

# VESTERBAN ENTOBIAN SORCERER 6

Age 7 Height 3' Weight 35 lbs. Size Small Alignment Good

<b>Initiative</b> +7 <b>HP</b> 50; <b>Bloodied</b> 25 <b>Healing Surges</b> 9 per day; 12 hp each <b>Speed</b> 6	<b>AC</b> 19 <b>Fortitude</b> 14 <b>Reflex</b> 17 <b>Will</b> 19	<b>Passive Perception</b> 13 <b>Passive Insight</b> 18 <b>Languages</b> Common, Primordial
<b>Current Condition</b> <b>HP</b> <b>Surges</b> <b>Other</b>	<b>Strength</b> 8 (+2) <b>Constitution</b> 13 (+4) <b>Dexterity</b> 19 (+7) <b>Intelligence</b> 10 (+3) <b>Wisdom</b> 11 (+3) <b>Charisma</b> 19 (+7)	<b>Strength</b> +6 dagger 1d4 <b>Constitution</b> +4 <b>Dexterity</b> +11 dagger 1d4+5 <b>Intelligence</b> +3 <b>Wisdom</b> +3 <b>Charisma</b> +8 dagger (implement)
<b>Acrobatics</b> +7 (+10 to balance) <b>Arcana</b> +8 <b>Athletics</b> +2 (+5 to climb) <b>Bluff</b> +7 <b>Diplomacy</b> +14 <b>Dungeoneering</b> +5 <b>Endurance</b> +4 <b>Heal</b> +3 <b>History</b> +3 <b>Insight</b> +8 <b>Intimidate</b> +7 <b>Nature</b> +8 <b>Perception</b> +3 <b>Religion</b> +3 <b>Stealth</b> +7 <b>Streetwise</b> +7 <b>Thievery</b> +12	<p><b>Entobian features</b>  <b>HEXAPED</b>          Once per move action, you may enter a square of difficult terrain without spending an additional square of movement.</p> <p><b>MID-LEG ATTACK</b>          You can use your insectoid mid-legs to make a scythe attack while otherwise unarmed. This is only usable as a melee basic attack. +3 proficiency; 1d4 damage</p> <p><b>Wild Magic Sorcerer features</b>  <b>CHAOS BURST</b>          On your first attack roll during your turn, if it's even, you gain a +1 bonus to AC until the start of your next turn. If it's odd, you make a saving throw.</p> <p><b>CHAOS POWER</b>          You gain a +4 bonus to damage rolls with arcane powers. (Your Dex mod.)</p> <p><b>UNFETTERED POWER</b>          When you roll a natural 20 on an attack roll for an arcane power, you slide the target 1 square and knock it prone after applying the attack's other effects. When you roll a natural 1 on an attack roll with an arcane power, you must push each creature within 5 squares of you 1 square.</p> <p><b>WILD SOUL</b>          When you finish an extended rest, roll 1d10 to determine the damage type: 1) Acid; 2) Cold; 3) Fire; 4) Force; 5) Lightning; 6) Necrotic; 7) Poison; 8) Psychic; 9) Radiant; 10) Thunder. You gain resist 5 to that type until the end of your next extended rest. While you have resistance to that damage type, your arcane powers ignore any target's resistance to that damage type up to the value of your resistance.</p> <p><b>Feats</b>  <b>PREPARE FOR METAMORPHOSIS [ENTOBIAN]</b>          You may take a metamorphosis feat when you are at least 11th level. Until then, your number of healing surges increases by 2.</p> <p><b>SORCEROUS BLADE CHANNELING</b>          When you use any ranged attack power through your dagger, you can use the power as a melee attack with a range of your melee reach.</p> <p><b>SNEAK OF SHADOWS [MULTICLASS ROGUE]</b>          Once per encounter, you can use the rogue's Sneak Attack class feature.</p> <p><b>NOVICE POWER</b></p>	
<b>Equipment</b> +1 poisoned dagger (+1 atk & dmg; +3 prof; 1d4; +1d6 crit; 1/day ong 5 poison on a melee hit), +2 robe of scintillation (+2 AC; at-will glow like a rainbow torch; daily, standard action, close burst 2, +9 vs. Will, the target is dazed (save ends)), goblin stompers (encounter, immed react when a melee attack misses, shift 1 square)		
<b>Gear</b> –		
<b>Money</b> ?g		

