

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

12

Level

Heise

Good Human Sorcerer

24

5' 8"

145 lb.

Medium

Valkur

Age

Height

Weight

Size

Deity

32000

Total XP

39000

Defenses



Conditional Bonuses

Hit Points

Max HP
(Bloodied 40) 81

Temp HP

Current Hit Points

Healing Surges

Surge Value

Surges/Day

21

8

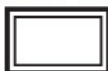
Current Conditions:

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

Resistances/Vulnerabilities

Resist 10 Thunder, Resist 10 Lightning

Current Conditions and Effects

Basic Attacks

Melee

Vicious Dagger +3

12

Strength vs. AC

1d4+3

Damage

Ranged

Vicious Dagger +3

16

Dexterity vs. AC

1d4+9

Damage

Languages

Chondathan, Common, Draconic, Dwarven, Elven, Primordial



Abilities

		Check
STR	Strength	10 6
CON	Constitution	14 8
DEX	Dexterity	18 10
INT	Intelligence	14 8
WIS	Wisdom	12 7
CHA	Charisma	20 11

Skills

Acrobatics	Dexterity	12
Arcana	Intelligence	✓ 13
Athletics	Strength	10
Bluff	Charisma	✓ 16
Diplomacy	Charisma	13
Dungeoneering	Wisdom	9
Endurance	Constitution	10
Heal	Wisdom	9
History	Intelligence	✓ 13
Insight	Wisdom	9
Intimidate	Charisma	13
Nature	Wisdom	9
Perception	Wisdom	11
Religion	Intelligence	10
Stealth	Dexterity	12
Streetwise	Charisma	✓ 17
Thievery	Dexterity	✓ 17

Combat Statistics and Senses

Initiative

10

Conditional Modifiers:

Speed

8

Passive Insight

19

Passive Perception

21

Special Senses: Normal



Heise

Player Name

Character Name

Character Details

Background

Amn

Theme

Windlord

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Safewing Amulet +3

Arms

Bracers of the Perfect Shot...

Hands

Burglar's Gloves

Rings

Rings

Off Hand

Main Hand

Vicious Dagger +3

Waist

Belt of Vigor (heroic tier)

Armor

Magic Cloth Armor (Basic...

Feet

Boots of Striding

Tattoo

Ki Focus

Other Equipment

Circlet of Authority
Thieves' Tools
Backpack (empty)
Bedroll
Flint and Steel
Belt Pouch (empty)
Waterskin
Everburning Torch
Fine Clothing
Journeybreads (10)
Potion of Healing (2)

Total Weight (lbs.)

26

Carrying Capacity
(lbs.)

Treasure

3 pp; 84 gp; 9 sp
0 gp banked

Normal 100

Heavy 200

Max 500

Heise

Player Name

Character Name



Racial Features

Bonus At-Will Power

Know one extra 1st-level attack power from your class.

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Class/Other Features

Spell Source

Each sorcerer has a Spell Source

Storm Magic

Gain multiple benefits.

Storm Power

Add Dexterity modifier to damage, +2 at 11th, +4 at 21st

Storm Soul

Resist thunder and lightning and pierce thunder and lightning with your spells. End your resistance to gain +4 to all defenses

Storm's Embrace

On a 20 push 1 and fly 1+ your Dexterity modifier.

Windlord Starting Feature

Your origin becomes elemental; gain Primordial language, +2 bonus to Athletics and Perception checks, and the wind fury assault power

Windlord Level 5 Feature

Fly 1 additional square with flying effects and push each adjacent creature 1 square when you use your second wind

Windlord Level 10 Feature

Slide creatures you hit with wind fury assault a number of squares equal to your highest ability modifier

Electric Action

When you take an action point action, deal Dex mod lightning damage to 1, 2, or 3 creatures within 5.

Unstoppable Lightning

Your lightning attacks ignore lightning resistance and treat lightning immunity as lightning resistance equal to one-half target's level.

