

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

Wouter

17

Level

### S.T.O.R.M.

Unaligned Warforged Sorcerer

Unk1 6'3"  
Age Height

320 lb.  
Weight

Medium  
Size

Deity

83000

Total XP

99000

### Defenses

<b>28</b>	<b>27</b>	<b>23</b>	<b>32</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	2	3

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

### Second Wind (one per encounter)

Used

Effect: You spend a healing surge and regain hit points equal to your surge value. You gain a +2 bonus to all defenses until the start of your next turn.

### Death Saving Throw Failures

### Saving Throw Mods

0

+2 Saving Throws against ongoing damage, +2 Saving Throws against effects with the poison keyword and effects that render you weakened, slowed, or immobilized.

### Resistances/Vulnerabilities

Resist 10 Lightning, Resist 10 Thunder, Resist 5 Necrotic

### Current Conditions and Effects

### Basic Attacks

#### Melee

Accurate staff of Ruin +3

<b>18</b>	<b>1d8+11</b>
Strength vs. AC	Damage

#### Ranged

<b>9</b>	<b>1d4+1</b>
Dexterity vs. AC	Damage

### Languages

Common



### Abilities

Ability	Score	Check
STR Strength	20	13
CON Constitution	13	9
DEX Dexterity	12	9
INT Intelligence	11	8
WIS Wisdom	9	7
CHA Charisma	22	14

### Skills

Acrobatics	Dexterity	10
Arcana	Intelligence	✓ 13
Athletics	Strength	✓ 18
Bluff	Charisma	14
Diplomacy	Charisma	14
Dungeoneering	Wisdom	7
Endurance	Constitution	✓ 16
Heal	Wisdom	7
History	Intelligence	✓ 13
Insight	Wisdom	7
Intimidate	Charisma	17
Nature	Wisdom	7
Perception	Wisdom	7
Religion	Intelligence	8
Stealth	Dexterity	9
Streetwise	Charisma	14
Thievery	Dexterity	9

### Hit Points

<b>Max HP</b> (Bloodied 52 )	<b>105</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value	Surges/Day
<b>26</b>	<b>7</b>

Current Conditions:

### Combat Statistics and Senses

<b>Initiative</b>	<b>9</b>
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Conditional Modifiers:

<b>Speed</b>	<b>6</b>
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<b>Passive Insight</b>	<b>17</b>
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<b>Passive Perception</b>	<b>17</b>
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Special Senses: Normal

Wouter

**S.T.O.R.M.**

Player Name

Character Name



### Character Details

#### Background

#### Theme

#### Mannerisms and Appearance

#### Personality Traits

#### Adventuring Company

#### Companions and Allies

#### Session and Campaign Notes

War of the Burning Sky

Other Notes

### Equipment

Head

Skull Mask (heroic tier)

Neck

Amulet of Physical Resolve +3

Arms

Hands

Rings

Ring of the Radiant Storm

Rings

Off Hand

Magic Accurate staff +3

Main Hand

Accurate staff of Ruin +3

Waist

Cingulum of Combat Rushing

Armor

Summoned Githweave Armor +3

Feet

Acrobat Boots

Tattoo

Ki Focus

#### Other Equipment

Potion of Healing (3)  
Potion of Regeneration (heroic tier)

Total Weight (lbs.)

13

Carrying Capacity (lbs.)

Treasure

142 pp; 51 gp  
0 gp banked

Normal 200

Heavy 400

Max 1000

Wouter

Player Name

S.T.O.R.M.

Character Name



## Racial Features

### Living Construct

No need to eat, drink, breathe, or sleep

### Unsleeping Watcher

4 hours of inactivity counts as an extended rest

### Warforged Mind

+1 to Will defense

### Warforged Resilience

+2 racial bonus to saving throws against ongoing damage

### Warforged Resolve

Use warforged resolve as an encounter power

## Class/Other Features

### Draconic Power

Add Strength modifier to damage, +2 at 11th, +4 at 21st

### Draconic Resilience

Use Strength modifier for AC

### Dragon Magic

Gain the Dragon Magic class features

### Dragon Soul

Choose a resistance to gain and pierce that resistance with your spells

### Dragon Soul Lightning

Resist lightning damage

### Scales of the Dragon

+2 AC after you are bloodied

### Second Dragon Magic

#### Spell Source

Each sorcerer has a Spell Source

### Double Resistance

Gain resistance to damage type and ignore enemy's resistance to that type; Also, gain benefit for Dragon Magic or Wild Magic.

