

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

Walking Dad

13

Level

**Teclis Stormborn**

Unaligned male Half-Elf Sorcerer (Elementalist)

Medium

Age

Height

Weight

Size

Deity

0

Total XP

47000

### Defenses

**27**  
AC

**27**  
FORT

**24**  
REF

**30**  
WILL

Conditional Bonuses

### Hit Points

**Max HP**  
(Bloodied 46 ) **92**

Temp HP

Current Hit Points

### Healing Surges

Surge Value

Surges/Day

23

11

Current Conditions:

### Combat Statistics and Senses

**Initiative** **8**

Conditional Modifiers:

**Speed** **6****Passive Insight** **17****Passive Perception** **15**

Special Senses: Low-light

### Action Points

Action Points	Milestones	Action Points
<div></div>	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

<b>13</b>	<b>1d8+6</b>
Strength vs. AC	Damage

#### Ranged

Rhythm Blade Dagger +1

<b>13</b>	<b>1d4+5</b>
Dexterity vs. AC	Damage

### Languages

Common, Elven, Primordial



### Abilities

		Check
STR	Strength	<b>11</b> 6
CON	Constitution	<b>20</b> 11
DEX	Dexterity	<b>14</b> 8
INT	Intelligence	<b>11</b> 6
WIS	Wisdom	<b>9</b> 5
CHA	Charisma	<b>22</b> 12

### Skills

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

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...

### Tattoo

### Feet

Boots of Free Movement

### 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)

	SCORE	ABILITY	MOD	
<b>HP</b>	<b>11</b>	<b>STR</b>	<b>0</b>	<b>AC</b>
<b>92</b>				<b>27</b>
	<b>20</b>	<b>CON</b>	<b>5</b>	<b>Fort</b>
<b>Spd</b>	<b>14</b>	<b>DEX</b>	<b>2</b>	<b>27</b>
<b>6</b>				<b>Ref</b>
	<b>11</b>	<b>INT</b>	<b>0</b>	<b>24</b>
<b>Init</b>	<b>9</b>	<b>WIS</b>	<b>-1</b>	<b>Will</b>
<b>+8</b>				<b>30</b>
	<b>22</b>	<b>CHA</b>	<b>6</b>	

**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

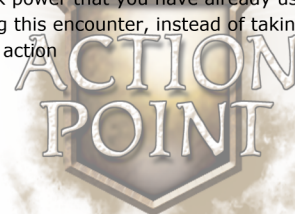
• indicates a trained skill.

## 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.