

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

22

Level

Choa, Sage of Kazar's Rock

Unaligned male Half-Elf Sorcerer (Elementalist)

Age 5'8" Height 140 lb. Weight Medium Size Istishia Deity

210000

Total XP

255000

### Defenses



Conditional Bonuses

### Hit Points

Max HP  
(Bloodied 70 ) 141

Temp HP

Current Hit Points

### Healing Surges

Surge Value

35

Surges/Day

13

Current Conditions:

### 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 cold damage, +2 Saving Throws against ongoing damage

### Resistances/Vulnerabilities

Resist 9 Ongoing, Resist 15 Cold, Resist 5 Fire, Resist 5 Thunder

### Current Conditions and Effects

### Basic Attacks

#### Melee

Staff of Elemental Prowess +5

22

Strength vs. AC

2d8+6

Damage

#### Ranged

Unarmed

13

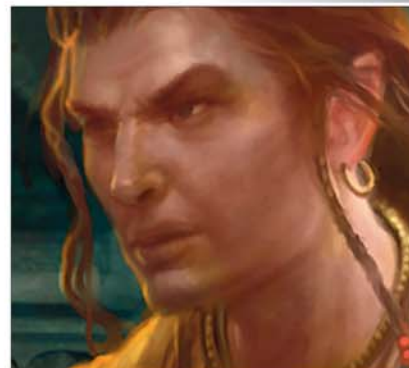
Dexterity vs. AC

2d4+2

Damage

### Languages

Common, Elven, Primordial



### Abilities

		Check
STR	Strength	12
CON	Constitution	24
DEX	Dexterity	15
INT	Intelligence	12
WIS	Wisdom	16
CHA	Charisma	24

### Skills

Acrobatics	Dexterity	13
Arcana	Intelligence	✓ 17
Athletics	Strength	✓ 17
Bluff	Charisma	18
Diplomacy	Charisma	20
Dungeoneering	Wisdom	14
Endurance	Constitution	18
Heal	Wisdom	14
History	Intelligence	12
Insight	Wisdom	✓ 21
Intimidate	Charisma	18
Nature	Wisdom	✓ 19
Perception	Wisdom	14
Religion	Intelligence	12
Stealth	Dexterity	13
Streetwise	Charisma	18
Thievery	Dexterity	13

### Combat Statistics and Senses

Initiative

13

Conditional Modifiers:

Speed

9

Swim 11 squares

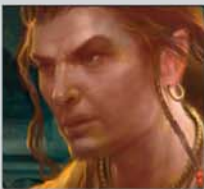
Passive Insight

31

Passive Perception

24

Special Senses: Low-light



Choa, Sage of Kazar's Rock

Player Name

Character Name

Character Details

Background

Akanûl

Theme

Mannerisms and Appearance

Choa spends his time contemplating the elements, sitting upon the transplanar earthberg called Kazar's Rock. He is used to slow, methodical pondering, and has difficulty acting or speaking quickly enough to satisfy the impatient people around him.

Personality Traits

Serene, dutiful

Adventuring Company

Companions and Allies

NOTE: For the Quickened Spellcasting feat, elemental bolt is the at-will power that can be used as a minor action once per encounter.

Session and Campaign Notes

Choa calls the water-controlling Primordial Istishia his master. Istishia tasked Choa with overseeing an imprisoned piece of Heur-Ket, a primordial of terrible power. Now the elementalist inhabits Kazar's Rock, an earthen prison.

Other Notes

Equipment

Head

Ioun Stone of Adaptation

Neck

Amulet of Bodily Sanctity +5

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Staff of Elemental Prowess +5

Waist

Armor

Aqueous Cloth Armor (Basic...

Tattoo

Ki Focus

Feet

Other Equipment

Adventurer's Kit

Total Weight (lbs.)

38

Carrying Capacity (lbs.)

