



# DUNGEONS & DRAGONS®

Questor

CHARACTER NAME

Class: Sorcerer Level: 6

Race: Halfling Gender: male

Alignment: Good

Languages: Common, Elven

## ABILITIES AND SKILLS

**14 Strength**

Strength measures your physical power.

Athletics Trained

**14 Constitution**

Constitution represents health, stamina, and vital force.

Endurance Trained

**16 Dexterity**

Dexterity measures coordination, agility, and balance.

Acrobatics Trained

Stealth Trained

Thievery Trained

**11 Intelligence**

Intelligence describes how well you learn and reason.

Arcana Trained

History Trained

Religion Trained

**9 Wisdom**

Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering Trained

Heal Trained

Insight Trained

Nature Trained

Perception Trained

**18 Charisma**

Charisma measures force of personality and leadership.

Bluff Trained

Diplomacy Trained

Intimidate Trained

Streetwise Trained

## COMBAT STATISTICS

**6 Initiative**

Roll initiative to determine the turn order in combat.

**6 Speed**

Your speed is the number of squares you can move with a move action.

## DEFENSES

**17 Armor Class (AC)**

AC measures how hard it is to physically land an attack on you.

**15 Fortitude**

Fortitude measures your toughness and resilience.

**16 Reflex**

Reflex measures your ability to deflect or dodge attacks.

**19 Will**

Will measures your strength of will and self-discipline.

**10 Attack Bonus**

Melee Basic/ER

1d4+4

**11 Attack Bonus**

Ranged Basic

1d4+5

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

**51 Hit Points**

Bloodied 25

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Healing Surge Value

12

Surges Per Day

8

When you spend a healing surge, you regain hit points equal to your healing surge value, which is one-quarter of your hit points (rounded down).

## CURRENT HIT POINTS

Temporary Hit Points

Surges Remaining

## ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

A standard action, which is usually an attack

A move action, which involves movement

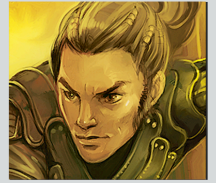
A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

# Questor

Player Name

Character Name



## Racial Features

### Bold

+5 to saving throws against fear.

### Second Chance

Use second chance as an encounter power.

### Nimble Reaction

+2 AC against opportunity attacks.

### Acrobatics Bonus

### Thievery Bonus

## Class/Other Features

### Spell Source

Each sorcerer has a Spell Source

### 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

### Wild Soul

Gain a random resist each day. Pierce that resistance

## Feats

### Arcane Spellfury

+1 to attack rolls after hitting with sorcerer at-will attack

### Disciplined Wild Soul

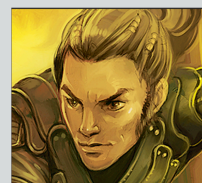
Roll twice to determine Wild Soul damage type

### Halfling Agility

Attacker takes a -2 penalty with second chance reroll

### Ritual Caster

Master and perform rituals



Player Name \_\_\_\_\_ Questor  
Character Name \_\_\_\_\_

## Character Details

### Mannerisms and Appearance

### Personality Traits

### Theme

### Background

### Adventuring Company

### Companions and Allies

### Session and Campaign Notes

## Equipment

### Head

Circlet of Authority (heroic...)

### Neck

### Arms

### Hands

### Rings

### Rings

### Off Hand

### Main Hand

Magic Dagger +2

### Waist

### Armor

Bloodthread Cloth Armor...

### Tattoo

### Feet

### Ki Focus

### Other Equipment

Total Weight (lbs.)

25

Carrying  
Capacity (lbs.)

Normal 140

Heavy 280

Max 700

Coins and Other Wealth  
1000 Gold

Other Notes

## Questor

Level 6 Halfling Sorcerer

HP	SCORE	ABILITY	MOD	AC
51	14	STR	2	17
	14	CON	2	
Spd	16	DEX	3	Fort
6	11	INT	0	15
	9	WIS	-1	
Init	18	CHA	4	Ref
+6				16
				Will
				19

12 Passive Insight

12 Passive Perception

Player Name:

## Skills

Acrobatics	Dexterity	8
Arcana	Intelligence	• 8
Athletics	Strength	5
Bluff	Charisma	• 12
Diplomacy	Charisma	• 14
Dungeoneering	Wisdom	2
Endurance	Constitution	5
Heal	Wisdom	2
History	Intelligence	3
Insight	Wisdom	2
Intimidate	Charisma	• 14
Nature	Wisdom	2
Perception	Wisdom	2
Religion	Intelligence	3
Stealth	Dexterity	6
Streetwise	Charisma	7
Thievery	Dexterity	8

• indicates a trained skill.

## Action Point

Base action points:



**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

**Magic Dagger +2:** +10 vs. AC, 1d4+4 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 (+2) damage.

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

Additional Effects

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Magic Dagger +2:** +11 vs. AC, 1d4+5 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 (+3) damage.

