

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

1

Level

Ice Man

Human Sorcerer (Elementalist)

Medium

Age Height Weight Size Deity

Total XP 1000

Defenses

12	13	11	18
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 13) **26**

Temp HP

Current Hit Points

Healing Surges

Surge Value Surges/Day

6	8
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Current Conditions:

Combat Statistics and Senses

Initiative

Conditional Modifiers:

Speed

Swim 8 squares

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

Current Conditions and Effects

Basic Attacks

Melee

Unarmed

<input type="text" value="-1"/>	<input type="text" value="1d4-1"/>
Strength vs. AC	Damage

Ranged

Winter Blaster

<input type="text" value="5"/>	<input type="text" value="1d12+7"/>
Charisma vs. Ref	Cold Damage

Languages

Common



Abilities

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

Skills

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



Ice 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

Ice 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

Water Elementalist

Gain either deluge or ice prison power; elemental bolt deals cold damage and slides creatures adjacent to target 1 square; at higher level gain resist cold and your choice of acid or thunder; gain swim speed and aquatic trait at 23rd level

Feats

Arcane Reserves

+2 to damage with at-will powers when encounter powers are expended

Vicious Advantage

Gain combat advantage against slowed or immobilized targets

Ice Man

Level 1 Human Sorcerer (Elementalist)

	SCORE	ABILITY	MOD	
HP	8	STR	-1	AC
26				12
Spd	14	CON	2	Fort
6				13
Init	11	DEX	0	Ref
+0				11
	10	INT	0	Will
				11
	10	WIS	0	
				18
	20	CHA	5	
	10 Passive Insight			
	10 Passive Perception			

Skills

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

Winter Blaster

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, Cold

Attack: Charisma vs. Reflex

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

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

Water Elementalist: You can slide each creature adjacent to the target 1 square

Additional Effects

Sorcerer Attack

Ice Slasher

At-Will ♦ Standard Action

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

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

You create a cloud of intense cold and swift-growing icicles that chills your foes for a time.

Keywords: Arcane, Cold, Elemental, Implement

Attack: Charisma vs. Fortitude

Hit: 1d8 + Cha modifier (+5) cold damage, and the target is slowed until the end of your next turn.

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 (Water)

Encounter ♦ Free Action

Personal

A blizzard wells up within, deflecting harm from you and overwhelming your enemies.

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 gain a +2 power bonus to all defenses until the end of your next turn.

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