Feats

Jack of All Trades

+2 to untrained skill checks

Linguist

Learn three new languages

Unarmored Agility

+2 AC while wearing cloth armor or no armor

Sorcerous Blade Channeling

Use dagger to make ranged attacks as melee attacks

Implement Expertise (Light blade)

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

Tempest Magic

Extra damage with lightning or thunder powers

Resilient Focus

You gain a +2 feat bonus to saving throws.

Fleet-Footed

+1 to speed

Improved Defenses

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

Heise

Level 12 Human Sorcerer

	SCORE	ABILITY	MOD	
HP	10	STR	0	AC
81				25
Spd	14	CON	2	Fort
8				24
Init	18	DEX	4	Ref
+10				26
	14	INT	2	Will
				29
	12	WIS	1	
	20	CHA	5	

19 Passive Insight

21 Passive Perception

Skills

Acrobatics	Dexterity	12
Arcana	Intelligence	• 13
Athletics	Strength	10
Bluff	Charisma	• 16
Diplomacy	Charisma	13
Dungeoneering	Wisdom	9
Endurance	Constitution	10
Heal	Wisdom	9
History	Intelligence	• 13
Insight	Wisdom	9
Intimidate	Charisma	13
Nature	Wisdom	9
Perception	Wisdom	11
Religion	Intelligence	10
Stealth	Dexterity	12
Streetwise	Charisma	• 17
Thievery	Dexterity	• 17

• indicates a trained skill.

Action Point

Base action points: 1

Electric Action: When you spend an action point to take an extra action, you deal lightning damage equal to your Dexterity modifier to one, two, or three creatures of your choice within 5 squares of you.



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

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Vicious Dagger +3: +12 vs. AC, 1d4+3 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 (+0) damage.

Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Vicious Dagger +3: +16 vs. AC, 1d4+9 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 (+4) damage.

Level 21: 2[W] + Dex modifier (+4) damage.

Additional Effects

Basic Attack

Dragonfrost

At-Will ♦ Standard Action

Vicious Dagger +3: +15 vs. Fortitude, 1d8+16 damage

Ranged 10 **Target:** One creature

A gust of frost hammers your foe and knocks it back.

Keywords: Arcane, Cold, Implement

Attack: Charisma vs. Fortitude

Hit: 1d8 + Cha modifier (+5) cold damage, and you push the target 1 square.

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

Additional Effects

Sorcerer Attack 1

Lightning Strike

At-Will ♦ Standard Action

Vicious Dagger +3: +15 vs. Reflex, 1d8+16 damage

Ranged 10 **Target:** One creature

Lightning strikes your foe and then ricochets to another enemy.

Keywords: Arcane, Implement, Lightning

Attack: Charisma vs. Reflex

Hit: 1d8 + Cha modifier (+5) lightning damage. An enemy of your choice other than the target and within 10 squares of the target takes lightning damage equal to your Dex modifier (+4).

Storm Magic: You can apply your Storm Power bonus either to the damage roll against the target or to the damage taken by the enemy within 10 squares of the target.

Additional Effects

+2 to damage rolls while bloodied - Tempest Magic.

Sorcerer Attack 1

Storm Walk

At-Will ♦ Standard Action

Vicious Dagger +3: +15 vs. Fortitude, 1d8+16 damage

Ranged 10 **Target:** One creature

The thunder of your steps batters your foe.

Keywords: Arcane, Implement, Thunder

Attack: Charisma vs. Fortitude

Hit: 1d8 + Cha modifier (+5) thunder damage.

Effect: Before or after the attack, you shift 1 square.

Additional Effects

+2 to damage rolls while bloodied - Tempest Magic.

Sorcerer Attack 1

Wind Fury Assault

Encounter ♦ Standard Action

Vicious Dagger +3: +17 vs. AC, 2d4+8 damage

Melee or Ranged weapon

The wind carries you aloft, helping you deliver a punishing strike against a distant foe.

Keywords: Elemental, Weapon

Effect: You can fly up to your speed. At any point during this movement, you can make the following attack.

Target: One creature

Attack: Highest ability modifier vs. AC

Hit: 1[W] + highest ability modifier damage, and you can slide the target 1 square.

Level 11: 2[W] + highest ability modifier damage.

Windlord: You slide the target up to a number of squares equal to your highest ability modifier.

