

Player Name

Moe "Heat" Toe 8 Sorcerer 13,000  
 Character Name Level Class Epic Destiny Total XP  
 Genasi Medium  
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	Initiative	4	

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
22	AC	14	4		2	2		

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	8
10	CON Constitution	0	4
11	DEX Dexterity	0	4
12	INT Intelligence	1	5
8	WIS Wisdom	-1	3
20	CHA Charisma	5	9

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	FORT	14	4			2		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	REF	14	1			2		1

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
23	WILL	14	5	2		2		

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Perception	10	+

SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Flameburst Incendiary dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 13	4	4		3		2	

ABILITY: Ranged Basic Attack - Flameburst Incendiary dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	4	0		3		2	

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Flameburst Incendiary dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+6	4		2		

ABILITY: Ranged Basic Attack - Flameburst Incendiary dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+2	0		2		

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
13	vs Ref	Flameburst Incendiary dagger	1d10+11
9	vs AC	Flameburst Incendiary dagger	1d4+2
8	vs AC	Unarmed (Melee)	1d4+4
4	vs AC	Unarmed (Range)	1d4

### FEATS

**Unarmored Agility** - +2 AC while wearing cloth armor or no armor

**Firepulse Master** - Firepulse deals +1d6 damage and is Reliable

**Genasi Fire Affinity** - +2 to existing fire resistance; foes get -1 to save against your ongoing fire damage

**Implement Expertise (Light Blade)** - +1 to attack rolls with Light Blades.

**Superior Implement Training (Incendiary dagger)** - Can use Incendiary daggers

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
57	28	14	6

 CURRENT HIT POINTS CURRENT SURGE USES

### SECOND WIND 1/ENCOUNTER

 USED 

TEMPORARY HIT POINTS

### DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES Resist 7 Fire

CURRENT CONDITIONS AND EFFECTS

### SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
4	Acrobatics	DEX	4	0	n/a	0
10	Arcana	INT	5	5	n/a	0
8	Athletics	STR	8	0	n/a	0
14	Bluff	CHA	9	5	n/a	0
9	Diplomacy	CHA	9	0	n/a	0
3	Dungeoneering	WIS	3	0	n/a	0
8	Endurance	CON	4	0	n/a	4
3	Heal	WIS	3	0	n/a	0
5	History	INT	5	0	n/a	0
3	Insight	WIS	3	0	n/a	0
14	Intimidate	CHA	9	5	n/a	0
10	Nature	WIS	3	5	n/a	2
3	Perception	WIS	3	0	n/a	0
5	Religion	INT	5	0	n/a	0
4	Stealth	DEX	4	0	n/a	0
9	Streetwise	CHA	9	0	n/a	0
4	Thievery	DEX	4	0	n/a	0

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

**Elemental Origins** - You are elemental, not natural.

**Elemental Manifestation** - Choose earthsoul, firesoul, stormsoul, watersoul, or windsoul.

**Firesoul** - +1 to Reflex; firepulse power; resist 5 fire (10 at 11th level, 15 at 21st)

**Firepulse Strength** - Use STR for Firepulse

### CLASS / PATH / DESTINY FEATURES

**Spell Source** - Each sorcerer has a Spell Source

**Dragon Magic** - Gain the Dragon Magic class features

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**Draconic Power** - Add Strength modifier (+4) to damage, +2 at 11th, +4 at 21st

**Draconic Resilience** - Use Strength modifier (+4) for AC

**Dragon Soul** - Choose a resistance to gain and pierce that resistance with your spells

**Scales of the Dragon** - +2 AC after you are bloodied

**Dragon Soul** - Choose a resistance to gain and pierce that resistance with your spells

**Dragon Soul Fire** - Resist fire damage

### LANGUAGES KNOWN

Common, Primordial



CHARACTER NAME  
**Moe "Heat" Toe**

PLAYER NAME

RACE Genasi CLASS Sorcerer LEVEL 8

SCORE	ABILITY	MOD
18	STR	+4
10	CON	+0
11	DEX	+0
12	INT	+1
8	WIS	-1
20	CHA	+5

HP 57 AC 22

Spd 6 Fort 20

Init +4 Ref 18

13 Passive Insight 13 Passive Perception


Skills

4	Acrobatics	DEX
10	Arcana	INT (Trained)
8	Athletics	STR
14	Bluff	CHA (Trained)
9	Diplomacy	CHA
3	Dungeoneering	WIS
8	Endurance	CON
3	Heal	WIS
5	History	INT
3	Insight	WIS
14	Intimidate	CHA (Trained)
10	Nature	WIS (Trained)
3	Perception	WIS
5	Religion	INT
4	Stealth	DEX
9	Streetwise	CHA
4	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