Treasure

77 ad; 50 pp; 16 gp  
0 gp banked

Normal

120

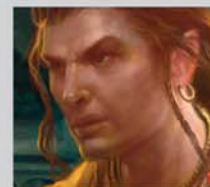
Heavy

240

Max

600

# Choa, Sage of Kazar's



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

### 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

### Level 6 Elementalist Utility Power

You gain a 6th-level sorcerer utility power of your choice

### Level 10 Elementalist Utility Power

You gain a 10th-level sorcerer utility power of your choice

### Anchorite's Action

Gain +2 to elemental attack rolls and end all immobilizing or restraining effects when you spend an action point

### Anchorite's Stability

Make saving throws to avoid being knocked prone or being subjected to forced movement

### Elemental Sustenance

Spend a healing surge when you use a daily elemental power

### Level 16 Elementalist Utility Power

You gain a 16th-level sorcerer utility power of your choice

### Essence of Heur-Ket

+2 to Constitution, Dexterity, and speed.

### Level 22 Elementalist Utility Power

You gain a 22nd-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

### Superior Will

+2/3/4 (by tier) to Will. Additional saving throw vs. dazed or stunned at start of turn, even if condition is not (save ends)

### Superior Fortitude

Gain +2/3/4 (by tier) to Fortitude, and resist 3/6/9 to ongoing damage

### Unarmored Agility

+2 AC while wearing cloth armor or no armor

### Focusing Spellfury

+2 to damage after hitting multiple foes with at-will power

### Implement Focus (Staff)

+1 feat bonus per tier to implement damage rolls with a Staff

### Distant Advantage

Gain combat advantage with ranged and area attacks against flanked enemies

### Winter Walker

Gain ice walk. +5 to Endurance checks to resist effects of cold weather, +5 to Acrobatics checks to balance on icy surfaces

### War Wizardry

Your arcane spells gain -5 to attacks, half damage when used against allies

### Devastating Critical

Deal additional 1d10 damage on a critical hit

### Fleet-Footed

+1 to speed

### Explosive Spellcasting

Deal extra critical damage against any hit target

### Superior Reflexes

+2/3/4 (by tier) to Reflex. Gain combat advantage against all enemies during your first turn in an encounter.

### Quickened Spellcasting

Use at-will power as minor action



## Choa, Sage of Kazar's Rock

Level 22 Half-Elf Sorcerer (Elementalist)

SCORE		ABILITY		MOD			
HP	141	12	STR	1	AC 36		
		24	CON	7	Fort 37		
Spd	9	15	DEX	2	Ref 32		
		12	INT	1	Will 39		
Init	+13	16	WIS	3			
		24	CHA	7			

31 Passive Insight

24 Passive Perception

## Skills

Acrobatics	Dexterity	13
Arcana	Intelligence	• 17
Athletics	Strength	• 17
Bluff	Charisma	18
Diplomacy	Charisma	20
Dungeoneering	Wisdom	14
Endurance	Constitution	18
Heal	Wisdom	14
History	Intelligence	12
Insight	Wisdom	• 21
Intimidate	Charisma	18
Nature	Wisdom	• 19
Perception	Wisdom	14
Religion	Intelligence	12
Stealth	Dexterity	13
Streetwise	Charisma	18
Thievery	Dexterity	13

• indicates a trained skill.

## Action Point

Base action points: 1

**Anchorite's Action:** When you spend an action point, you can end all immobilizing or restraining effects on yourself. In addition, you gain a +2 bonus to elemental attack rolls until the start of your next turn.

**Anchorite's Action:** When you spend an action point, you can end all immobilizing or restraining effects on yourself. In addition, you gain a +2 bonus to elemental attack rolls until the start of your next turn.

**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

## Deluge

At-Will ♦ Standard Action

**Staff of Elemental Prowess +5:** +26 vs. Reflex, 2d8+27 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 (+7) damage, and you push the target 1 square.

Level 21: 2d8 + Cha modifier (+7) damage.

