

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

1

Level

Bomb Man

Human Wizard (Arcanist)

Age _____ Height _____ Weight _____ Size Medium Deity _____

0

Total XP 1000

Defenses

15
AC

11
FORT

16
REF

15
WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied 10) 21

Temp HP

Current Hit Points

Healing Surges

| | | |
|-------------|------------|--|
| Surge Value | Surges/Day | |
| 5 | 6 | |

Current Conditions:

Combat Statistics and Senses

Initiative
-1

Conditional Modifiers:

Speed
6

Passive Insight
17

Passive Perception
12

Special Senses: Normal

Action Points

| Action Points | Milestones | Action Points |
|---|------------|---------------|
| <input style="width: 40px; height: 20px;" type="text"/> | 0 | 1 |
| | 1 | 2 |
| | 2 | 3 |

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.

Second Wind (one per encounter)

Used

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

Death Saving Throw Failures

Saving Throw Mods
0

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Unarmed

| | |
|-----------------|--------|
| 0 | 1d4 |
| Strength vs. AC | Damage |

Ranged

Unarmed

| | |
|------------------|--------|
| -1 | 1d4-1 |
| Dexterity vs. AC | Damage |

Languages

Common



Abilities

| Ability | Score | Check |
|------------------|-------|-------|
| STR Strength | 10 | 0 |
| CON Constitution | 11 | 0 |
| DEX Dexterity | 8 | -1 |
| INT Intelligence | 20 | 5 |
| WIS Wisdom | 14 | 2 |
| CHA Charisma | 10 | 0 |

Skills

| | | |
|---------------|----------------|----|
| Acrobatics | Dexterity | -1 |
| Arcana | Intelligence ✓ | 10 |
| Athletics | Strength | 0 |
| Bluff | Charisma | 0 |
| Diplomacy | Charisma ✓ | 5 |
| Dungeoneering | Wisdom ✓ | 7 |
| Endurance | Constitution | 0 |
| Heal | Wisdom | 2 |
| History | Intelligence | 5 |
| Insight | Wisdom ✓ | 7 |
| Intimidate | Charisma | 0 |
| Nature | Wisdom ✓ | 7 |
| Perception | Wisdom | 2 |
| Religion | Intelligence | 5 |
| Stealth | Dexterity | -1 |
| Streetwise | Charisma | 0 |
| Thievery | Dexterity | -1 |



Bomb Man

Player Name

Character Name

Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Waist

Orb Implement

Armor

Tattoo

Feet

Ki Focus

Other Equipment

Spellbook

Total Weight (lbs.)

7

Carrying Capacity (lbs.)

Treasure

100 gp
0 gp banked

Normal

100

Heavy

200

Max

500

Bomb Man



Player Name _____

Character Name _____

Racial Features

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Heroic Effort

Gain the Heroic Effort power

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Class/Other Features

Arcane Implement Mastery

Gain a specialization in an arcane implement of your choice

Arcanist Ritual Casting

Gain Ritual Caster feat

Arcanist's Spellbook

Three 1st-level rituals, plus more at higher levels. Also, twice the daily and utility spells you can use; choose from among these at each extended rest.

Cantrips

Gain four cantrips

Orb of Imposition

Encounter, free; with orb, penalize foe's next saving throw against your spell, or extend duration of your at-will spell one round.

Feats

Alchemist

Create alchemical items; can replace Ritual Caster class feature

Coordinated Explosion

+1 to attack rolls with blast or burst if ally is in area

Orb Expertise

When using an orb implement: +1/2/3 (by tier) to attacks. +1 to push, pull, or slide effects you cause

Bomb Man

Level 1 Human Wizard (Arcanist)

| | SCORE | ABILITY | MOD | |
|-------------|-----------|------------|-----------|-------------|
| HP | 10 | STR | 0 | AC |
| 21 | | | | 15 |
| | 11 | CON | 0 | Fort |
| | | | | 11 |
| Spd | 8 | DEX | -1 | Ref |
| 6 | | | | 16 |
| | 20 | INT | 5 | Will |
| | | | | 15 |
| Init | 14 | WIS | 2 | |
| -1 | | | | |
| | 10 | CHA | 0 | |

