

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

Level

Heat Man
Human Sorcerer

Age _____ Height _____ Weight _____ Size Medium Deity _____

Total XP 1000

Defenses

12 AC	14 FORT	12 REF	19 WILL
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Conditional Bonuses

Hit Points

Max HP
(Bloodied 11) **22**

Temp HP

Current Hit Points

Healing Surges

Surge Value	Surges/Day
5	6

Current Conditions:

Combat Statistics and Senses

Initiative

Conditional Modifiers:

Speed

Passive Insight

Passive Perception

Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
<input 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

Resistances/Vulnerabilities

Resist 5 Fire

Current Conditions and Effects

Basic Attacks

Melee

Unarmed

Strength vs. AC

Damage

Ranged

Unarmed

Dexterity vs. AC

Damage

Languages

Common



Abilities

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

Skills

Skill	Ability	Score
Acrobatics	Dexterity	0
Arcana	Intelligence ✓	5
Athletics	Strength ✓	7
Bluff	Charisma	5
Diplomacy	Charisma	5
Dungeoneering	Wisdom	-1
Endurance	Constitution ✓	5
Heal	Wisdom	-1
History	Intelligence	0
Insight	Wisdom	-1
Intimidate	Charisma ✓	10
Nature	Wisdom ✓	4
Perception	Wisdom	-1
Religion	Intelligence	0
Stealth	Dexterity	0
Streetwise	Charisma	5
Thievery	Dexterity	0



Heat 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

140

Heavy

280

Max

700



Heat 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

Draconic Power

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

Draconic Resilience

Use Strength modifier for AC

Dragon Magic

Gain the Dragon Magic class features

Dragon Soul

Choose a resistance to gain and pierce that resistance with your spells

Dragon Soul Fire

Resist fire damage

Scales of the Dragon

+2 AC after you are bloodied

Spell Source

Each sorcerer has a Spell Source

Feats

Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

Rising Spellfury

+1 to attack after hitting single enemy with at-will power

Heat Man

Level 1 Human Sorcerer

	SCORE	ABILITY	MOD	
HP	14	STR	2	AC
22				12
	10	CON	0	Fort
Spd	11	DEX	0	14
6	10	INT	0	Ref
	8	WIS	-1	12
Init	20	CHA	5	Will
+0				19

9 Passive Insight

9 Passive Perception

Skills

Acrobatics	Dexterity	0
Arcana	Intelligence	• 5
Athletics	Strength	• 7
Bluff	Charisma	5
Diplomacy	Charisma	5
Dungeoneering	Wisdom	-1
Endurance	Constitution	• 5
Heal	Wisdom	-1
History	Intelligence	0
Insight	Wisdom	-1
Intimidate	Charisma	• 10
Nature	Wisdom	• 4
Perception	Wisdom	-1
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:

Melee Basic Attack

At-Will ♦ Standard Action

Unarmed: +2 vs. AC, 1d4+2 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 (+2) damage.

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

Arcing Fire

At-Will ♦ Standard Action

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

Ranged 10 **Target:** One creature

You lob a blast of fire past intervening foes that scorches them on the way to your target.

Keywords: Arcane, Fire, Implement

Attack: Charisma vs. Reflex

Hit: 1d8 + Cha modifier (+5) fire damage. Any enemy providing the target cover against this attack takes fire damage equal to your Cha modifier (+5).

Additional Effects

Sorcerer Attack 1

Burning Spray

At-Will ♦ Standard Action

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

Close blast 3 **Target:** Each creature in the blast

You fling your arm in a wide arc, casting liquid fire at your foes.

Keywords: Arcane, Fire, Implement

Attack: Charisma vs. Reflex

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

Dragon Magic: The next enemy that hits you with a melee attack before the end of your next turn takes fire damage equal to your Str modifier (+2).

Additional Effects

Sorcerer Attack 1

Atomic Fire

Encounter ♦ Standard Action

Unarmed: +5 vs. Reflex, 1d10+7 damage

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

Spectral claws strike out from your body, slashing at your foes and shoving them backward.

Keywords: Arcane, Implement

Attack: Charisma vs. Reflex

Hit: 1d10 + Cha modifier (+5) damage, and you push the target 1 square.

Dragon Magic: If the target is bloodied, you push it 3 squares instead of 1.

Additional Effects

Sorcerer Attack 1

Used

Fire Breath

Daily ♦ Standard Action

Unarmed: +5 vs. Reflex, 3d8+7 damage

Close blast 3 **Target:** Each creature in the blast

You exhale a blast of lightning at your foes. The lightning then forms a ring around you, repelling nearby attackers.

Keywords: Arcane, Implement, Lightning

Attack: Charisma vs. Reflex

Hit: 3d8 + Cha modifier (+5) lightning damage.

Miss: Half damage.

Effect: Until the end of your next turn, whenever an enemy hits you with a melee attack, you push that enemy 1 square.

Dragon Magic: The enemy also takes 5 lightning damage.

Sustain Minor: The effect persists.

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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