



AC	Fort	Ref	Will	Hit Points (Bloodied 11, Full 22)
12	11	13	18	22

Action Points	Death Saves	Healing Surges (Value 5)
1	1 1 1	5

Strength bonus -1 check -1 **8**

athletics + 4

Constitution bonus 0 check 0 **10**

endurance - 0

Dexterity bonus 2 check 2 **14**

acrobatics + 2
stealth + 2
thievery + 2

Intelligence bonus 0 check 0 **10**

arcana + 5
history - 0
religion - 0

Wisdom bonus 0 check 0 **11**

dungeoneering - 0
heal - 0

insight + 5
nature + 5

perception - 0

Charisma bonus 5 check 5 **20**

bluff + 5
diplomacy + 10
intimidate + 5
streetwise + 5

Melee Basic Attack At-Will

Standard Action **Melee weapon**
Target: One creature **Attack:** +2 vs AC
Hit: 1d4+Strength damage.

Ranged Basic Attack At-Will

Standard Action **Ranged weapon**
Target: One creature **Attack:** +5 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.

Thunder Beam At-Will

Standard Action **Ranged 10**
Target: One creature **Attack:** +5 vs Reflex
Hit: 1d8+Charisma+4 lightning damage.
An enemy of your choice other than the target and within 10 squares of the target takes 2 lightning damage.

Storm Walk At-Will

Standard Action **Ranged 10**
Target: One creature **Attack:** +5 vs Fortitude
Hit: 1d8+Charisma+2 thunder damage.
Effect: Before or after the attack, you shift 1 square.

Pinning Bolt Encounter

Standard Action **Ranged 10**
Target: One creature **Attack:** +5 vs Reflex
Hit: 2d6+Charisma+4 lightning damage, you knock the target prone, and the target is slowed until the end of your next turn.

Shocking Magnetism Daily

Standard Action **Ranged 10**
Target: One or two creatures **Attack:** +5 vs Reflex
Hit: 3d6+Charisma+4 lightning damage, and you pull the target 2 squares.
Effect: Until the end of the encounter, each creature that starts its turn adjacent to you takes 2 lightning damage. You can dismiss the effect as a free action.

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

Storm Power: Add Dexterity modifier to damage
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 blaster): Can use Lancing blasters

Equipment

Lancing Blaster: Empowered Crit - When you score a critical hit with an empowered crit implement, the attack deals 1d10 extra damage. **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.

Initiative **6**

Speed **6**