### Dragon Soul Thunder

Resist thunder damage

### Split Spell Action

Spend an action point to target a second creature with an arcane power, instead of extra action.

### Arcane Admixture Thunder

### Antagonistic Transposition

Swap position of two targets hit by your arcane area or close attack.

## Feats

### Unarmored Agility

+2 AC while wearing cloth armor or no armor

### Superior Implement Training (Accurate staff)

Can use Accurate staves

### Implement Expertise (Staff)

+1 to attack rolls with staves

### Distant Advantage

Gain combat advantage with ranged and area attacks against flanked enemies

### Oncoming Storm

Hit with lightning power to gain +1 on thunder attacks

### Echoes of Thunder

+1 damage after you hit with thunder power

### Paragon Defenses

+1 to Fortitude, Reflex, and Will

### Arcane Admixture

Add additional damage type to one arcane power

### Mark of Storm

Slide targets with thunder or lightning powers, gain bonus to fly speed, perform certain rituals

### Arcane Spellfury

+1 to attack rolls after hitting with sorcerer at-will attack

**S.T.O.R.M.**

Level 17 Warforged Sorcerer

HP	SCORE	ABILITY	MOD	AC
105	20	STR	5	28
	13	CON	1	
Spd	12	DEX	1	Fort
6	11	INT	0	27
	9	WIS	-1	Ref
Init	22	CHA	6	23
+9				Will
				32

17 Passive Insight

17 Passive Perception

Player Name: Wouter

**Skills**

Acrobatics	Dexterity	10
Arcana	Intelligence	• 13
Athletics	Strength	• 18
Bluff	Charisma	14
Diplomacy	Charisma	14
Dungeoneering	Wisdom	7
Endurance	Constitution	• 16
Heal	Wisdom	7
History	Intelligence	• 13
Insight	Wisdom	7
Intimidate	Charisma	17
Nature	Wisdom	7
Perception	Wisdom	7
Religion	Intelligence	8
Stealth	Dexterity	9
Streetwise	Charisma	14
Thievery	Dexterity	9

• indicates a trained skill.

**Action Point**

Base action points: 1

**Split Spell Action:** You can spend an action point to target an additional creature when you use an arcane power that normally targets only one, instead of taking an extra action.

**Effect:** Gain a standard action this turn.

**Special:** You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Encounter Special

**Melee Basic Attack**

At-Will ♦ Standard Action

**Accurate staff of Ruin +3:** +18 vs. AC, 1d8+11 damage**Magic Accurate staff +3:** +18 vs. AC, 1d8+8 damage

**Melee** weapon      **Target:** One creature

*You resort to the simple attack you learned when you first picked up a melee weapon.*

**Keyword:** Weapon**Attack:** Strength vs. AC**Hit:** 1[W] + Str modifier (+5) damage.**Level 21:** 2[W] + Str modifier (+5) damage.

Additional Effects

Basic Attack

**Ranged Basic Attack**

At-Will ♦ Standard Action

**Unarmed:** +9 vs. AC, 1d4+1 damage

**Ranged** weapon      **Target:** One creature

*You resort to the simple attack you learned when you first picked up a ranged weapon.*

**Keyword:** Weapon**Attack:** Dexterity vs. AC**Hit:** 1[W] + Dex modifier (+1) damage.**Level 21:** 2[W] + Dex modifier (+1) damage.

Additional Effects

Basic Attack

**Lightning Strike**

At-Will ♦ Standard Action

**Accurate staff of Ruin +3:** +20 vs. Reflex, 1d8+19 damage**Magic Accurate staff +3:** +20 vs. Reflex, 1d8+16 damage

**Ranged** 10      **Target:** One creature

*Lightning strikes your foe and then ricochets to another enemy.*

**Keywords:** Arcane, Implement, Lightning, Thunder**Attack:** Charisma vs. Reflex

**Hit:** 1d8 + Cha modifier (+6) lightning damage. An enemy of your choice other than the target and within 10 squares of the target takes lightning damage equal to your Dex modifier (+1).

