



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

12 14 12 19

22

Action Points

Death Saves

Healing Surges (Value 5)

Strength bonus 2 check 2 14

athletics + 7

Constitution bonus 0 check 0 10

endurance + 5

Dexterity bonus 0 check 0 11

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

Charisma bonus 5 check 5 20

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

### 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.

### Melee Basic Attack At-Will

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

### Arcing Fire At-Will

**Standard Action** **Ranged 10**  
**Target:** One creature **Attack:** +5 vs Reflex  
**Hit:** 1d8+Charisma+2 fire damage. Any enemy providing the target cover against this attack takes 5 fire damage.

### Ranged Basic Attack At-Will

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

### Atomic Fire Encounter

**Standard Action** **Close burst 1**  
**Target:** Each enemy **Attack:** +5 vs Reflex in the burst  
**Hit:** 1d10+Charisma+2 fire damage, and you push the target 1 square.

### Heroic Effort Encounter

**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.

### Fire Breath Daily

**Standard Action** **Close blast 3**  
**Target:** Each creature in the blast **Attack:** +5 vs Reflex  
**Hit:** 3d8+Charisma+2 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.  
**Sustain Minor:** The effect persists.

### Burning Spray At-Will

**Standard Action** **Close blast 3**  
**Target:** Each creature in the blast **Attack:** +5 vs Reflex  
**Hit:** 1d8+Charisma+2 fire damage.

### Class Features

**Draconic Power:** Add Strength modifier to damage  
**Draconic Resilience:** Use Strength modifier for AC  
**Dragon Soul Fire:** Gain 5 fire resistance and ignore 5 fire resistance with your spells  
**Scales of the Dragon:** +2 AC after you are bloodied

### 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

Initiative 0

Speed 6