**Level 21:** 2[W] + Dex modifier (+3) damage.

Additional Effects

Basic Attack

## Second Chance

Encounter ♦ Immediate Interrupt

**Personal**

*Luck and small size combine to work in your favor as you dodge your enemy's attack.*

**Trigger:** You are hit by an attack.

**Effect:** The attacker must reroll the attack and use the second roll, even if it is lower.

Additional Effects

Halfling Racial Power

Used ☐

## Chaos Bolt

At-Will ♦ Standard Action

**Magic Dagger +2:** +9 vs. Will, 1d10+9 damage

**Ranged** 10

*A bolt of many-colored light leaps from your hand and screams toward an enemy's head.*

**Keywords:** Arcane, Implement, Psychic

**Primary Target:** One creature

**Primary Attack:** Charisma vs. Will

**Hit:** 1d10 + Cha modifier (+4) 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.

Additional Effects

Sorcerer Attack 1

## Storm Walk

At-Will ♦ Standard Action

**Magic Dagger +2:** +9 vs. Fortitude, 1d8+9 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 (+4) thunder damage.

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

Additional Effects

Sorcerer Attack 1

## Bedeiving Burst

Encounter ♦ Standard Action

**Magic Dagger +2:** +9 vs. Will, 1d10+9 damage

**Close** burst 3

**Target:** One or two creatures in the burst

*An eruption of psychic energy assaults your enemies' minds, sending them staggering.*

**Keywords:** Arcane, Implement, Psychic

**Attack:** Charisma vs. Will

**Hit:** 1d10 + Cha modifier (+4) psychic damage, and you push the target a number of squares equal to your Dex modifier (+3).

**Wild Magic:** If you rolled an even number on the attack roll, you slide the target instead of pushing it.

Additional Effects

Sorcerer Attack 1

Used ☐

<div> Dazzling Ray Daily ♦ Standard Action </div> <div> <b>Magic Dagger +2:</b> +9 vs. Will, 6d6+9 damage  <b>Ranged</b> 10      <b>Target:</b> One creature </div> <div> A brilliant beam lances out to strike your foe and befuddle it. </div> <div> <b>Keywords:</b> Arcane, Implement, Radiant  <b>Attack:</b> Charisma vs. Will  <b>Hit:</b> 6d6 + Cha modifier (+4) radiant damage.  <b>Wild Magic:</b> If you rolled an even number on the attack roll, the target takes a penalty to attack rolls against you equal to your Dex modifier (+3) (save ends).  <b>Miss:</b> Half damage. </div> <div> Additional Effects </div> <div> Sorcerer Attack 1      Used <input type="checkbox"/> </div>	<div> Elemental Shift Daily ♦ Minor Action </div> <div> <b>Personal</b> </div> <div> The alignment of elements within you changes at your command. </div> <div> <b>Keyword:</b> Arcane  <b>Effect:</b> You can change the resistance granted by your Dragon Soul or Wild Soul to one of the other damage types for the rest of the encounter. In addition, one ally adjacent to you gains resist 5 to the damage type that you resist until the end of the encounter. </div> <div> Additional Effects </div> <div> Sorcerer Utility 2      Used <input type="checkbox"/> </div>	<div> Poisonous Exhalation Encounter ♦ Standard Action </div> <div> <b>Magic Dagger +2:</b> +9 vs. Fortitude, 2d8+9 damage  <b>Close</b> blast 3      <b>Target:</b> Each creature in the blast </div> <div> A cloud of poisonous vapor billows from your mouth to sap your enemies' endurance. </div> <div> <b>Keywords:</b> Arcane, Implement, Poison  <b>Attack:</b> Charisma vs. Fortitude  <b>Hit:</b> 2d8 + Cha modifier (+4) poison damage, and the target takes a -2 penalty to Fortitude until the end of your next turn.  <b>Dragon Magic:</b> The penalty to Fortitude equals 1 + your Str modifier (+2). </div> <div> Additional Effects </div> <div> Sorcerer Attack 3      Used <input type="checkbox"/> </div>
<div> Reeling Torment Daily ♦ Standard Action </div> <div> <b>Magic Dagger +2:</b> +9 vs. Will, 3d8+9 damage  <b>Ranged</b> 10      <b>Target:</b> One creature </div> <div> Your hold on your enemy's mind lets you move your foe, tormented by spasms, around the battlefield. </div> <div> <b>Keywords:</b> Arcane, Charm, Implement, Psychic  <b>Attack:</b> Charisma vs. Will  <b>Hit:</b> 3d8 + Cha modifier (+4) psychic damage. At the start of each of the target's turns, you can slide the target 3 squares as a free action (save ends).  <b>Miss:</b> Half damage. At the start of each of the target's turns, you can slide the target 1 square as a free action (save ends). </div> <div> Additional Effects </div> <div> Sorcerer Attack 5      Used <input type="checkbox"/> </div>	<div> Swift Escape Encounter ♦ Immediate Interrupt </div> <div> <b>Personal</b> </div> <div> A quick reaction saves you from the explosion. </div> <div> <b>Keywords:</b> Arcane, Teleportation  <b>Trigger:</b> You are hit by an area or a close attack  <b>Effect:</b> You teleport 3 squares.  <b>Wild Magic:</b> The number of squares you teleport equals 2 + your Dex modifier (+3). </div> <div> Additional Effects </div> <div> Sorcerer Utility 6      Used <input type="checkbox"/> </div>	<div> <b>Magic Dagger +2</b> Weapon ♦ Level 6 </div> <div> <b>Damage:</b> 1d4  <b>Proficiency Bonus:</b> 3  <b>Range:</b> 5/10  <b>Properties:</b> Light Thrown, Off-Hand  <b>Enhancement:</b> +2 attack rolls and damage rolls  <b>Critical:</b> +2d6 damage </div>
<div> Bloodthread Cloth Armor... Armor ♦ Level 5 </div> <div> <b>Enhancement:</b> +1 AC  <b>Property:</b> When you are bloodied, you gain a +2 item bonus to AC and saving throws. </div>	<div> Circlet of Authority (heroic...) Head Slot Item ♦ Level 7 </div> <div> <b>Property:</b> You gain a +2 item bonus to Diplomacy checks and Intimidate checks. </div>	