

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Walking Dad

13

Level

Teclis Stormborn

Unaligned male Half-Elf Sorcerer (Elementalist)

Medium

0

Age Height Weight Size Deity

Total XP 47000

Defenses

27	27	24	30
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied 46)	92	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
23	11

Current Conditions:

Combat Statistics and Senses

Initiative	8
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Conditional Modifiers:

Speed	6
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Passive Insight	17
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Passive Perception	15
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Special Senses: Low-light

Action Points

Action Points	Milestones	Action Points
<input type="checkbox"/>	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

+1 Death Saving Throw Bonus

Saving Throw Mods

0

+2 Saving Throws against effects that apply the slowed, immobilized, or restrained condition

Resistances/Vulnerabilities

Resist 10 Lightning

Current Conditions and Effects

Basic Attacks

Melee

Quickbeam staff of Ruin +3

13	1d8+6
Strength vs. AC	Damage

Ranged

Rhythm Blade Dagger +1

13	1d4+5
Dexterity vs. AC	Damage

Languages

Common, Elven, Primordial



Abilities

Ability	Score	Check
STR Strength	11	6
CON Constitution	20	11
DEX Dexterity	14	8
INT Intelligence	11	6
WIS Wisdom	9	5
CHA Charisma	22	12

Skills

Acrobatics	Dexterity	8
Arcana	Intelligence	13
Athletics	Strength	6
Bluff	Charisma	17
Diplomacy	Charisma	14
Dungeoneering	Wisdom	5
Endurance	Constitution	16
Heal	Wisdom	5
History	Intelligence	6
Insight	Wisdom	7
Intimidate	Charisma	17
Nature	Wisdom	5
Perception	Wisdom	5
Religion	Intelligence	6
Stealth	Dexterity	8
Streetwise	Charisma	12
Thievery	Dexterity	8

Walking Dad

Player Name

Teclis Stormborn

Character Name



Character Details

Background

Birth - On Another Plane

Theme

Tuathan

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Eagle Eye Goggles (heroic tier)

Neck

Cloak of Distortion +3

Arms

Bracers of the Perfect Shot...

Hands

Gloves of Piercing

Rings

Rings

Off Hand

Rhythm Blade Dagger +1

Main Hand

Quickbeam staff of Ruin +3

Waist

Diamond Cincture (heroic tier)

Armor

Robe of Scintillation Githweave...

Feet

Boots of Free Movement

Tattoo

Ki Focus

Other Equipment

Siberys Shard of the Mage (heroic tier)
Bag of Holding

Total Weight (lbs.)

9

Carrying Capacity (lbs.)

Treasure

19 pp; 60 gp
0 gp banked

Normal

110

Heavy

220

Max

550

Walking Dad

Player Name

Teclis Stormborn

Character Name



Racial Features

Dilettante

Choose at-will power from other class; use as encounter power.

Dual Heritage

Count as elf, half-elf, and human for choosing feats.

Group Diplomacy

Allies within 10 get +1 to Diplomacy.

Half-Elf Power Selection

Select an option for your half-elf character.

Class/Other Features

Air Elementalist

Gain either howling zephyr or the static charge power; elemental bolt deals lightning damage and hit targets gain vulnerable 3 to your elemental attacks; gain resistances to lightning and choice of cold or thunder; gain a fly speed at 23rd level

Continue the Story

Gain +1 bonus to death saving throws; roll twice when making endurance checks

Eldritch Strike Charisma

Use CHA for Eldritch Strike

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

Tuathan Starting Feature

Gain either Continue the Story or Shapechanger Physique

Level 2 Elementalist Utility Power

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

Heightened Senses

When you use your second wind enemies lose benefits from cover or concealment from you

Tuathan Level 5 Feature

Gain either Heightened Senses or The Tables Are Turned

Level 6 Elementalist Utility Power

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

Flying Animal Shape

Use tuathan animal shape power to turn into a tiny fey or natural beast with fly speed of 6

Level 10 Elementalist Utility Power

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

Tuathan Level 10 Feature

Gain either Flying Animal Shape or Heroic Recovery

Arcane Admixture Thunder

Storm Adept

Lightning or thunder powers: +1 bonus to attack rolls, + Con mod bonus (minimum 1) to damage

Wind-Rider Action

Action point spent (extra action): gain hover and a fly speed equal to your speed until the end of your next turn.

Feats

Mark of Storm

Slide targets with thunder or lightning powers, gain bonus to fly speed, perform certain rituals

Unarmored Agility

+2 AC while wearing cloth armor or no armor

Hafted Defense

+1 AC and Reflex while wielding polearm or staff in two hands

Superior Implement Training (Quickbeam staff)

Can use Quickbeam staffs

Arcane Admixture

Add additional damage type to one arcane power

Sorcerous Vision

Substitute Arcana check for Perception or Insight

Resounding Thunder

Add 1 to size of blast or burst with thunder keyword

Versatile Master

Improved Dilettante and paragon multiclassing

Improved Defenses

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

Staff Expertise

While using a staff as a weapon or implement: +1/2/3 to attack rolls, ranged attacks don't provoke opportunity attacks, +1 reach