**Storm Magic:** You can apply your Storm Power bonus either to the damage roll against the target or to the damage taken by the enemy within 10 squares of the target.

Additional Effects

Sorcerer Attack 1

**Storm Walk**

At-Will ♦ Standard Action

**Accurate staff of Ruin +3:** +20 vs. Fortitude, 1d8+19 damage**Magic Accurate staff +3:** +20 vs. Fortitude, 1d8+16 damage

**Ranged** 10      **Target:** One creature

*The thunder of your steps batters your foe.*

**Keywords:** Arcane, Implement, Thunder**Attack:** Charisma vs. Fortitude**Hit:** 1d8 + Cha modifier (+6) thunder damage.**Effect:** Before or after the attack, you shift 1 square.

Additional Effects

Sorcerer Attack 1

**Spark Form**

Encounter ♦ Standard Action

**Accurate staff of Ruin +3:** +20 vs. Reflex, 1d6+19 damage**Magic Accurate staff +3:** +20 vs. Reflex, 1d6+16 damage**Melee** 1

*Your body briefly becomes a shower of dancing sparks that zips among foes, shocking them as you go.*

**Keywords:** Arcane, Implement, Lightning

**Effect:** You shift your speed + 2. During the shift, you can move through enemies' spaces. When you leave any creature's space, make the following attack against that creature. Whenever you use this power, you can make the attack against a creature only once.

**Target:** One creature**Attack:** Charisma vs. Reflex**Hit:** 1d6 + Cha modifier (+6) lightning damage.

Additional Effects

Sorcerer Attack 7

Used **Twin Bolt**

Encounter ♦ Standard Action

**Accurate staff of Ruin +3:** +20 vs. Reflex, 3d10+19 damage**Magic Accurate staff +3:** +20 vs. Reflex, 3d10+16 damage

**Ranged** 10      **Target:** One creature

*Summoning internal reserves, you hurl a bolt of magic that reflects the two forces that infuse you.*

**Keywords:** Arcane, Implement ; Varies**Attack:** Charisma vs. Reflex

**Hit:** 3d10 + Cha modifier (+6) damage. The damage is the two types you resist with your Dragon Soul or Wild Soul class feature and with your Double Resistance path feature.

**Special:** You can choose to lose both of the resistances provided by your Dragon Soul or Wild Soul class feature and by your Double Resistance path feature for the rest of the encounter. If you do so, you can make two attacks with this power, each against a different target. Each target the attack hits takes 3d12 + your Cha modifier (+6) damage, instead of 3d10 + your Cha modifier (+6).

Additional Effects

Arcane Wellspring Attack 11

Used

## Thunder and Strike

Encounter ♦ Standard Action

**Accurate staff of Ruin +3:** +20 vs. Reflex, 2d8+19 damage

**Magic Accurate staff +3:** +20 vs. Reflex, 2d8+16 damage

### Melee 1

*Your surprise melee blow drives the enemy away in thunder, as a lightning strike blasts a distant foe.*

**Keywords:** Arcane, Implement, Lightning, Thunder

**Primary Target:** One creature

**Primary Attack:** Charisma vs. Reflex

**Hit:** 2d8 + Cha modifier (+6) thunder damage, and you push the target a number of squares equal to 1 + your Str modifier (+5).

**Effect:** You make a secondary ranged attack. This attack does not provoke opportunity attacks.

**Secondary Target:** One creature within 10 squares of you other than the primary target

**Secondary Attack:** Charisma vs. Reflex

**Hit:** 2d8 + Cha modifier (+6) lightning damage. In addition, if the secondary target is adjacent to the primary target, the secondary target is dazed until the end of your next turn.

Additional Effects

Sorcerer Attack 13

Used

## Azure Talons

Encounter ♦ Standard Action

**Accurate staff of Ruin +3:** +20 vs. Reflex, 3d8+19 damage

**Magic Accurate staff +3:** +20 vs. Reflex, 3d8+16 damage

### Close burst 2

**Target:** Each enemy in the burst

*Blue claws of lightning materialize around you and slash at foes that remain too close.*

**Keywords:** Arcane, Implement, Lightning

**Attack:** Charisma vs. Reflex

**Hit:** 3d8 + Cha modifier (+6) lightning damage. If the target ends its next turn within 2 squares of you, it takes 5 lightning damage.