Additional Effects

Windlord Attack

Used ☐

Whirlwind

Encounter ♦ Standard Action

Vicious Dagger +3: +15 vs. Fortitude, 1d10+14 damage

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

You create a small whirlwind that buffets creatures and knocks them off their feet.

Keywords: Arcane, Implement

Storm Magic: You can choose not to target a creature in the origin square of the burst.

Attack: Charisma vs. Fortitude

Hit: 1d10 + Cha modifier (+5) damage, and you knock the target prone.

Additional Effects

Sorcerer Attack 1

Used ☐

Dancing Lightning

Encounter ♦ Standard Action

Vicious Dagger +3: +15 vs. Reflex, 2d10+16 damage

Ranged 10 **Target:** One creature

As lightning strikes your foe, thunder batters creatures around it.

Keywords: Arcane, Implement, Lightning, Thunder

Attack: Charisma vs. Reflex

Hit: 2d10 + Cha modifier (+5) lightning damage, and each creature adjacent to the target takes thunder damage equal to your Cha modifier (+5).

Additional Effects

+2 to damage rolls while bloodied - Tempest Magic.

Sorcerer Attack 3

Used ☐

Spark Form

Encounter ♦ Standard Action

Vicious Dagger +3: +15 vs. Reflex, 1d6+16 damage

Melee 1

Your body briefly becomes a shower of dancing sparks that zips among foes, shocking them as you go.

Keywords: Arcane, Implement, Lightning

Effect: You shift your speed + 2. During the shift, you can move through enemies' spaces. When you leave any creature's space, make the following attack against that creature. Whenever you use this power, you can make the attack against a creature only once.

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1d6 + Cha modifier (+5) lightning damage.

Additional Effects

+2 to damage rolls while bloodied - Tempest Magic.

Sorcerer Attack 7

Used ☐

Furious Bolts

Encounter ♦ Standard Action

Vicious Dagger +3: +15 vs. Reflex, 2d8+16 damage

Ranged 20

Jagged streaks of lightning fly from your hands and flash between several foes.

Keywords: Arcane, Implement, Lightning

Primary Target: One creature

Primary Attack: Charisma vs. Reflex

Hit: 2d8 + Cha modifier (+5) lightning damage. Make a secondary attack.

Secondary Target: One creature within 10 squares of the primary target

Secondary Attack: Charisma vs. Reflex

Hit: 2d4 + Cha modifier (+5) lightning damage. Repeat the secondary attack against any single creature you have not yet hit with this attack. (You can continue attacking as long as you keep hitting and still have targets you haven't attacked yet.)

Effect: On your next turn, you gain a bonus to your first attack roll equal to the number of creatures you hit with furious bolts.

Additional Effects

+2 to damage rolls while bloodied - Tempest Magic.

Lightning Fury Attack 11

Used ☐

Ice Javelins

Daily ♦ Standard Action

Vicious Dagger +3: +15 vs. Reflex, 1d10+14 damage

Ranged 10 **Target:** One, two, or three creatures

A trio of icy javelins forms around you. One at a time, you send each spear shooting toward a different enemy.

Keywords: Arcane, Cold, Implement

Attack: Charisma vs. Reflex

Hit: 1d10 + Cha modifier (+5) cold damage, and ongoing 5 cold damage (save ends).

Miss: Half damage.

Additional Effects

Sorcerer Attack 1

Used ☐

Thunder Leap

Daily ♦ Standard Action

Vicious Dagger +3: +15 vs. Fortitude, 2d6+16 damage

Close burst 1

A thunderclap propels you into the air, and you land with a deafening crack, pushing your foes away.

Keywords: Arcane, Implement, Thunder

Primary Target: Each creature in the burst

Primary Attack: Charisma vs. Fortitude

Hit: 2d6 + Cha modifier (+5) thunder damage.

Effect: You jump a number of squares equal to your speed + your Cha modifier (+5). This movement does not provoke opportunity attacks. Then make a secondary attack.

Secondary Target: Each creature in the burst

Secondary Attack: Charisma vs. Fortitude

Hit: 2d6 thunder damage, and you push the secondary target 1 square.

