



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

11 Attack Bonus

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

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

Surges Per Day

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

Other 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.)

Coins and Other Wealth
1000 Gold

Normal 140

Heavy 280

Max 700

Questor

Level 6 Halfling Sorcerer

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

12 Passive Insight

12 Passive Perception

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

Dazzling Ray
Daily ♦ Standard Action

Magic Dagger +2: +9 vs. Will, 6d6+9 damage
Ranged 10 **Target:** One creature

A brilliant beam lances out to strike your foe and befuddle it.

Keywords: Arcane, Implement, Radiant
Attack: Charisma vs. Will
Hit: 6d6 + Cha modifier (+4) radiant damage.
Wild Magic: 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).
Miss: Half damage.

Additional Effects

Sorcerer Attack 1 Used

Elemental Shift
Daily ♦ Minor Action

Personal

The alignment of elements within you changes at your command.

Keyword: Arcane
Effect: 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.

Additional Effects

Sorcerer Utility 2 Used

Poisonous Exhalation
Encounter ♦ Standard Action

Magic Dagger +2: +9 vs. Fortitude, 2d8+9 damage
Close blast 3 **Target:** Each creature in the blast

A cloud of poisonous vapor billows from your mouth to sap your enemies' endurance.

Keywords: Arcane, Implement, Poison
Attack: Charisma vs. Fortitude
Hit: 2d8 + Cha modifier (+4) poison damage, and the target takes a -2 penalty to Fortitude until the end of your next turn.
Dragon Magic: The penalty to Fortitude equals 1 + your Str modifier (+2).

Additional Effects

Sorcerer Attack 3 Used

Reeling Torment
Daily ♦ Standard Action

Magic Dagger +2: +9 vs. Will, 3d8+9 damage
Ranged 10 **Target:** One creature

Your hold on your enemy's mind lets you move your foe, tormented by spasms, around the battlefield.

Keywords: Arcane, Charm, Implement, Psychic
Attack: Charisma vs. Will
Hit: 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).
Miss: 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).

Additional Effects

Sorcerer Attack 5 Used

Swift Escape
Encounter ♦ Immediate Interrupt

Personal

A quick reaction saves you from the explosion.

Keywords: Arcane, Teleportation
Trigger: You are hit by an area or a close attack
Effect: You teleport 3 squares.
Wild Magic: The number of squares you teleport equals 2 + your Dex modifier (+3).

Additional Effects

Sorcerer Utility 6 Used

Magic Dagger +2
Weapon ♦ Level 6

Damage: 1d4
Proficiency Bonus: 3
Range: 5/10
Properties: Light Thrown, Off-Hand
Enhancement: +2 attack rolls and damage rolls
Critical: +2d6 damage

Bloodthread Cloth Armor...
Armor ♦ Level 5

Enhancement: +1 AC
Property: When you are bloodied, you gain a +2 item bonus to AC and saving throws.

Circlet of Authority (heroic...)
Head Slot Item ♦ Level 7

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