

Elec 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

Spell Source

Each sorcerer has a Spell Source

Storm Magic

Gain multiple benefits.

Storm Power

Add Dexterity modifier to damage, +2 at 11th, +4 at 21st

Storm Soul

Resist thunder and lightning and pierce thunder and lightning with your spells. End your resistance to gain +4 to all defenses

Storm's Embrace

On a 20 push 1 and fly 1+ your Dexterity modifier.

Feats

Improved Initiative

+4 to initiative checks

Superior Implement Training (Lancing dagger)

Can use Lancing daggers

Lancing Dagger Properties:

Light Thrown (A basic attack with a light thrown weapon uses your Dexterity. Light thrown weapons don't deal as much damage as heavy thrown weapons, but some powers let you hurl several of them at once or in rapid succession.).

Off-Hand (An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.).

Empowered Crit (When you score a critical hit with an empowered crit implement, the attack deals 1d10 extra damage. The extra damage increases to 2d10 at 11th level and 3d10 at 21st level.).

Energized (lightning) (When you use an attack power through an energized implement, you gain a +2 bonus to damage rolls if the power has the keyword that matches the implement's damage type. The bonus increases to +3 at 11th level and +4 at 21st level.).

Elec Man

Level 1 Human Sorcerer

HP	SCORE	ABILITY	MOD	AC
	8	STR	-1	
22	10	CON	0	Fort
	14	DEX	2	11
Spd	10	INT	0	Ref
	6	11	WIS	0
Init	20	CHA	5	Will
	+6			18

- 15 Passive Insight
- 10 Passive Perception

Skills

Acrobatics	Dexterity	2
Arcana	Intelligence	• 5
Athletics	Strength	• 4
Bluff	Charisma	5
Diplomacy	Charisma	• 10
Dungeoneering	Wisdom	0
Endurance	Constitution	0
Heal	Wisdom	0
History	Intelligence	0
Insight	Wisdom	• 5
Intimidate	Charisma	5
Nature	Wisdom	• 5
Perception	Wisdom	0
Religion	Intelligence	0
Stealth	Dexterity	2
Streetwise	Charisma	5
Thievery	Dexterity	2

• 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

Lancing dagger: +2 vs. AC, 1d4-1 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 (-1) damage.
Level 21: 2[W] + Str modifier (-1) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Lancing dagger: +5 vs. AC, 1d4+2 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 (+2) damage.
Level 21: 2[W] + Dex modifier (+2) damage.

Additional Effects

Basic Attack

Thunder Beam

At-Will ♦ Standard Action

Lancing dagger: +5 vs. Reflex, 1d8+9 damage
Ranged 10 **Target:** One creature

Lightning strikes your foe and then ricochets to another enemy.

Keywords: Arcane, Implement, Lightning
Attack: Charisma vs. Reflex
Hit: 1d8 + Cha modifier (+5) lightning damage. An enemy of your choice other than the target and within 10 squares of the target takes lightning damage equal to your Dex modifier (+2).
Storm Magic: You can apply your Storm Power bonus either to the damage roll against the target or to the damage taken by the enemy within 10 squares of the target.

Additional Effects

Sorcerer Attack 1

Storm Walk

At-Will ♦ Standard Action

Lancing dagger: +5 vs. Fortitude, 1d8+7 damage
Ranged 10 **Target:** One creature

The thunder of your steps batters your foe.

Keywords: Arcane, Implement, Thunder
Attack: Charisma vs. Fortitude
Hit: 1d8 + Cha modifier (+5) thunder damage.
Effect: Before or after the attack, you shift 1 square.

Additional Effects

Sorcerer Attack 1

Pinning Bolt

Encounter ♦ Standard Action

Lancing dagger: +5 vs. Reflex, 2d6+9 damage
Ranged 10 **Target:** One creature

You launch tendrils of blue, crackling energy that knock your enemy to the ground and inhibit its movement.

Keywords: Arcane, Implement, Lightning
Attack: Charisma vs. Reflex
Hit: 2d6 + Cha modifier (+5) lightning damage, you knock the target prone, and the target is slowed until the end of your next turn.

Additional Effects

Sorcerer Attack 1

Used

Shocking Magnetism

Daily ♦ Standard Action

Lancing dagger: +5 vs. Reflex, 3d6+9 damage
Ranged 10 **Target:** One or two creatures

You become a conduit for lightning. The pulsing energy accumulates within your body, enabling you to shock those who come near.

Keywords: Arcane, Implement, Lightning
Attack: Charisma vs. Reflex
Hit: 3d6 + Cha modifier (+5) lightning damage, and you pull the target a number of squares equal to your Dex modifier (+2).
Effect: Until the end of the encounter, each creature that starts its turn adjacent to you takes lightning damage equal to your Dex modifier (+2). You can dismiss the effect as a free action.

Additional Effects

Sorcerer 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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