

Player Name

Alabast S. Galotta

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
4	vs Ref	Dagger (Melee)	1d10+5
4	vs AC	Dagger (Range)	1d4+1
-1	vs AC	Unarmed (Melee)	1d4-1
1	vs AC	Unarmed (Range)	1d4+1

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 S. Galotta

PLAYER NAME

RACERevenant

CLASSSorcerer

LEVEL1

HP

24

Spd

6

Init

+1

SCORE

8

STR

-1

12

CON

+1

12

DEX

+1

14

INT

+2

11

WIS

+0

18

CHA

+4

AC

12

Fort

11

Ref

12

Will

16

10

Passive Insight

10

Passive Perception

PLAY DATA

DUNGEONS & DRAGONS

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

PLAY DATA

DUNGEONS & DRAGONS

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.

ENCOUNTER SPECIAL

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

UTILITY POWER

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.
Dagger: +4 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS

Sorcerer

LEVEL

1

BOOK

Dragon 381

AT-WILL POWER

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.
Dagger: +4 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS

Sorcerer

LEVEL

1

BOOK

PH2

AT-WILL 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

ENCOUNTER POWER

DUNGEONS & DRAGONS

Tempest Breath

KEYWORDS

USED

Acid, Arcane, Implement

Standard

↓

↺

↻

Close blast 3

ACTION

3

↺

↻

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.
Dagger: +4 attack, 2d6+5 damage

ADDITIONAL EFFECTS

CLASS

Sorcerer

LEVEL

1

BOOK

PH2

ENCOUNTER 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.
Dagger: +4 attack, 3d10+5 damage

ADDITIONAL EFFECTS

CLASS

Sorcerer

LEVEL

1

BOOK

PH2

DAILY POWER

DUNGEONS & DRAGONS

Potion of Healing (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		5	Potion
ENHANCEMENT	LEVEL	TYPE	
PROPERTIES			
<div><div>AT-WILL</div><div>ENCOUNTER</div><div>DAILY</div></div>			
POWER			
<p>Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.</p>			
ITEM SLOT	WEIGHT 0	PRICE 50	BOOK <i>PH</i>

MAGIC ITEM

DUNGEONS & DRAGONS