

Player Name

Vashтарыx 1 Sorcerer
 Character Name: Vashтарыx | Dragonborn | Medium | 28 | Male | 6'6" | 325lbs | Lawful Good | Bahamut
 Epic Destiny: | Total XP: 0
 Race: Dragonborn | Size: Medium | Age: 28 | Gender: Male | Height: 6'6" | Weight: 325lbs | Alignment: Lawful Good | Deity: Bahamut
 Adventuring Company: | RPGA Number:

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 +	ARMOR/	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					

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
25	12	7

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES
Resist 5 Fire

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING 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.

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

SKILLS

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

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

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

CHARACTER NAME
Vashtaryx

PLAYER NAME

RACE Dragonborn CLASS Sorcerer LEVEL 1

SCORE	ABILITY	MOD
HP 25	18 STR	+4
Spd 6	13 CON	+1
Init +0	10 DEX	+0
	11 INT	+0
	8 WIS	-1
	18 CHA	+4

AC **14**

Fort **14**

Ref **10**

Will **16**

9 Passive Insight 9 Passive Perception

Skills

0	Acrobatics	DEX
5	Arcana	INT (Trained)
9	Athletics	STR (Trained)
4	Bluff	CHA
4	Diplomacy	CHA
-1	Dungeoneering	WIS
1	Endurance	CON
-1	Heal	WIS
10	History	INT (Trained)
-1	Insight	WIS
11	Intimidate	CHA (Trained)
-1	Nature	WIS
-1	Perception	WIS
0	Religion	INT
0	Stealth	DEX
4	Streetwise	CHA
0	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



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.

PLAY DATA **DUNGEONS & DRAGONS**

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ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS

Standard Personal

ACTION RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Sorcerer LEVEL 1 BOOK PH

Burning Spray

KEYWORDS Arcane, Fire, Implement

Standard Close blast 3

ACTION 3 RANGE

4 vs Reflex Each creature in blast

ATTACK DEFENSE TARGET

Attack: Charisma vs. Reflex
Hit: 1d8 + Charisma modifier (+4) fire damage.
Level 21: 2d8 + Charisma modifier (+4) fire damage.
Dragon Magic: The next enemy that hits you with a melee attack before the end of your next turn takes fire damage equal to your Strength modifier (+4).
Dagger: +4 attack, 1d8+8 damage

ADDITIONAL EFFECTS
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Sorcerer LEVEL 1 BOOK PH2

Dragonfrost

KEYWORDS Arcane, Cold, Implement

Standard Ranged 10

ACTION 10 RANGE

4 vs Fort One creature

ATTACK DEFENSE TARGET

Attack: Charisma vs. Fortitude
Hit: 1d8 + Charisma modifier (+4) cold damage, and you push the target 1 square.
Level 21: 2d8 + Charisma modifier (+4) cold damage.
Special: This power can be used as a ranged basic attack.
Dagger: +4 attack, 1d8+8 damage

ADDITIONAL EFFECTS
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Sorcerer LEVEL 1 BOOK PH2

UTILITY POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Dragon Breath

KEYWORDS Acid, Cold, Fire, Lightning or Poison, Arcane

Minor Close blast 3

ACTION 3 RANGE

6 vs Reflex All creatures in area.

ATTACK DEFENSE TARGET

Attack: Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex
Hit: 1d6 + Constitution modifier (+1) damage.
Increase to +4 bonus and 2d6 + Constitution modifier (+1) damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier (+1) damage at 21st level.
Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.
Unarmed: +6 attack, 1d6+5 damage

ADDITIONAL EFFECTS
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Racial Power LEVEL * BOOK PH

Explosive Pyre

KEYWORDS Arcane, Fire, Implement

Standard Ranged 10

ACTION 10 RANGE

4 vs Reflex One creature

ATTACK DEFENSE TARGET

Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier (+4) fire damage.
Until the start of your next turn, any enemy that enters a square adjacent to the target or starts its turn there takes 1d6 fire damage.
Dagger: +4 attack, 2d8+8 damage

ADDITIONAL EFFECTS
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Sorcerer LEVEL 1 BOOK PH2

Lightning Breath

KEYWORDS Arcane, Implement, Lightning

Standard Close blast 3

ACTION 3 RANGE

4 vs Reflex Each creature in blast

ATTACK DEFENSE TARGET

Attack: Charisma vs. Reflex
Hit: 3d8 + Charisma modifier (+4) lightning damage.
Miss: Half damage.
Effect: Until the end of your next turn, whenever an enemy hits you with a melee attack, you push that enemy 1 square.
Dragon Magic: The enemy also takes 5 lightning damage.
Sustain Minor: The effect persists.
Dagger: +4 attack, 3d8+8 damage

ADDITIONAL EFFECTS
+1 Racial bonus to attack rolls when you're bloodied - Dragonborn Fury.

CLASS Sorcerer LEVEL 1 BOOK PH2

ENCOUNTER POWER **DUNGEONS & DRAGONS**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

DAILY POWER **DUNGEONS & DRAGONS**