**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.

PLAY DATA DUNGEONS & DRAGONS

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ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS Standard Personal ACTION RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 14 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Sorcerer LEVEL 8 BOOK PH

Burning Spray

KEYWORDS Arcane, Fire, Implement ACTION RANGE

13 vs Reflex Each creature in blast

ATTACK DEFENSE TARGET

**Attack:** Charisma vs. Reflex  
**Hit:** 1d8 + Charisma modifier (+5) fire damage.  
Level 21: 2d8 + Charisma modifier (+5) fire damage.  
**Dragon Magic:** The next enemy that hits you with a melee attack before the end of your next turn takes fire damage equal to your Strength modifier (+4).  
Flameburst Incendiary dagger +2: +13 attack, 1d8+13 damage

ADDITIONAL EFFECTS

CLASS Sorcerer LEVEL 1 BOOK PH2

Energy Strobe

KEYWORDS Arcane, Implement, Varies ACTION RANGE

13 vs Reflex One creature

ATTACK DEFENSE TARGET

**Attack:** Charisma vs. Reflex  
**Hit:** 1d10 + Charisma modifier (+5) damage. Roll a d6 to determine the attack's damage type. You gain resist 5 against the type of damage your attack deals until the end of your next turn.  
1. Cold  
2. Fire  
3. Force  
4. Lightning  
5. Radiant  
6. Thunder  
Level 21: 2d10 + Charisma modifier (+5) damage.  
**Special:** You can use this power as a ranged basic attack.  
Flameburst Incendiary dagger +2: +13 attack, 1d10+11 damage

ADDITIONAL EFFECTS

CLASS Sorcerer LEVEL 1 BOOK Dragon 381

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Firepulse

KEYWORDS Fire, Reliable ACTION RANGE

10 vs Reflex The triggering enemy

ATTACK DEFENSE TARGET

**Trigger:** An enemy hits you with a melee attack  
**Attack:** Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex.  
Increase to +4 bonus at 11th level, and to +6 at 21st level.  
**Hit:** 1d6 + Strength, Constitution, or Dexterity modifier fire damage.  
Increase to 2d6 + Strength, Constitution, or Dexterity modifier fire damage at 11th level, and to 3d6 + Strength, Constitution, or Dexterity modifier fire damage at 21st level.  
**Special:** When you gain this manifestation, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls and damage rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.  
Unarmed: +10 attack, 1d6+1d6+4 damage

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK FRPG

Explosive Pyre

KEYWORDS Arcane, Fire, Implement ACTION RANGE

13 vs Reflex One creature

ATTACK DEFENSE TARGET

**Attack:** Charisma vs. Reflex  
**Hit:** 2d8 + Charisma modifier (+5) fire damage.  
Until the start of your next turn, any enemy that enters a square adjacent to the target or starts its turn there takes 1d6 fire damage.  
Flameburst Incendiary dagger +2: +13 attack, 2d8+13 damage

ADDITIONAL EFFECTS

CLASS Sorcerer LEVEL 1 BOOK PH2

Flame Spiral

KEYWORDS Arcane, Fire, Implement ACTION RANGE

13 vs Reflex One, two, or three creatures in burst

ATTACK DEFENSE TARGET

**Attack:** Charisma vs. Reflex  
**Hit:** 1d10 + Charisma modifier (+5) fire damage.  
**Effect:** Until the start of your next turn, any enemy that enters a square adjacent to you or starts its turn there takes 1d6 fire damage.  
Flameburst Incendiary dagger +2: +13 attack, 1d10+13 damage

ADDITIONAL EFFECTS

CLASS Sorcerer LEVEL 3 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

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### Blazing Bolts

KEYWORDS Arcane, Fire, Implement, Lightning USED

Standard	20	Ranged 20
<b>ACTION</b>		<b>RANGE</b>
13 vs Reflex		Two creatures
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Charisma vs. Reflex  
**Hit:** 1d8 + Charisma modifier (+5) lightning damage, and the target and each creature adjacent to it take fire damage equal to your Strength modifier (+4).

Flameburst Incendiary dagger +2: +13 attack, 1d8+13 damage

ADDITIONAL EFFECTS

CLASS Sorcerer LEVEL 7 BOOK AP

**ENCOUNTER POWER** DUNGEONS & DRAGONS

### Grounding Rebuke

KEYWORDS Arcane, Implement USED

Imm React	Close burst 10
<b>ACTION</b>	<b>RANGE</b>
13 vs Reflex	The triggering creature
<b>ATTACK</b>	<b>TARGET</b>

**Trigger:** An enemy in the area hits you with an attack  
**Effect:** Reduce the damage you take by an amount equal to your Charisma modifier (+5).  
**Attack:** Charisma vs. Reflex  
**Hit:** 1d10 + Charisma modifier (+5) damage, and the target is slowed (save ends) and slides 2 squares.  
**Miss:** Half damage, and the target slides 1 square.

