



AC	Fort	Ref	Will	Hit Points (Bloodied 13, Full 26)
14	13	11	18	26
Action Points		Death Saves		Healing Surges (Value 6)
0		0 0 0		0 0 0 0 0 0

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

athletics + 4

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 0 check 0 **11**

dungeoneering - 0
heal - 0
insight - 0
nature - 0
perception - 0

Charisma bonus 5 check 5 **20**

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

Melee Basic Attack At-Will

Standard Action **Melee weapon**
Target: One creature **Attack:** +1 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 Personal

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.

Elemental Bolt 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.

Fire Storm At-Will

Standard Action **Close burst 1**
Target: Each creature in the burst **Attack:** +5 vs Reflex
Hit: 1d8+Charisma+2 fire damage.
Effect: You gain a +2 power bonus to AC and Reflex until the start of your next turn.

Elemental Escalation (Fire) Encounter Personal

Free Action
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.

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.
Escalating Elements: Gain elemental escalation power.
Fire Elementalist: elemental bolt deals fire damage and 1d6 extra damage

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

Initiative 0 **Speed** 6