**Dragon Magic:** If the target ends its next turn within 2 squares of you, it takes lightning damage equal to 5 + your Str modifier (+5).

Additional Effects

Sorcerer Attack 17

Used

## Thunder Leap

Daily ♦ Standard Action

**Accurate staff of Ruin +3:** +20 vs. Fortitude, 2d6+19 damage

**Magic Accurate staff +3:** +20 vs. Fortitude, 2d6+16 damage

### Close burst 1

*A thunderclap propels you into the air, and you land with a deafening crack, pushing your foes away.*

**Keywords:** Arcane, Implement, Thunder

**Primary Target:** Each creature in the burst

**Primary Attack:** Charisma vs. Fortitude

**Hit:** 2d6 + Cha modifier (+6) thunder damage.

**Effect:** You jump a number of squares equal to your speed + your Cha modifier (+6). This movement does not provoke opportunity attacks. Then make a secondary attack.

**Secondary Target:** Each creature in the burst

**Secondary Attack:** Charisma vs. Fortitude

**Hit:** 2d6 thunder damage, and you push the secondary target 1 square.

Additional Effects

Sorcerer Attack 5

Used

## Bounding Bolt

Daily ♦ Standard Action

**Accurate staff of Ruin +3:** +20 vs. Reflex, 2d8+19 damage

**Magic Accurate staff +3:** +20 vs. Reflex, 2d8+16 damage

### Ranged 10

*Your sparkling flourish produces a bolt of lightning that strikes your foe and then flies to nearby creatures.*

**Keywords:** Arcane, Implement, Lightning

**Primary Target:** One creature

**Primary Attack:** Charisma vs. Reflex

**Hit:** 2d8 + Cha modifier (+6) lightning damage, and ongoing 5 lightning damage (save ends).

**First Failed Saving Throw:** Choose a secondary target.

**Secondary Target:** One creature within 5 squares of you

**Effect:** The secondary target takes ongoing 5 lightning damage (save ends).

**First Failed Saving Throw:** Choose a tertiary target.

**Tertiary Target:** One creature within 5 squares of the secondary target.

**Effect:** The tertiary target takes ongoing 5 lightning damage (save ends).

**Miss:** 2d8 + Cha modifier (+6) lightning damage.

Additional Effects

Sorcerer Attack 9

Used

## Lightning Daggers

Daily ♦ Standard Action

**Accurate staff of Ruin +3:** +20 vs. Reflex, 2d4+19 damage

**Magic Accurate staff +3:** +20 vs. Reflex, 2d4+16 damage

### Ranged 10

**Target:** One creature

*Slivers of lightning leap from you, forming a bond with your foe. Periodically, you can send another charge to shock your enemy.*

**Keywords:** Arcane, Implement, Lightning

**Attack:** Charisma vs. Reflex

**Hit:** 2d4 + Cha modifier (+6) lightning damage.

**Effect:** Until the end of the encounter, you can repeat the attack as a free action once per round during your turn.

Additional Effects

Sorcerer Attack 15

Used

## Warforged Resolve

Encounter ♦ Minor Action

**Unarmed:**

### Personal

*It's difficult to take you down, even when you're faltering.*

**Keyword:** Healing

**Effect:** You gain a number of temporary hit points equal to 3 + one-half your level and can make a saving throw against one effect on you that deals ongoing damage. If you are bloodied, you also regain hit points equal to 3 + one-half your level.

Additional Effects

Warforged Racial Power

Used

## Spatial Trip

Encounter ♦ Move Action

### Personal

*You spin around, releasing a blaze of golden energy. As you finish your revolution, you disappear and reappear a short distance away.*

**Keywords:** Arcane, Teleportation

**Effect:** You teleport a number of squares equal to half your speed.

Additional Effects

Sorcerer Utility 2

Used

## Sudden Scales

Encounter ♦ Immediate Interrupt

### Personal

*Dragon scales cover your form in reaction to an assault, as arcane power shields your mind and body from harm.*

