

Player Name

Alabast

1

Sorcerer

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Revenant

Medium

19

Male

Chaotic Evil

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1	1		

CONDITIONAL MODIFIERS

### DEFENSES

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

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

### ABILITY SCORES

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

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
24	12	6	7

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

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

Dark Reaping

Undead

Past life

Unnatural Vitality

### CLASS / PATH / DESTINY FEATURES

Spell Source - Each sorcerer has a Spell Source

Wild Magic - Gain the Wild Magic class features

Wild Magic - Gain the Wild Magic class features

Chaos Burst - Even on the first attack roll of your turn

gives +1 AC, odd gives a saving throw

Chaos Power - Add Dexterity modifier (+1) to damage,

+2 at 11th, +4 at 21st

Unfettered Power - On a 20 slide 1 and knock prone.

On a 1 push each creature within 5 of you 1 square

Wild Soul - Gain a random resist each day. Pierce that resistance

### LANGUAGES KNOWN

Abyssal, Common, Primordial

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10 +	0
10	Passive Perception	10 +	0

SPECIAL SENSES

Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

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

ABILITY: Ranged Basic Attack - Unarmed

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

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4-1	-1				

ABILITY: Ranged Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
-1	vs AC	Unarmed (Melee)	1d4-1
1	vs AC	Unarmed (Range)	1d4+1
	vs		
	vs		

### FEATS

Death's Blessing

### SKILLS

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



CHARACTER NAME  
Alabast

PLAYER NAME

RACE  
Revenant

CLASS  
Sorcerer

LEVEL  
1

HP  
24

Spd  
6

Init  
+1

SCORE  
8

ABILITY  
STR

MOD  
-1

AC  
12

Fort  
11

Ref  
12

Will  
16

10 Passive  
Insight


10 Passive  
Perception

Skills

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

ADDITIONAL EFFECTS

Action Point



**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

Second Wind

KEYWORDS

USED

Standard

↓

↶

↷

Personal

ACTION

↶

↷

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

PLAY DATA

DUNGEONS & DRAGONS

Energy Strobe

KEYWORDS

USED

Arcane, Implement, Varies

Standard

↓

↶

↷

10

Ranged 10

ACTION

↶

↷

RANGE

4

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Charisma vs. Reflex  
**Hit:** 1d10 + Charisma modifier (+4) damage. Roll a d6 to determine the attack's damage type. You gain resist 5 against the type of damage your attack deals until the end of your next turn.  
1. Cold  
2. Fire  
3. Force  
4. Lightning  
5. Radiant  
6. Thunder  
Level 21: 2d10 + Charisma modifier (+4) damage.  
**Special:** You can use this power as a ranged basic attack.  
  
Unarmed: +4 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS

Sorcerer

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1

BOOK

Dragon 381

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Chaos Bolt

KEYWORDS

USED

Arcane, Implement, Psychic

Standard

↓

↶

↷

10

Ranged 10

ACTION

↶

↷

RANGE

4

vs

Will

One creature

ATTACK

DEFENSE

TARGET

**Primary Attack:** Charisma vs. Will  
**Hit:** 1d10 + Charisma modifier (+4) psychic damage.  
Level 21: 2d10 + Charisma modifier (+4) psychic damage.  
**Wild Magic:** If you rolled an even number for the primary attack roll, make a secondary attack.  
**Secondary Target:** One creature within 5 squares of the target last hit by this power  
**Secondary Attack:** Charisma vs. Will  
**Hit:** 1d6 psychic damage. If you rolled an even number for the secondary attack roll, repeat the secondary attack. You can attack a creature only once with a single use of this power.  
  
Unarmed: +4 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS

Sorcerer

LEVEL

1

BOOK

PH2

UTILITY POWER

DUNGEONS & DRAGONS

Dark Reaping

KEYWORDS

USED

Necrotic

Free

↓

↶

↷

ACTION

↶

↷

RANGE

vs

ATTACK

DEFENSE

TARGET

**Trigger:** A creature within 5 squares of you is reduced to 0 hit points  
**Effect:** One creature you hit with an attack you make before the end of your next turn takes an additional 1d8 + Constitution modifier (+1) necrotic damage.

ADDITIONAL EFFECTS

CLASS

Racial Power

LEVEL

\*

BOOK

Dragon 376

AT-WILL POWER

DUNGEONS & DRAGONS

Tempest Breath

KEYWORDS

USED

Acid, Arcane, Implement

Standard

↓

↶

↷

3

Close blast 3

ACTION

↶

↷

RANGE

4

vs

Reflex

Each creature in blast

ATTACK

DEFENSE

TARGET

**Attack:** Charisma vs. Reflex  
**Hit:** 2d6 + Charisma modifier (+4) acid damage, and the target can't gain combat advantage against any creature until the end of your next turn.  
**Dragon Magic:** You gain concealment until the end of your next turn.  
  
Unarmed: +4 attack, 2d6+5 damage

ADDITIONAL EFFECTS

CLASS

Sorcerer

LEVEL

1

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Chromatic Orb

KEYWORDS

USED

Arcane, Implement ; Varies

Standard

↓

↶

↷

10

Ranged 10

ACTION

↶

↷

RANGE

4

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Charisma vs. Reflex  
**Hit:** 3d10 + Charisma modifier (+4) damage. Roll a d6 to determine the attack's damage type and effect.  
1. Yellow: Radiant damage, and the target is dazed (save ends).  
2. Red: Fire damage, and each creature adjacent to the target takes fire damage equal to your Dexterity modifier (+1).  
3. Green: Poison damage, and ongoing 5 poison damage (save ends).  
4. Turquoise: Lightning damage, and you slide the target a number of squares equal to your Dexterity modifier (+1).  
5. Blue: Cold damage, and the target is immobilized (save ends).  
6. Violet: Psychic damage, and the target takes a -2 penalty to AC (save ends).  
**Miss:** 1d10 damage. Roll a d6 to determine the attack's damage type and effect, as above.  
  
Unarmed: +4 attack, 3d10+5 damage

ADDITIONAL EFFECTS

CLASS

Sorcerer

LEVEL

1

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

ENCOUNTER POWER

DUNGEONS & DRAGONS

DAILY POWER

DUNGEONS & DRAGONS