Flameburst Incendiary dagger +2: +13 attack, 1d10+11 damage

ADDITIONAL EFFECTS

CLASS Sorcerer LEVEL 1 BOOK Dragon 374

**DAILY POWER** DUNGEONS & DRAGONS

### Slaad's Gambit

KEYWORDS Arcane, Implement, Psychic, Teleportation USED

Imm Interr	5	Ranged 5
<b>ACTION</b>		<b>RANGE</b>
12 vs Will		The triggering enemy
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Trigger:** An enemy within 5 squares of you hits you  
**Effect:** Before the attack, you teleport your speed.  
**Attack:** Charisma vs. Will  
**Hit:** 2d10 + Charisma modifier (+5) psychic damage.  
**Miss:** Half damage.

Flameburst Incendiary dagger +2: +12 attack, 2d10+11 damage

ADDITIONAL EFFECTS

CLASS Sorcerer LEVEL 5 BOOK AP

**DAILY POWER** DUNGEONS & DRAGONS

### Dragonflame Mantle

KEYWORDS Arcane, Fire USED

Imm Interr	Personal	
<b>ACTION</b>	<b>RANGE</b>	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Trigger:** You are hit by an attack  
**Effect:** Until the end of your next turn, you gain a +1 power bonus to all defenses, and any creature that hits you with a melee attack takes 1d6 fire damage.

ADDITIONAL EFFECTS

CLASS Sorcerer LEVEL 2 BOOK PH2

**UTILITY POWER** DUNGEONS & DRAGONS

### Sudden Scales

KEYWORDS Arcane USED

Imm Interr	Personal	
<b>ACTION</b>	<b>RANGE</b>	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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 Strength modifier (+4).

ADDITIONAL EFFECTS

CLASS Sorcerer LEVEL 6 BOOK PH2

**UTILITY POWER** DUNGEONS & DRAGONS

### Flameburst Incendiary dagger +2

		Light Blade	
<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>
+2 attack rolls and damage rolls		8	+2d6 fire damage
<b>ENHANCEMENT</b>	<b>LEVEL</b>	<b>CRITICAL</b>	

PROPERTIES  
 An incendiary dagger features a wavy blade that was forged by tiefling weapon makers using ancient techniques of Bael Turath.

AT-WILL  ENCOUNTER  DAILY

POWER  
**Power (Daily • Fire):** Minor Action. The next ranged basic attack you make with this weapon before the end of your turn becomes a burst 1 centered on the target. Use your normal attack bonus for the basic attack, but against Reflex. Instead of normal damage, each target hit takes ongoing 5 fire damage (save ends).

ITEM SLOT Off-hand WEIGHT 1 PRICE 3400 BOOK Dragon 385

**MAGIC WEAPON** DUNGEONS & DRAGONS

### Shimmering Cloth Armor (Basic Clothin

AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		9	Armor
<b>ENHANCEMENT</b>	<b>LEVEL</b>	<b>TYPE</b>	

PROPERTIES  
 You do not provoke opportunity attacks when you make ranged or area attacks.

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Body WEIGHT 4 PRICE 4200 BOOK PH

**MAGIC ITEM** DUNGEONS & DRAGONS

### Fireflower Pendant +2

AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will		7	Neck Slot Item
<b>ENHANCEMENT</b>	<b>LEVEL</b>	<b>TYPE</b>	

PROPERTIES  
 If you take fire damage from an enemy attack, the first attack you make before the end of your next turn deals extra fire damage equal to the pendant's enhancement bonus.

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Neck WEIGHT 0 PRICE 2600 BOOK AV

**MAGIC ITEM** DUNGEONS & DRAGONS

### Boots of the Fencing Master (heroic tie

AC BONUS	CHECK	SPEED	QUANTITY
		7	Feet Slot Item
<b>ENHANCEMENT</b>	<b>LEVEL</b>	<b>TYPE</b>	

PROPERTIES  
 When you shift, gain a +1 item bonus to AC and Reflex defense until the end of your next turn.

AT-WILL  ENCOUNTER  DAILY

POWER  
**Power (Encounter):** Minor Action. Shift 2 squares.

ITEM SLOT Feet WEIGHT 0 PRICE 2600 BOOK AV

**MAGIC ITEM** DUNGEONS & DRAGONS