17 Passive Insight

12 Passive Perception

Skills

| | | |
|---------------|--------------|------|
| Acrobatics | Dexterity | -1 |
| Arcana | Intelligence | • 10 |
| Athletics | Strength | 0 |
| Bluff | Charisma | 0 |
| Diplomacy | Charisma | • 5 |
| Dungeoneering | Wisdom | • 7 |
| Endurance | Constitution | 0 |
| Heal | Wisdom | 2 |
| History | Intelligence | 5 |
| Insight | Wisdom | • 7 |
| Intimidate | Charisma | 0 |
| Nature | Wisdom | • 7 |
| Perception | Wisdom | 2 |
| Religion | Intelligence | 5 |
| Stealth | Dexterity | -1 |
| Streetwise | Charisma | 0 |
| Thievery | Dexterity | -1 |

• indicates a trained skill.

Action Point

Base action points: 1



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

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Unarmed: +0 vs. AC, 1d4 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+0) damage.

Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +1 vs. AC, 1d4-1 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (-1) damage.

Level 21: 2[W] + Dex modifier (-1) damage.

Additional Effects

Basic Attack

Aim At Your Feet

At-Will ♦ Standard Action

Orb Implement: +6 vs. Fortitude, 1d6+5 damage

Close burst 1 **Target:** Each creature in the burst

At your whisper, the chill night wind answers, a forceful gust that heeds your will.

Keywords: Arcane, Fire, Evocation, Implement

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Int modifier (+5) fire damage, and you push the target up to a number of squares equal to your Wis modifier (+2).

Additional Effects

Wizard Attack 1

Cloud of Shrapnel

At-Will ♦ Standard Action

Orb Implement: +6 vs. Reflex, 1d6+5 damage

Area 1 square within 10 squares **Target:** Each creature in square

You create a small cloud of whirling daggers of force that relentlessly attack creatures in the area.

Keywords: Arcane, Evocation, Force, Implement, Zone

Attack: Intelligence vs. Reflex

Hit: 1d6 + Int modifier (+5) force damage.

Effect: The power's area becomes a zone that lasts until the end of your next turn or until you end it as a minor action. Any creature that enters the zone or starts its turn there takes force damage equal to your Wis modifier (+2) (minimum 1). A creature can take this damage only once per turn.

Additional Effects

Wizard Attack 1

Orbmaster's Incendiary...

Encounter ♦ Standard Action

Orb Implement: +6 vs. Reflex, 1d6+5 damage

Area burst 1 within 10 squares **Target:** Each creature in the burst

Gouts of flame pulse from your orb and explode amid your enemies, setting the area alight and roasting them as they attempt to escape.

Keywords: Arcane, Evocation, Fire, Force, Implement, Zone

Attack: Intelligence vs. Reflex

Hit: 1d6 + Int modifier (+5) force damage, and you knock the target prone.

Effect: The burst creates a zone of licking flames that lasts until the end of your next turn. Each enemy that enters the zone or starts its turn there takes 2 fire damage. An enemy can take this damage only once per turn.

Orb of Imposition: You can extend the duration of this effect, even though it is not an at-will power. If you do so, the area expands to burst 3 and doesn't affect you or your allies.

Additional Effects

Wizard Attack 1

Used

Hyper Bomb

Daily ♦ Standard Action

Orb Implement: +6 vs. Reflex, 2d6+5 damage

Area burst 2 within 10 squares **Target:** Each creature in the burst

Howling winds straight from the Elemental Chaos whip your foes around the battlefield.

Keywords: Arcane, Evocation, Implement, Thunder, Zone

Attack: Intelligence vs. Reflex

Hit: 2d6 + Int modifier (+5) thunder damage, and you slide the target 1 square.

Miss: Half damage.

Effect: The burst creates a zone of rushing winds that lasts until the end of your next turn. As a minor action, you can slide one creature within the zone 2 squares. As a move action, you can move the zone 6 squares.

Sustain Minor: The zone persists, and you can slide one creature within the zone 2 squares.

Additional Effects

Wizard Attack 1

Used

Heroic Effort

Encounter ♦ No Action

Personal

Your grim focus and unbridled energy means that failure is not an option.

Trigger: You miss with an attack or fail a saving throw.

Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power

Used



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