Teclis Stormborn

Level 13 Half-Elf Sorcerer (Elementalist)

HP	SCORE	ABILITY	MOD	AC
	11	STR	0	
92	20	CON	5	Fort
	14	DEX	2	
Spd	11	INT	0	Ref
	6	9	WIS	
Init	22	CHA	6	Will
	+8			

- 17 Passive Insight
- 15 Passive Perception

Player Name: Walking Dad

Skills

Acrobatics	Dexterity	8
Arcana	Intelligence	• 13
Athletics	Strength	6
Bluff	Charisma	• 17
Diplomacy	Charisma	14
Dungeoneering	Wisdom	5
Endurance	Constitution	• 16
Heal	Wisdom	5
History	Intelligence	6
Insight	Wisdom	7
Intimidate	Charisma	• 17
Nature	Wisdom	5
Perception	Wisdom	5
Religion	Intelligence	6
Stealth	Dexterity	8
Streetwise	Charisma	12
Thievery	Dexterity	8

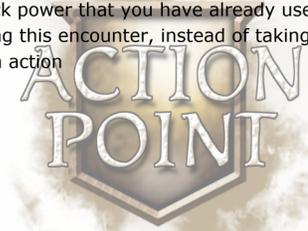
• indicates a trained skill.

Action Point

Base action points: 1

Wind-Rider Action: When you spend an action point to take an extra action, you gain a fly speed equal to your speed (and can hover) until the end of your next turn.

Versatile Master: You can spend an action point to regain the user of an encounter attack power that you have already used during this encounter, instead of taking an extra action



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

Elemental Bolt

At-Will ♦ Standard Action

Quickbeam staff of Ruin +3: +19 vs. Reflex, 1d12+25 damage

Rhythm Blade Dagger +1: +15 vs. Reflex, 1d12+21 damage

Ranged 10 **Target:** One creature

You hurl a spear of elemental energy at your foe.

Keywords: Arcane, Elemental, Implement, Varies, Lightning

Attack: Charisma vs. Reflex

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

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

Air Elementalist: Target gains vulnerable 3 to your elemental attacks until the end of your next turn

Additional Effects

Sorcerer Attack

Howling Zephyr

At-Will ♦ Standard Action

Quickbeam staff of Ruin +3: +18 vs. Fortitude, 1d8+28 damage

Rhythm Blade Dagger +1: +14 vs. Fortitude, 1d8+19 damage

Close burst 1 **Target:** Each creature in the burst

You command the air to swirl violently, creating a short-lived zephyr of thunderous wind that sweeps away your enemy.

Keywords: Arcane, Elemental, Implement, Thunder

Attack: Charisma vs. Fortitude

Hit: 1d8 + Cha modifier (+6) thunder damage, and you can slide the target 1 square.

Additional Effects

Sorcerer Attack

Ignition

At-Will ♦ Standard Action

Quickbeam staff of Ruin +3: +18 vs. Fortitude, 1d10+28 damage

Rhythm Blade Dagger +1: +14 vs. Fortitude, 1d10+19 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, Thunder

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 (+5). A creature can take this damage only once per turn.

Additional Effects

Sorcerer Attack

Melee Basic Attack

At-Will ♦ Standard Action

Quickbeam staff of Ruin +3: +13 vs. AC, 1d8+6 damage

Rhythm Blade Dagger +1: +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 (+0) damage.

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

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Rhythm Blade Dagger +1: +13 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 (+2) damage.

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

Additional Effects

Basic Attack

Eldritch Strike

At-Will ♦ Standard Action

Quickbeam staff of Ruin +3: +19 vs. AC, 1d8+19 damage

Rhythm Blade Dagger +1: +16 vs. AC, 1d4+14 damage

Melee weapon **Target:** One creature

The dire power of your attack drives your enemy before you.

Keywords: Arcane, Weapon

Attack: Charisma or Constitution vs. AC

Hit: 1[W] + Charisma or Con modifier (+5) damage, and you slide the target 1 square.

Special: When you take this power, you determine whether you use Charisma or Constitution for the power's attack roll and damage roll. This choice remains throughout the character's life. This power counts as a melee basic attack. You can choose this power instead of eldritch blast as the power associated with your Eldritch Blast class feature.

Additional Effects

Warlock Attack 1

Elemental Escalation (Air)

Encounter ♦ Free Action

Personal

The tempest's power surges through you, wrathfully striking your enemies and lifting you aloft.

Keywords: Arcane, Elemental, Varies

Trigger: You use a sorcerer at-will attack power.

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.

Each target hit by the attack takes 1d10 extra damage of the type dealt by the triggering attack. In addition, you fly up to half your speed as a free action.

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

Additional Effects

Sorcerer Attack

Used

Wind Burst

Encounter ♦ Standard Action

Quickbeam staff of Ruin +3: +17 vs. Fortitude, 3d6+13 damage

Rhythm Blade Dagger +1: +13 vs. Fortitude, 3d6+7 damage

Area burst 2 within 10 squares **Target:** Each creature in the burst

With the power of your dragon mark, you call forth a column of wind that lands on your enemies, scattering them in all directions.

