





# 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

	SCORE	ABILITY	MOD	
<b>HP</b>	<b>8</b>	<b>STR</b>	<b>-1</b>	<b>AC</b>
<b>22</b>				<b>12</b>
<b>Spd</b>	<b>10</b>	<b>CON</b>	<b>0</b>	<b>Fort</b>
<b>6</b>				<b>11</b>
<b>Init</b>	<b>14</b>	<b>DEX</b>	<b>2</b>	<b>Ref</b>
<b>+6</b>				<b>13</b>
	<b>10</b>	<b>INT</b>	<b>0</b>	<b>Will</b>
				<b>18</b>
	<b>11</b>	<b>WIS</b>	<b>0</b>	
	<b>20</b>	<b>CHA</b>	<b>5</b>	

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



© 2013 MEGA Gaming