Additional Effects

+2 to damage rolls while bloodied - Tempest Magic.

Sorcerer Attack 5

Used ☐

Winds of Change

Daily ♦ Standard Action

Vicious Dagger +3: +15 vs. Fortitude, 3d8+14 damage

Close burst 3 **Target:** Each enemy in the burst

You become like the wind, blasting your enemies with the force of a storm.

Keywords: Arcane, Implement

Attack: Charisma vs. Fortitude

Hit: 3d8 + Cha modifier (+5) damage, and you push the target 3 squares.

Miss: Half damage, and you push the target 1 square.

Effect: Until the end of your next turn, you gain a fly speed equal to your speed, and you can hover.

Additional Effects

Sorcerer Attack 9

Used ☐

Fast Hands

At-Will ♦ Free Action

Personal

Your fingers blur as you manipulate objects faster than the eye can follow.

Effect: You draw or sheathe a weapon, pick up an item in your space or adjacent to it, or retrieve or stow an item

Special: You can use this power only once per round.

Prerequisite: You must be trained in Thievery.

Additional Effects

Thievery Utility 2

Used ☐

Wind Step

Encounter ♦ Minor Action

Personal

For a few moments, the wind carries and holds you and then places you safely down again.

Keyword: Elemental

Effect: Until the end of your next turn, you have a fly speed of 8 and can hover. When this flight ends, you descend to the ground, taking no falling damage.

Prerequisite: Windlord

Additional Effects

Windlord Utility 10

Used ☐

Extinguishing Rain

Daily ♦ Standard Action

Vicious Dagger +3: +17 vs. the

Close burst 10

Target: You and each ally in the burst

Clouds emerge from your body, saturating the air. Fires no longer threaten you, and nearby flames are damped.

Keywords: Arcane, Implement

Effect: Until the end of the encounter, each target gains resistance to fire equal to your Cha modifier (+5). Make an attack.

Target: One conjuration or zone that has the fire keyword

Attack: Charisma + 2 vs. the Will of the target's creator

Hit: The target is destroyed. All its effects end, including those that a save can end.

Additional Effects

Lightning in the Blood

Daily ♦ Minor Action

Personal

You feel energized as lightning arcs through your veins and flashes in your eyes.

Keywords: Arcane, Lightning

Effect: Until the end of the encounter, your lightning attacks deal an additional die of damage. (The die is the same size the attack already deals.)

Additional Effects

Burglar's Gloves

Hands Slot Item ♦ Level 1

Properties

You gain a +1 item bonus to Thievery checks.

Sorcerer Utility 6

Used ☐

Lightning Fury Utility 12

Used ☐

Belt of Vigor (heroic tier)

Waist Slot Item ♦ Level 2

Properties

You gain a +1 item bonus to your healing surge value.

Vicious Dagger +3

Weapon ♦ Level 12

Damage: 1d4

Proficiency Bonus: 3

Range: 5/10

Properties: Light Thrown, Off-Hand

Enhancement: +3 attack rolls and damage rolls

Critical: +1d12 damage per plus

Magic Cloth Armor (Basic...

Armor ♦ Level 11

Armor Bonus: 0

Enhancement: +3 AC

Bracers of the Perfect Shot...

Arms Slot Item ♦ Level 3

Properties

When you hit with a ranged basic attack, you gain a +2 item bonus to the damage roll.

Circlet of Authority

Head Slot Item ♦ Level 7

Properties

You gain a +2 item bonus to Diplomacy checks and Intimidate checks.

Boots of Striding

Feet Slot Item ♦ Level 9

Properties

You gain a +1 item bonus to speed when wearing light or no armor.

Safewing Amulet +3

Neck Slot Item ♦ Level 13

Enhancement: +3 Fortitude, Reflex, and Will

Properties

When falling, you reduce the distance fallen (for the purpose of calculating damage) by a number of feet equal to 10 × the amulet's enhancement bonus. You always land on your feet after a fall.

Potion of Healing

Consumable ♦ Level 5

Power (Healing) ♦ **Consumable** (Minor Action)

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.