



AC	Fort	Ref	Will	Hit Points (Bloodied 13, Full 26)
12	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	11
acrobatics - 0		
stealth - 0		
thievery - 0		
Intelligence	bonus 0 check 0	10
arcana + 5		
history + 5		
religion - 0		
Wisdom	bonus 0 check 0	10
dungeoneering - 0		
heal - 0		
insight - 0		
nature + 5		
perception - 0		
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:** +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

**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.

**Winter Blaster** 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.

**Ice Slasher** At-Will

**Standard Action** **Area burst 1 within 10 squares**  
**Target:** Each creature in the burst **Attack:** +5 vs Fortitude  
**Hit:** 1d8+Charisma+2 cold damage, and the target is slowed until the end of your next turn.

**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  
**Water Elementalist:** Gain ice slasher power; elemental bolt deals cold damage and slides creatures adjacent to target 1 square

**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

Initiative 0 Speed 6