trigger: You use a sorcerer at-will attack power.</p> <p>Effect: You can make one additional creature a target of the triggering attack. If the attack's range is melee or ranged, the additional target must be within 5 squares of you. If the attack's range is area or close, the additional target must be adjacent to the burst or blast.</p> <p>Each target hit by the attack takes 1d10 extra damage of the type dealt by the triggering attack. In addition, you shift up to half your speed as a free action.</p> <p>Special: You can use this power only once per round.</p> <p>Additional Effects</p>	<h3>Blazing Corona Secondary..</h3> <p>Encounter ♦ Standard Action</p> <p>Unarmed: +13 vs. Reflex, 1d8+0 damage</p> <p>Ranged 10 Target: One creature</p> <p>Keywords: Elemental, Fire</p> <p>Requirement: The power Blazing Corona must be active in order to use this power.</p> <p>Attack: Highest ability modifier + 2 vs. Reflex</p> <p>Hit: 1d8 fire damage.</p> <p>Additional Effects</p>	<h3>Heroic Effort</h3> <p>Encounter ♦ No Action</p> <p>Personal</p> <p><i>Your grim focus and unbridled energy means that failure is not an option.</i></p> <p>Trigger: You miss with an attack or fail a saving throw.</p> <p>Effect: You gain a +4 racial bonus to the attack roll or the saving throw.</p> <p>Additional Effects</p>
<p>Sorcerer Attack</p> <p>Used <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <h3>Spatial Trip</h3> <p>Encounter ♦ Move Action</p> <p>Personal</p> <p><i>You spin around, releasing a blaze of golden energy. As you finish your revolution, you disappear and reappear a short distance away.</i></p> <p>Keywords: Arcane, Teleportation</p> <p>Effect: You teleport a number of squares equal to half your speed.</p> <p>Additional Effects</p>	<p>Additional Effects</p> <p>Sorcerer Utility 2</p> <p>Used <input type="checkbox"/></p> <h3>Mighty Sprint</h3> <p>Encounter ♦ Move Action</p> <p>Personal</p> <p><i>You throw yourself forward at a breakneck pace, bounding over obstacles.</i></p> <p>Effect: You move your speed + 4. During this movement, you ignore difficult terrain and gain a +5 power bonus to Athletics checks you make as part of the move.</p> <p>Prerequisite: You must be trained in Athletics.</p> <p>Additional Effects</p>	<p>Human Racial Power</p> <p>Used <input type="checkbox"/></p> <h3>Walk It Off</h3> <p>Encounter ♦ No Action</p> <p>Personal</p> <p><i>You take a deep breath to fight off a lingering wound.</i></p> <p>Trigger: Your turn starts and you have ongoing damage</p> <p>Effect: Make a saving throw against the ongoing damage before you take the damage.</p> <p>Prerequisite: You must be trained in Endurance.</p> <p>Additional Effects</p>
<p>Sorcerer Utility 10</p> <p>Used <input type="checkbox"/></p> <h3>Narrow Escape</h3> <p>Encounter ♦ Immediate Reaction</p> <p>Personal</p> <p><i>You teleport away from your foe and reduce the force of its attack.</i></p> <p>Keywords: Arcane, Teleportation</p> <p>Trigger: You are hit by an attack</p> <p>Effect: You take half damage from the attack. You then teleport a number of squares equal to your Cha modifier (+6) + your Dex modifier (+1).</p> <p>Additional Effects</p>	<p>Athletics Utility 6</p> <p>Used <input type="checkbox"/></p> <h3>Umbral Eye</h3> <p>Wondrous Item ♦ Level 12</p> <p>Power ♦ Daily (Standard Action)</p> <p>The orb allows you to see and hear into a place in the world that corresponds to your current position in the Shadowfell, if any. You make an Arcana check at +5 to determine how long you can view the place. A result of 10 or lower allows you to look for 1 round. You can look for an additional round for every 5 points by which your check result exceeds 15. The sphere creates a scrying sensor in the location you're observing. A creature might notice the sensor with a DC 20 Perception check.</p>	<p>Endurance Utility 6</p> <p>Used <input type="checkbox"/></p> <h3>Infectious Flame Incendiary...</h3> <p>Weapon ♦ Level 8</p> <p>Proficiency Bonus: 3</p> <p>Range: 5/10</p> <p>Properties: Light Thrown, Off-Hand, Energized (fire), Unerring</p> <p>Enhancement: +2 attack rolls and damage rolls</p> <p>Critical: +1d6 fire damage per plus</p> <p>Power (Fire) ♦ Daily (Free Action)</p> <p>Trigger: You hit a target with an attack made with this weapon.</p> <p>Effect: The target takes ongoing 5 fire damage (save ends).</p> <p>Aftereffect: One enemy within 2 squares of the original target gains ongoing 5 fire damage (save ends).</p>

Flamewrath Cape +3

Neck Slot Item ♦ Level 14

Enhancement: +3 Fortitude, Reflex, and Will**Properties**

Gain an item bonus to Intimidate checks equal to the cloak's enhancement bonus.

Power (Fire) ♦ Daily (Minor Action)

Until the end of your next turn, your melee attacks deal extra fire damage equal to the cloak's enhancement bonus. Also, until the end of your next turn, an enemy that hits you with a melee attack takes 3d6 fire damage.

Radiant Temple Uniform...

Armor ♦ Level 7

Armor Bonus: 0**Enhancement:** +2 AC**Properties**

You gain a +2 item bonus to Stealth checks.

Power ♦ Encounter (Free Action)

Trigger: You shift 1 or more squares.

Effect: You shift an additional number of squares equal to half of this armor's enhancement bonus.