

Player Name

Vashtaryx 1 Sorcerer  
Character Name Level Class  
Dragonborn Medium 28 Male 6'6" 325lbs Paragon Path Lawful Good Bahamut  
Race Size Age Gender Height Weight Alignment Deity

Epic Destiny

Total XP

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0	Initiative		

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
14	AC	10	4					

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	4
13	CON Constitution	1	1
10	DEX Dexterity	0	0
11	INT Intelligence	0	0
8	WIS Wisdom	-1	-1
18	CHA Charisma	4	4

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	FORT	10	4					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
10	REF	10						

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	WILL	10	4	2				

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
9	Passive Insight	10	+ -1

9	Passive Perception	10	+ -1
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SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	0	4		3			

ABILITY: Ranged Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	0	0		3			

ABILITY: Burning Spray - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	0	4					

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

ABILITY: Ranged Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

ABILITY: Burning Spray - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+8	4				4

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs Fort	Dagger (Melee)	1d8+8
3	vs AC	Dagger (Range)	1d4
4	vs AC	Unarmed (Melee)	1d4+4

### FEATS

Ancient Soul

### ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### Action Points

### RACE FEATURES

**Dragon Breath** - Use dragon breath as an encounter

power.

**Dragon Breath Strength** - Use STR for Dragon Breath**Dragon Breath Fire** - Dragon Breath deals fire damage**Dragonborn Fury** - +1 to attacks while bloodied.**Draconic Heritage** - Add Con mod to healing surge value.

### CLASS / PATH / DESTINY FEATURES

**Spell Source** - Each sorcerer has a Spell Source**Dragon Magic** - Gain the Dragon Magic class features**Dragon Magic** - Gain the Dragon Magic class features**Draconic Power** - Add Strength modifier (+4) to damage, +2 at 11th, +4 at 21st**Draconic Resilience** - Use Strength modifier (+4) for AC**Dragon Soul** - Choose a resistance to gain and pierce that resistance with your spells**Scales of the Dragon** - +2 AC after you are bloodied  
**Dragon Soul** - Choose a resistance to gain and pierce that resistance with your spells**Dragon Soul Fire** - Resist fire damage

### LANGUAGES KNOWN

Common, Draconic

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
25	12	7	7

1/2 HP

1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED ☐

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

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SAVING THROW MODS

RESISTANCES
Resist 5 Fire

CURRENT CONDITIONS AND EFFECTS

### SKILLS

BONUS	SKILL NAME	DEX	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
0	Acrobatics	DEX	0	0	n/a	0
5	Arcana	INT	0	5	n/a	0
9	Athletics	STR	4	5	n/a	0
4	Bluff	CHA	4	0	n/a	0
4	Diplomacy	CHA	4	0	n/a	0
-1	Dungeoneering	WIS	-1	0	n/a	0
1	Endurance	CON	1	0	n/a	0
-1	Heal	WIS	-1	0	n/a	0
10	History	INT	0	5	n/a	5
-1	Insight	WIS	-1	0	n/a	0
11	Intimidate	CHA	4	5	n/a	2
-1	Nature	WIS	-1	0	n/a	0
-1	Perception	WIS	-1	0	n/a	0
0	Religion	INT	0	0	n/a	0
0	Stealth	DEX	0	0	n/a	0
4	Streetwise	CHA	4	0	n/a	0
0	Thievery	DEX	0	0	n/a	0



