Bubble Man

Level 1 / -- / Robot / Elementalist

AC	Fort	Ref	Will
12	13	11	18

Hit Points (Bloodied 13, Full 26) — temp

26

Action Points

Death Saves

Healing Surges (Value 6)

Strength bonus 0 check 0 — 11

athletics + 5

Constitution bonus 2 check 2 — 14

endurance + 7

Dexterity bonus 0 check 0 — 10

acrobatics - 0
stealth - 0
thievery - 0

Intelligence bonus 0 check 0 — 10

arcana + 5
history - 0
religion - 0

Wisdom bonus -1 check -1 — 8

dungeoneering + 4
heal - 1
insight - 1
nature + 4
perception - 1

Charisma bonus 5 check 5 — 20

bluff + 5
diplomacy + 5
intimidate + 5
streetwise + 5

Melee Basic Attack — At-Will

Standard Action **Melee weapon**
Target: One creature **Attack:** +0 vs AC
Hit: 1d4+Strength damage.

Ranged Basic Attack — At-Will

Standard Action **Ranged weapon**
Target: One creature **Attack:** +0 vs AC
Hit: 1d4+Dexterity damage.

Heroic Effort — Encounter

Trigger: You miss with an attack or fail a saving throw. **Personal**
Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

Bubble Lead — At-Will

Standard Action **Ranged 10**
Target: One creature **Attack:** +5 vs Reflex
Hit: 1d12+Charisma+2 damage.
Special: This power can be used as a ranged basic attack.

Deluge — At-Will

Standard Action **Close blast 3**
Target: Each creature in the blast **Attack:** +5 vs Reflex
Hit: 1d8+Charisma+2 damage, and you push the target 1 square.

Elemental Escalation (Water) — Encounter

Free Action **Personal**
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.

Racial Traits

Bonus Feat: Choose an extra feat at 1st level.
Bonus Skill: Trained in one additional class skill.
Robot Defense Bonuses: +1 to Fortitude, Reflex, and Will.
Robot Power Selection: Choose an option for your human character.

Class Features

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
Water Elementalist: Gain either deluge power; bubble lead deals cold damage and slides creatures adjacent to target 1 square

Feats

Action Surge: +3 to attacks when you spend an action point
Terrain Advantage: If a target of your attack occupies a square that is difficult terrain, you gain combat advantage against that target

Initiative 0

Speed 6