

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

1

Level

### Fire Man

Human Sorcerer (Elementalist)

Age \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_ Size Medium Deity \_\_\_\_\_

0

Total XP 1000

#### Defenses

14

AC

13

FORT

11

REF

18

WILL

#### Hit Points

**Max HP**  
(Bloodied 13 ) **26**

Temp HP

Current Hit Points

#### Healing Surges

Surge Value

Surges/Day

6

8

Current Conditions:

#### Combat Statistics and Senses

Initiative 0

Conditional Modifiers:

Speed 6

Passive Insight 10

Passive Perception 10

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

-1

1d4-1

Strength vs. AC Damage

##### Ranged

Elemental Bolt

5

1d12+1d6+7

Charisma vs. Ref Fire Damage

#### Languages

Common



#### Abilities

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

#### Skills

Acrobatics	Dexterity	0
Arcana	Intelligence	5
Athletics	Strength	4
Bluff	Charisma	5
Diplomacy	Charisma	10
Dungeoneering	Wisdom	0
Endurance	Constitution	7
Heal	Wisdom	0
History	Intelligence	0
Insight	Wisdom	0
Intimidate	Charisma	10
Nature	Wisdom	0
Perception	Wisdom	0
Religion	Intelligence	0
Stealth	Dexterity	0
Streetwise	Charisma	5
Thievery	Dexterity	0



# Fire 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

Armor

Tattoo

Feet

Ki Focus

### Other Equipment

Total Weight (lbs.)

2

Carrying Capacity (lbs.)

Treasure

100 gp  
0 gp banked

Normal

80

Heavy

160

Max

400



# Fire 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

### Elemental Bolt

Gain the elemental bolt power

### Elemental Magic

Gain damage bonus to arcane powers equal to Con mod; use Con instead of Dex or Int to determine AC; gain sorcerer at-will attack power at 9th and 19th level

### Elemental Specialty

Gain the benefits of an elemental specialty

### Escalating Elements

Gain elemental escalation power and additional uses at levels 3, 7, and 13

### Fire Elementalist

Gain blazing cloud or ignition power; elemental bolt deals fire damage and 1d6 extra damage; at higher levels gain resist fire and your choice of lightning or thunder; gain teleport move action at 23rd level

## Feats

### Arcane Spellfury

+1 to attack rolls after hitting with sorcerer at-will attack

### Unarmored Agility

+2 AC while wearing cloth armor or no armor

# Fire Man

Level 1 Human Sorcerer (Elementalist)

	SCORE	ABILITY	MOD	
<b>HP</b>	<b>8</b>	<b>STR</b>	<b>-1</b>	<b>AC</b>
<b>26</b>				<b>14</b>
<b>Spd</b>	<b>14</b>	<b>CON</b>	<b>2</b>	<b>Fort</b>
<b>6</b>				<b>13</b>
<b>Init</b>	<b>10</b>	<b>DEX</b>	<b>0</b>	<b>Ref</b>
<b>+0</b>				<b>11</b>
	<b>11</b>	<b>INT</b>	<b>0</b>	<b>Will</b>
				<b>18</b>
	<b>20</b>	<b>WIS</b>	<b>0</b>	
	<b>5</b>	<b>CHA</b>	<b>5</b>	

10 Passive Insight

10 Passive Perception

## Skills

Acrobatics	Dexterity	0
Arcana	Intelligence	• 5
Athletics	Strength	• 4
Bluff	Charisma	5
Diplomacy	Charisma	• 10
Dungeoneering	Wisdom	0
Endurance	Constitution	• 7
Heal	Wisdom	0
History	Intelligence	0
Insight	Wisdom	0
Intimidate	Charisma	• 10
Nature	Wisdom	0
Perception	Wisdom	0
Religion	Intelligence	0
Stealth	Dexterity	0
Streetwise	Charisma	5
Thievery	Dexterity	0

• 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:

## Fire Storm

At-Will ♦ Standard Action

**Unarmed:** +5 vs. Reflex, 1d8+7 damage

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

*You surround yourself in a nimbus of roaring flames.*

**Keywords:** Arcane, Elemental, Fire, Implement

**Attack:** Charisma vs. Reflex

**Hit:** 1d8 + Cha modifier (+5) fire damage.

**Effect:** You gain a +2 power bonus to AC and Reflex until the start of your next turn.

Additional Effects

Sorcerer Attack

## Elemental Bolt

At-Will ♦ Standard Action

**Unarmed:** +5 vs. Reflex, 1d12+7 damage

**Ranged 10**      **Target:** One creature

*You hurl a spear of elemental energy at your foe.*

**Keywords:** Arcane, Elemental, Implement, Varies, Fire

**Attack:** Charisma vs. Reflex

**Hit:** 1d12 + Cha modifier (+5) damage.

**Special:** This power can be used as a ranged basic attack.

**Fire Elementalist:** Damage increases by 1d6

Additional Effects

Sorcerer Attack

## Melee Basic Attack

At-Will ♦ Standard Action

**Unarmed:** +1 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

**Unarmed:** +0 vs. AC, 1d4 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 (+0) damage.

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

Additional Effects

Basic Attack

## Elemental Escalation (Fire)

Encounter ♦ Free Action

**Personal**

*As elemental energy flows through you, the rage of your internal inferno infuses it, and you move like a wildfire.*

**Keywords:** Arcane, Elemental, Varies

**Trigger:** You use a sorcerer at-will attack power.

**Effect:** You can make one additional creature a target of the triggering attack. If the attack's range is melee or ranged, the additional target must be within 5 squares of you. If the attack's range is area or close, the additional target must be adjacent to the burst or blast.

Each target hit by the attack takes 1d10 extra damage of the type dealt by the triggering attack. In addition, you shift up to half your speed as a free action.

**Special:** You can use this power only once per round.

Additional Effects

Sorcerer Attack

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