<b>Chaos Bolt</b> Sorcerer Attack 1 <i>A bolt of many-colored light leaps from your hand and screams toward an enemy's head.</i> <b>At-Will ♦ Arcane, Implement, Psychic</b> <b>Standard Action</b> Ranged 10 <b>Target:</b> One creature <b>Attack:</b> +8 vs. Will <b>Hit:</b> 1d10 + 9 psychic damage. If you rolled an even number for the primary attack, make a secondary attack. <b>Secondary Target:</b> One creature within 5 squares of the target last hit by this power. <b>Secondary Attack:</b> +8 vs. Will <b>Hit:</b> 1d6 + 5 psychic damage. If you rolled an even number for this attack roll, repeat the secondary attack. You can attack a creature only once with a one use of this power.	<b>Storm Walk</b> Sorcerer Attack 1 <i>The thunder of your steps batters your foe.</i> <b>At-Will ♦ Arcane, Implement, Thunder</b> <b>Standard Action</b> Ranged 10 <b>Target:</b> One creature <b>Attack:</b> +8 vs. Fortitude <b>Hit:</b> 1d8 + 9 thunder damage. <b>Effect:</b> Before or after the attack, you shift 1 square.	<b>Silk Spray</b> Entobian Racial Power <i>You can use your natural ability to make sticky silk as either a weapon or as a rope.</i> <b>Encounter</b> <b>Minor Action</b> Ranged 5 <b>Target:</b> One creature of up to large size <b>Attack:</b> +9 vs. Reflex <b>Hit:</b> The target is slowed (save ends). <b>Special:</b> You may instead expend this power to create a 40-foot length of silk rope. You may do this thrice per day. It grants a +2 circumstance bonus to Climb checks made using it. The rope disintegrates after you take an extended rest.
<b>Dragonflame Mantle</b> Sorcerer Utility 2 <i>You ward yourself with a mantle of flame.</i> <b>Encounter ♦ Arcane, Fire</b> <b>Immediate Interrupt</b> Personal <b>Trigger:</b> You are hit by an attack <b>Effect:</b> Until the end of your next turn, you gain a +1 power bonus to all defenses, and any creature that hits you with a melee attack takes 1d6 + 4 fire damage.	<b>Stretch Spell</b> Sorcerer Utility 2 <i>You bend space to increase the extent of your spell.</i> <b>Encounter ♦ Arcane</b> <b>Minor Action</b> Personal <b>Effect:</b> Until the end of your turn, add 4 to the range of your ranged arcane powers.	<b>Bedeviling Burst</b> Sorcerer Attack 1 <i>An eruption of psychic energy assaults your enemies' minds, sending them staggering.</i> <b>Encounter ♦ Arcane, Implement, Psychic</b> <b>Standard Action</b> Close burst 3 <b>Targets:</b> One or two creatures in burst <b>Attack:</b> +8 vs. Will <b>Hit:</b> 1d10 + 9 psychic damage, and you push the target 4 squares. If you rolled an even number on the attack roll, you slide the target instead of pushing it.
<b>Nasty Backswing</b> Rogue Attack 3 <i>You follow a missed attack with a surprising strike and a hasty sidestep.</i> <b>Encounter ♦ Martial, Weapon</b> <b>Free Action</b> Melee weapon <b>Trigger:</b> You miss with a melee attack <b>Requirement:</b> You must be wielding a light blade <b>Target:</b> One creature <b>Attack:</b> +11 vs. AC. You have combat advantage for this attack <b>Hit:</b> 1d4 + 5 damage, and you can shift 1 square.	<b>Dazzling Ray</b> Sorcerer Attack 1 <i>A brilliant beam lances out to strike your foe and befuddle it.</i> <b>Daily ♦ Arcane, Implement, Radiant</b> <b>Standard Action</b> Ranged 10 <b>Target:</b> One creature <b>Attack:</b> +8 vs. Will <b>Hit:</b> 6d6 + 9 radiant damage. If you rolled an even number on the attack roll, the target takes a -4 penalty to attack rolls (save ends). <b>Miss:</b> Half damage.	<b>Chromatic Orb</b> Sorcerer Attack 1 <i>An orb of arcane energy shifts colors as it hurtles toward your enemy. On impact, it erupts with damaging force, releasing the energy that was dominant at the time of impact.</i> <b>Daily ♦ Arcane, Implement; Varies</b> <b>Standard Action</b> Ranged 10 <b>Target:</b> One creature <b>Attack:</b> +8 vs. Reflex <b>Hit:</b> 3d10 + 9 damage. Roll a d6 to determine the attack's damage type and effect. 1. <b>Yellow:</b> Radiant damage, and the target is dazed (save ends); 2. <b>Red:</b> Fire damage, and each creature adjacent to the target takes 4 fire damage; 3. <b>Green:</b> Poison damage, and ongoing 5 poison damage (save ends); 4. <b>Turquoise:</b> Lightning damage, and you slide the target 4 squares; 5. <b>Blue:</b> Cold damage, and the target is immobilized (save ends); 6. <b>Violet:</b> Psychic damage, and the target takes a -2 penalty to AC (save ends). <b>Miss:</b> 1d10 + 4 damage. Roll a d6 to determine the attack's damage type and effect, as above.