**Keyword:** Arcane

**Trigger:** You are hit by an attack

**Effect:** You gain a +4 bonus to all defenses against the triggering attack.

**Dragon Magic:** The bonus to all defenses equals 3 + your Str modifier (+5).

Additional Effects

Sorcerer Utility 6

Used

## Sorcerous Wings

Encounter ♦ Minor Action

### Personal

*Arcane power surrounds you and spreads out behind you to form wings.*

**Keyword:** Arcane ; Varies

**Effect:** Until the end of your next turn, you gain a fly speed of 6, and you can hover, and whenever an enemy makes an opportunity attack against you, that enemy takes 2d10 + your Cha modifier (+6) damage. The damage is the two types you resist with your Dragon Soul or Wild Soul class feature and with your Double Resistance path feature.

Additional Effects

Arcane Wellspring Utility 12

Used

### Damage Gambit

Encounter ♦ Free Action

#### Personal

*With high hopes, you trust in chance to empower your attack.*

**Keyword:** Arcane

**Trigger:** You make a damage roll.

**Effect:** Reroll the damage roll, and use the new result. If the new result is higher than the triggering damage roll's result, you deal extra damage equal to your Cha modifier (+6). If the new result is lower, you take psychic damage equal to your Cha modifier (+6).

Additional Effects

Sorcerer Utility 16

Used

### Storm of Energy

Daily ♦ Minor Action

**Close burst** 5

**Target:** Each enemy in the burst that is taking ongoing damage

*With a wave of your hand, you increase the vigor of whatever effects ail your foes.*

**Keyword:** Arcane

**Effect:** Each instance of ongoing damage that each target is taking increases by 10.

Additional Effects

Sorcerer Utility 10

Used

### Potion of Regeneration...

Consumable ♦ Level 9

**Utility Power** (Healing) ♦ **Consumable** (Minor Action)

**Effect:** You drink this potion and lose a healing surge. You then gain regeneration 5 while you're bloodied until the end of the encounter.

### Accurate staff of Ruin +3

Staff ♦ Level 13

**Proficiency Bonus:** 2

**Properties:** Accurate

**Enhancement:** +3 attack rolls and damage rolls

**Critical:** +1d10 damage per plus

#### Properties

Whenever you make an attack using this staff, you gain an item bonus to the attack's damage rolls equal to the staff's enhancement bonus.

### Amulet of Physical Resolve +3

Neck Slot Item ♦ Level 12

**Enhancement:** +3 Fortitude, Reflex, and Will

#### Properties

Gain a +2 item bonus to saving throws against effects with the poison keyword and effects that render you weakened, slowed, or immobilized.

### Acrobat Boots

Feet Slot Item ♦ Level 2

#### Properties

You gain a +1 item bonus to Acrobatics checks.

**Power** ♦ **At-Will** (Minor Action)

You stand up from prone.

### Magic Accurate staff +3

Staff ♦ Level 11

**Proficiency Bonus:** 2

**Properties:** Accurate

**Enhancement:** +3 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

### Potion of Healing

Consumable ♦ Level 5

**Power** (Healing) ♦ **Consumable** (Minor Action)

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

### Ring of the Radiant Storm

Ring ♦ Level 17

#### Properties

When you hit an enemy with a lightning or radiant power and deal damage to it, you can roll the damage twice and use either result.

**Power** ♦ **Daily** (Free Action)

**Trigger:** You attack an enemy with an encounter lightning or radiant power and miss every target.

**Effect:** You regain the use of the power. If you've reached at least one milestone today, a daily lightning or radiant power can trigger this power instead.

### Cingulum of Combat Rushing

Waist Slot Item ♦ Level 12

#### Power ♦ Daily (Minor Action)

You can move into squares occupied by enemies until the end of your next turn. Your movement provokes opportunity attacks as normal, and you cannot end your move in an occupied space.

### Skull Mask (heroic tier)

Head Slot Item ♦ Level 5

#### Property

- ♦ Enemies who can see you take a -2 penalty to saving throws against fear effects.
- ♦ Gain resist 5 necrotic, and a +1 item bonus to Intimidate checks.

### Summoned Githweave...

Armor ♦ Level 11

**Armor Bonus:** 0

**Special:** +1 Will

**Enhancement:** +3 AC

#### Power ♦ (Minor Action)

You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.