

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

2

Level

Darthon

Unaligned male Half-Elf Sorcerer (Elementalist)

19	5'6"	135 lbs.	Medium	Ioun
Age	Height	Weight	Size	Deity

1000

Total XP

2250

Defenses

14	14	11	18
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 16) **33**

Temp HP

Current Hit Points

Healing Surges

Surge Value	Surges/Day
8	9

Current Conditions:

Combat Statistics and Senses

Initiative

1

Conditional Modifiers:

Speed

6

Swim 8 squares

Passive Insight

12

Passive Perception

10

Special Senses: Low-light

Action Points

Action Points	Milestones	Action Points
	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

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Staff Implement

5

Strength vs. AC

1d8+1

Damage

Ranged

Dagger

5

Dexterity vs. AC

1d4+1

Damage

Languages

Common, Deep Speech, Elven

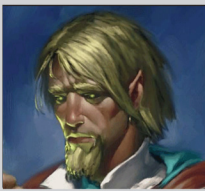


Abilities

		Check
STR	Strength	11
CON	Constitution	16
DEX	Dexterity	10
INT	Intelligence	10
WIS	Wisdom	8
CHA	Charisma	20

Skills

Acrobatics	Dexterity	✓	6
Arcana	Intelligence	✓	6
Athletics	Strength		1
Bluff	Charisma		6
Diplomacy	Charisma	✓	13
Dungeoneering	Wisdom		0
Endurance	Constitution	✓	9
Heal	Wisdom		0
History	Intelligence		1
Insight	Wisdom		2
Intimidate	Charisma	✓	11
Nature	Wisdom		0
Perception	Wisdom		0
Religion	Intelligence		1
Stealth	Dexterity		1
Streetwise	Charisma		6
Thievery	Dexterity		1



Darthon

Player Name

Character Name

Character Details

Background

Former Cult Sympathizer

Theme

Demon Spawn

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Staff Implement

Waist

Armor

Cloth Armor (Basic Clothing)

Tattoo

Feet

Ki Focus

Other Equipment

Adventurer's Kit
Dagger
Climber's Kit
Disguise Kit

Total Weight (lbs.)

58

Carrying Capacity (lbs.)

Treasure

46 gp
0 gp banked

Normal

110

Heavy

220

Max

550

Darthon

Player Name

Character Name



Racial Features

Dual Heritage

Count as elf, half-elf, and human for choosing feats.

Group Diplomacy

Allies within 10 get +1 to Diplomacy.

Half-Elf Power Selection

Select an option for your half-elf character.

Knack for Success

You have the knack for success power

Class/Other Features

Demon Spawn Starting Feature

Your origin becomes elemental; gain the demon keyword and the demonic frenzy power

Elemental Bolt

Gain the elemental bolt power

Elemental Magic

Gain damage bonus to arcane powers equal to Con mod; use Con instead of Dex or Int to determine AC; gain sorcerer at-will attack power at 9th and 19th level

Elemental Specialty

Gain the benefits of an elemental specialty

Escalating Elements

Gain elemental escalation power and additional uses at levels 3, 7, and 13

Water Elementalist

Gain either deluge or ice prison power; elemental bolt deals cold damage and slides creatures adjacent to target 1 square; at higher level gain resist cold and your choice of acid or thunder; gain swim speed and aquatic trait at 23rd level

Level 2 Elementalist Utility Power

You gain a 2nd-level sorcerer utility power of your choice

Feats

Staff Expertise

While using a staff as a weapon or implement: +1/2/3 to attack rolls, ranged attacks don't provoke opportunity attacks, +1 reach

Master of Stories

Bard: Skill training, skald's aura 1/day, wand proficiency

Darthon

Level 2 Half-Elf Sorcerer (Elementalist)

	SCORE	ABILITY	MOD	
HP	11	STR	0	AC
33				14
	16	CON	3	Fort
Spd	10	DEX	0	14
6				Ref
	10	INT	0	11
Init	8	WIS	-1	Will
+1	20	CHA	5	18

12 Passive Insight

10 Passive Perception

Skills

Acrobatics	Dexterity	•	6
Arcana	Intelligence	•	6
Athletics	Strength		1
Bluff	Charisma		6
Diplomacy	Charisma	•	13
Dungeoneering	Wisdom		0
Endurance	Constitution	•	9
Heal	Wisdom		0
History	Intelligence		1
Insight	Wisdom		2
Intimidate	Charisma	•	11
Nature	Wisdom		0
Perception	Wisdom		0
Religion	Intelligence		1
Stealth	Dexterity		1
Streetwise	Charisma		6
Thievery	Dexterity		1

• indicates a trained skill.