Keyword: Implement

Attack: Charisma or Constitution vs. Fortitude

Hit: 3d6 + Charisma or Con modifier (+5) damage, and you push the target 2 squares away from the attack's origin square. A target in the burst's origin square is knocked prone instead of pushed.

Additional Effects

Lyrandar Wind-Rider Attack 11

Used

Tuathan Animal Shape

At-Will ♦ Minor Action

Personal

Your body shifts in an instant, taking the shape of a tiny animal such as a cat, a hare, or a rat.

Keywords: Arcane, Polymorph

Effect: You change from your humanoid form to the form of a Tiny nonflying fey or natural beast (such as a fox, a cat, or a raccoon) or vice versa. While you are in this beast form, you can make Stealth checks to hide using any cover or concealment, including cover from your allies, and you take no penalty to Stealth checks for moving up to your speed. You cannot make attacks or use item powers.

Your equipment becomes part of this form, and you continue to gain the benefits of the equipment you wear, except a shield. Your ability to communicate is not inhibited, and you can make skill checks only if they don't require you to be in humanoid form.

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

Prerequisite: Tuathan

Additional Effects

Tuathan Utility 2

Lightning Shift

Encounter ♦ Move Action

Personal

With a flourish of snapping sparks, your single step speeds you, lightning-quick, across the battlefield.

Keyword: Arcane

Effect: You shift your speed. You ignore difficult terrain during the shift.

Additional Effects

Sorcerer Utility 6

Used

Fog Form

Encounter ♦ Immediate Interrupt

Personal

In an instant, your body melts into a cloud of fog.

Keyword: Arcane

Trigger: You are hit by an attack

Effect: You become insubstantial until the end of your next turn.

Additional Effects

Sorcerer Utility 10

Used

Zephyr Wings

Daily ♦ Minor Action

Personal

You feel a rush of wind at your back, and you're carried aloft.

Effect: You gain a fly speed equal to your speed until the end of your next turn.

Sustain Minor: The effect persists.

Additional Effects

Lyrandar Wind-Rider Utility 12

Used

Robe of Scintillation...

Armor ♦ Level 12

Armor Bonus: 0

Special: +1 Will

Enhancement: +3 AC

Power (Radiant) ♦ (Minor Action)

The robe radiates colored lights, illuminating like a torch. You can end the illumination as a free action.

Power (Radiant) ♦ Daily (Standard Action)

The robe shines bright with myriad colors. Make an attack: Close burst 2; Intelligence or Charisma vs. Will (add the robe's enhancement bonus as an enhancement bonus to the attack roll); on a hit, the target is dazed (save ends).

Rhythm Blade Dagger +1

Weapon ♦ Level 3

Damage: 1d4

Proficiency Bonus: 3

Range: 5/10

Properties: Light Thrown, Off-Hand

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage per plus

Properties

While you wield this weapon in your off hand, your shield bonus to AC and Reflex increases by 1.

Diamond Cincture (heroic...)

Waist Slot Item ♦ Level 10

Properties

This belt holds one diamond, and you gain a +1 item bonus to Fortitude.

Utility Power (Healing) ♦ At-Will (Minor Action)

Effect: You spend a healing surge. One diamond on the belt cracks and darkens, becoming worthless. Each time a diamond is expended in this way, the belt's item bonus is reduced by 1 (to a minimum of 0). If there are no unexpended diamonds on the belt, you can't use this power. After an extended rest, each expended diamond is restored.

Bag of Holding

Wondrous Item ♦ Level 5

Properties

This bag can hold up to 200 pounds in weight or 20 cubic feet in volume, but it always weighs only 1 pound.

Drawing an item from the bag is a minor action.

Boots of Free Movement

Feet Slot Item ♦ Level 6

Properties

Gain a +2 item bonus to saving throws against effects that apply the slowed, immobilized, or restrained condition.

Power ♦ Encounter (Minor Action)

Make a saving throw against a slow, immobilize, or restrain effect that a save can end.

Eagle Eye Goggles (heroic...

Head Slot Item ♦ Level 2

Properties

Gain a +1 item bonus to ranged basic attack rolls.

Quickbeam staff of Ruin +3

Staff ♦ Level 13

Proficiency Bonus: 2

Properties: Energized (thunder), Forceful

Enhancement: +3 attack rolls and damage rolls

Critical: +1d10 damage per plus

Dragonshard: Siberys Shard of the Mage (heroic tier)

Property

♦ Whenever you make an attack using this staff, you gain an item bonus to the attack's damage rolls equal to the staff's enhancement bonus.

♦ You gain a +1 bonus to damage rolls with implement attacks that use the augmented weapon.

Gloves of Piercing

Hands Slot Item ♦ Level 3

Power ♦ Daily (Minor Action)

Until the end of the encounter, your attacks ignore any resistance of 10 or lower.

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.

Cloak of Distortion +3

Neck Slot Item ♦ Level 14

Enhancement: +3 Fortitude, Reflex, and Will

Properties

You gain an item bonus to all defenses against ranged attacks from more than 5 squares away equal to this item's enhancement bonus.