Additional Effects

Sorcerer Attack

## Elemental Bolt

At-Will ♦ Standard Action

**Staff of Elemental Prowess +5:** +26 vs. Reflex, 2d12+30 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 (+7) damage.  
Level 21: 2d12 + Cha modifier (+7) 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

## Ignition

At-Will ♦ Standard Action

**Staff of Elemental Prowess +5:** +26 vs. Fortitude, 2d10+30 damage

**Area** burst 1 within 10 squares **Target:** Each creature in the burst

*You hurl a concussive blast, causing everything in the area to smoke, smolder, and then burst into flame.*

**Keywords:** Arcane, Elemental, Fire, Implement, Zone

**Attack:** Charisma vs. Fortitude

**Hit:** 1d10 + Cha modifier (+7) damage.  
Level 21: 2d10 + Cha modifier (+7) damage.

**Effect:** The burst creates a zone that lasts until the start of your next turn. Any creature that enters the zone or ends its turn there takes fire damage equal to your Con modifier (+7). A creature can take this damage only once per turn.

Additional Effects

Sorcerer Attack

## Melee Basic Attack

At-Will ♦ Standard Action

**Staff of Elemental Prowess +5:** +22 vs. AC, 2d8+6 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 (+1) damage.

Level 21: 2[W] + Str modifier (+1) damage.

Additional Effects

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Unarmed:** +13 vs. AC, 2d4+2 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 (+2) damage.

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

Additional Effects

Basic Attack

## Static Charge

At-Will ♦ Standard Action

**Staff of Elemental Prowess +5:** +26 vs. Reflex, 2d8+23 damage

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

*You create a shaped pulse of lightning that shocks foes standing near you, arcing to additional enemies near them.*

**Keywords:** Arcane, Elemental, Implement, Lightning

**Attack:** Charisma vs. Reflex

**Hit:** 1d8 lightning damage, and one enemy adjacent to the target takes lightning damage equal to your Cha modifier (+7).

Level 21: 2d8 lightning damage.

Additional Effects

Sorcerer Attack



## 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.

Level 17: 2d10 extra damage, and the target is also dazed until the end of your next turn.

**Special:** You can use this power only once per round.

Additional Effects

Sorcerer Attack

Used ☐ ☐ ☐

## Force of Balance

Encounter ♦ No Action

### Special

*You strike with perfectly measured force, using elemental power to maximize the impact of your attack.*

**Keyword:** Elemental

**Trigger:** You hit an enemy with an elemental attack power.

**Effect:** The triggering attack deals 1[W] extra damage if it is a weapon attack or 1d8 extra damage if it is not a weapon attack, and the target falls prone.

Additional Effects

Elemental Anchorite Attack 11

Used ☐

## Elemental...

Daily ♦ Minor Action

### Personal

*You draw upon the matter surrounding you to increase the intensity of your elemental attacks.*

**Keywords:** Elemental, Stance

**Effect:** You assume the elemental transcendence stance. Until the stance ends, your elemental weapon attacks deal 1[W] extra damage, and your elemental nonweapon attacks deal 1d8 extra damage. In addition, any enemy that ends its turn adjacent to you takes 10 damage.

Additional Effects

Elemental Anchorite Attack 20

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 ☐

## Warp in the Weave

Encounter ♦ Immediate Interrupt

### Personal

*You spend energy and tap into the web of magic that connects everything, ready to create a few temporary holes.*

**Requirement:** You must have at least 1 healing surge.

**Trigger:** A creature uses a burst or blast power that includes you

**Effect:** You spend a healing surge but regain no hit points. The triggering burst or blast does not target you or your square.

**Prerequisite:** You must be trained in Arcana.

Additional Effects

Arcana Utility 6

Used ☐

## Shielding Element

Encounter ♦ Minor Action

### Personal

*You retain the energy of an elemental attack, shaping it into a short-lived shield to protect yourself.*

**Keywords:** Elemental, Varies

**Requirement:** You must have hit an enemy with an acid, cold, fire, lightning, or thunder attack during this turn.

**Effect:** Until the end of your next turn, you gain resist 10 to one damage type of the attack (one of the types noted above). In addition, any enemy that hits you with a melee attack before the end of your next turn takes 10 damage of that type.