Action Point

Base action points: 1



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

Player Name:

Deluge

At-Will ♦ Standard Action

Staff Implement: +8 vs. Reflex, 1d8+9 damage

Dagger: +7 vs. Reflex, 1d8+9 damage

Close blast 3 **Target:** Each creature in the blast

You pull a mass of water from the elemental plane, hammering your enemies and sweeping them off their feet.

Keywords: Arcane, Elemental, Implement

Attack: Charisma vs. Reflex

Hit: 1d8 + Cha modifier (+5) damage, and you push the target 1 square.

Additional Effects

Sorcerer Attack

Elemental Bolt

At-Will ♦ Standard Action

Staff Implement: +8 vs. Reflex, 1d12+9 damage

Dagger: +7 vs. Reflex, 1d12+9 damage

Ranged 10 **Target:** One creature

You hurl a spear of elemental energy at your foe.

Keywords: Arcane, Elemental, Implement, Varies, Cold

Attack: Charisma vs. Reflex

Hit: 1d12 + Cha modifier (+5) damage.

Special: This power can be used as a ranged basic attack.

Water Elementalist: You can slide each creature adjacent to the target 1 square

Additional Effects

Sorcerer Attack

Melee Basic Attack

At-Will ♦ Standard Action

Staff Implement: +5 vs. AC, 1d8+1 damage

Dagger: +5 vs. AC, 1d4+1 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 (+0) damage.

Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Dagger: +5 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 (+0) damage.

Level 21: 2[W] + Dex modifier (+0) damage.

Additional Effects

Basic Attack

Demonic Frenzy

Encounter ♦ No Action

Melee 1 **Target:** One randomly determined creature adjacent to you

When your anger breaks free, your claws and teeth lengthen and you can't stop yourself from lashing out.

Keyword: Elemental

Trigger: You hit with a melee attack on your turn.

Effect: The target takes 1d6 damage.

Additional Effects

Demon Spawn Attack

Used ☐

Elemental Escalation (Water)

Encounter ♦ Free Action

Personal

A whirlpool wells up within, deflecting harm from you and overwhelming your enemies.

Keywords: Arcane, Elemental, Varies

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.

Additional Effects

Sorcerer Attack

Used ☐

Knack for Success

Encounter ♦ Minor Action

Close burst 5

Target: You or one ally in the burst

Your mere presence is enough to tip the balance of fortune for you and your allies.

Effect: Choose one of the following.

- * The target makes a saving throw.
- * The target shifts up to 2 squares as a free action.
- * The target gains a +2 power bonus to his or her next attack roll made before the end of his or her next turn.
- * The target gains a +4 power bonus to his or her next skill check made before the end of his or her next turn.

Additional Effects

Half-Elf Racial Power

Used ☐

Skald's Aura

Encounter ♦ Minor Action

Unarmed:

Personal

You chant, sing, or otherwise inspire your allies with your words, allowing them to draw the strength to battle on from your encouragement.

Keywords: Aura, Healing, Martial

Effect: You activate an aura 5 that lasts until the end of the encounter. If the aura ends prematurely for any reason, you can reactivate it during the encounter as a minor action.

Twice per encounter but only once per turn, you or any ally in the aura can use a minor action to spend a healing surge and regain 1d6 additional hit points. Alternatively, you or any ally can use a minor action to allow an adjacent ally to spend a healing surge and regain the additional hit points.

Master of Stories: The healing benefit can only be used once per day.

Additional Effects

Bard Utility

Used ☐

Abyssal Eyes

Daily ♦ Minor Action

Personal

Your eyes give off a sinister gleam that enables you to see in the dark and unnerve your enemies.

Keyword: Elemental

Effect: Until the end of the encounter, you have darkvision. In addition, whenever you make a melee attack against a bloodied enemy, you have combat advantage against that enemy.

Prerequisite: Demon Spawn

Additional Effects

Demon Spawn Utility 2

Used ☐