

Character Name

Human

Race

Electromancer 1

Class & Level

Height & Weight

Age & Sex

8 STR **-1**

16 CON **+3**

14 DEX **+2**

Initiative

+3

Level + Dex

19 INT **+4**

8 WIS **-1**

11 CHA **0**



Hit Points

27	Current
Maximum	Current

Recoveries

8
1d6+2



Death Saves



PD

14

11 + Level + Str/Con/Dex

AC

15

12 + Level + Con/Dex/Wis

MD

11

10 + Level + Int/Wis/Cha

Genius Points

/ 5

Guild Relationships

Izzet League

One Unique Thing

Backgrounds

Power Engineer +5
Raised in an orphanage +3

Talents & Features

Quick to Fight (Racial Power)

You have advantage on initiative rolls.

Gather Power (Class Feature)

Spend a standard action to gather power, to make a double-damage attack with your next standard action. The first time each battle that you gather power roll a d6:

1-2: wind 3-4: lightning 5-6: thunder

The next time that battle you gather storm, move on to the next step in the cycle.

Wind: You gain flight as a move action until the end of this turn.

Lightning: One nearby enemy takes 1 lightning damage.

Thunder: Roll a hard save (16+). If you succeed, increase the escalation die by 1.

Daily Random Energy (Class F.)

Roll 1d6

1 cold

2-3 thunder

4-6 lightning

Sparks (Class Feature)

Standard action, 4 / day

Sparks produces a number of small flashes of lightning within thirty feet of you, strobing and reappearing every few seconds. It's enough light to see most things in an area in the dark.

Genius Abilities (Class Feature)

Eye of the Storm (1 point): When a power grants you resistance against lightning or thunder damage, increase the resistance by 2.

Storm Ascendant (1 point): Reroll all natural 1s of a lightning or thunder damage roll, after making the roll.



Basic attacks

Heavy Glove (Melee attack)

Attack: 1d20 vs. AC

Hit: 1d6-1 damage

Miss: 1 damage

Personal Revolver (Ranged attack)

Attack: 1d20+3 vs. AC

Hit: 1d6+2 damage

Miss: —

Techs

Power Fist (Talent)

You gain a +2 bonus to AC.

You can use ranged powers while engaged with enemies without taking opportunity attacks.

You use your Constitution modifier instead of your Intelligence modifier to determine the damage you add to all your sorcerer spells.

Adventurer Feat: When you miss with a power against an enemy you are engaged with, add 4 to the damage you deal.

Power Overload (Talent)

Gain a bonus genius point, and the following genius abilities.

Overloaded Power (1 point): Increase all damage dice by one step (d4->d6 and so on).

Minor Chain Power (2 points): When your attack roll with the power is a natural even roll, once. You can make a non-attack power into a chain power, just roll a d20 and see whether it's even. You cannot use this with spells that are already chain spells.

Overwhelming Power (4 points): You have advantage on the first attack roll with the power.

Extended Battery (Talent)

You gain a +2 bonus to rolls to re-use battery spells during a battle.

Feats

Gear, Equipment & Money

Magic Items

Adventurer: Flamethrower, Power Fist

Spells

Storm's Wrath (Power)

Ranged spell; At-Will

Target: One nearby enemy

Attack: 1d20 + 5 vs. PD

Hit: 1d8 + 3 daily random energy damage.

Natural even hit: As a hit, plus the target takes 1d8 ongoing daily random energy damage.

Lightning Spear (Power)

Ranged spell; Recharge 16+ after battle

Target: One nearby or far away enemy

Attack: 1d20 + 5 vs. PD

Hit: 3d8 + 3 lightning damage

Miss: Make the attack again against a random enemy that's nearby the target, but that attack deals only half damage and has no miss effect.

Freeze Ray (Power)

Range: Close-quarters spell; Daily; Battery

Target: 1d2 nearby enemies in a group

Attack: 1d20 + 5 vs. PD

Hit: 3d6 + 3 cold damage

Miss: Half damage

Battery: For the rest of the battle, roll 1d20+2 at the start of each of your turns. On a 16+, you can use freeze ray that turn if you wish.

Flamethrower (Power)

Close-quarters power; Daily; Battery

Target: One nearby enemy

Attack: 1d20 + 5 vs. PD

Hit: 3d8 + 3 fire damage. Increase to 4d8 against a dazed, weakened, or stunned target.

Natural even hit: You can pop free from the target.

Miss: Half damage

Battery: For the rest of the battle, roll 1d20+2 at the start of each of your turns; on a 16+, you can use Flamethrower this turn if you wish.

Adventurer Feat: If you fail your roll to recharge Flamethrower at the start of your turn, you can use Leaking Fumes (below) once before the end of your next turn.

Leaking Fumes

Close-quarters power; Quick action

Target: One nearby enemy

Attack: 1d20+5 vs. MD

Hit: The target is dazed until the end of your next turn.