Additional Effects

Elemental Anchorite Utility 12

Used ☐

## Tornado Leap

Encounter ♦ Move Action

### Personal

*You leap into the air in a violent cyclone.*

**Keywords:** Arcane, Elemental

**Effect:** You fly up to your speed + 2. You also gain a fly speed equal to your speed and can hover until the end of your next turn.

Additional Effects

Sorcerer Utility 16

Used ☐

## Rock Armor

Daily ♦ Minor Action

### Personal

*You shield yourself with armor shaped from the rock, pebbles, and earth around you.*

**Keywords:** Arcane, Elemental, Stance

**Effect:** You assume the rock armor stance. Until the stance ends, you are slowed and gain resistance to all damage equal to your Cha modifier (+7).

Additional Effects

Sorcerer Utility 2

Used ☐

## Invert Resistance

Daily ♦ Minor Action

### Close burst 5

**Target:** Each enemy in the burst

*You twist the nature of your foes to turn their protection into a weakness.*

**Keyword:** Arcane

**Effect:** Each target loses its resistances and gains vulnerable 5 to the damage types it had resistance against (save ends both).

Additional Effects

Sorcerer Utility 10

Used ☐

### Elemental Rift

Daily ♦ Standard Action



**Area** burst 2 within 10 squares

*You open a vortex leading to the elemental planes. Any creature that ventures too close is sucked inside it.*

**Keywords:** Arcane, Elemental, Zone

**Effect:** The burst creates a zone that lasts until the end of your next turn. When an enemy enters the zone or starts its turn there, it is slowed until the end of its next turn and pulled 1 square toward the center of the zone. If a creature ends its turn in the zone, it is removed from play (save ends).

**Sustain Minor:** The zone persists until the end of your next turn.

Additional Effects

Sorcerer Utility 22

Used ☐

### Staff of Elemental Prowess +5

Staff ♦ Level 24

**Enhancement:** +5 Attack rolls and damage rolls

**Critical:** +1d6 damage per plus of the same type as the attack

#### Properties

Gain a +3 item bonus to damage rolls when you deal acid, cold, fire, or lightning damage with this implement.

#### Power ♦ Daily (Immediate Interrupt)

Use this power when you are attacked by a power with the fire, cold, acid, or lightning keyword. Choose one of those damage types. You and all allies within 10 squares of you gain resist 20 against that damage type until the end of your next turn.

### Aqueous Cloth Armor (Basic...

Armor ♦ Level 24

**Armor Bonus:** 1

**Enhancement:** +5 AC

#### Power (Polymorph) ♦ Daily (Move Action)

You transform into a flood of rushing water and move up to your speed. You can move through small cracks and tight spaces with no difficulty. You automatically escape a grab or free yourself from bonds or shackles. You can only take move actions until you return to your natural form, which you can do as a free action. While in watery form, you take 5 damage at the start of each of your turns until you return to your natural form.

### Amulet of Bodily Sanctity +5

Neck Slot Item ♦ Level 24

**Enhancement:** +5 Fortitude, Reflex, and Will

#### Properties

Gain a +2 item bonus to saving throws against ongoing damage.

#### Power ♦ Daily (Minor Action)

You and all allies within a number of squares of you equal to 2 + the amulet's enhancement bonus roll a saving throw against any current ongoing damage effect.

### Ioun Stone of Adaptation

Head Slot Item ♦ Level 21

#### Properties

You do not need to eat or drink. Also, you and your equipment suffer no ill effects from ambient temperatures between -50 and 140 degrees Fahrenheit or from precipitation.

#### Power ♦ Encounter (Free Action)

Use this power when you are affected by ongoing damage. The ongoing damage ends.