RACTER Lor Oungeons and Oragons 4th Edicion **CHARACTER NAME** Hebeloma PLAYER NAME **DEITY** C. Smoothands **ALIGNMENT** Neutral **Неі**GHT 3'4" RACE Svirfneblin (Deep Gnome) **AGE** 101 **GENDER** Female SIZE Small WEIGHT 55 NEEDED EXPERIENCE CLASS Sorcerer - Elementalist PARAGON Elemental Savant EPIC DESTINY LEVEL 1 Iniciative CONDITIONS Ability Scores STR 16 16 3 3 5 17 2 4 4 CON 19 Oefenses AC 3 Resist 5 all on Stone 16 DEX 16 13 = 10 + 3 14 INT 14 FORTITUDE 14 10 + 4 13 2 WIS REFLEX 3 18 4 CHA WILL 2 4 DIC POINCS Action Points Max HP DAMAGE ADD. EFFECTS WHILE BLOODIED 0 31 10 31 SPECIAL SENSES ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS SECOND WIND (1/ENCOUNTER) 15 Темр НР BLOODIEI (1/2 HP) Accacks & Dowers WEAPON OR POWER PROPERTIES (HIGH CRIT, MAGICAL EFFECTS, ETC.) DAMAGE DICE Quarterstaff Basic Attack 5 0 3 2 1d8 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Equipment Skills LEACS AT-WILL POWERS WEIGHT LOCATION ITEM OTY SKILL NAME Misc ABILITY Armor: Cloth Elemental Bolt Dagger ACROBATICS Dex 3 WP: Simple Melee & Ranged Seismic Shock IP: Staffs, daggers Ouarterstaff 4.0 Int 2 х 2 Ritual Casting Standard Adventure Kit 33.0 ATHLETICS STR 3 Born of the Elements (HOTEC Ritual Book 3.0 BLUFF Сна 4 4 Child of Stone (HOTEC 143) DIPLOMACY CHA 4 X DUNGEONEERING Wis 2 2 ENDURANCE Con 4 2 HEAL Wis HISTORY Int 2 Encounter Dowers RACIAL FEATURES 2 INSIGHT Wis Х Svirfneblin (ITU 46) Stone Camouflage INTIMIDATE Сна 4 2 Darkvision Subterranean Survival Earthwalk-ignore difficult terrain NATURE Wis 2 Elemental Earth (Escalation) Fey Origin Wis 2 2 PERCEPTION Under-dweller RELIGION 2 Moteborn (HOTEC 52) Int 3 DEX STEALTH 4 4 STREETWISE CHA THIEVERY DEX 3 Languages Class/Path/Desting Com., Deep Speech, Elven, Primordial, Abyssal TOTAL WEIGHT Elementalist (HOTEC 85) Summon Elemental Companion Ocher Valuables Wealth Arcane, Striker Elemental Power +Con for ASTRAL DIAMOND Arcane powers Elemental Resilience PLATINUM PIECES Elemental Versatility GOLD PIECES 30 gp Earth Elementalist Elemental Soul, Burrow SILVER PIECES Deep Delver (ITU 11) COPPER PIECES GEMS/JEWELRY*

MAGICAL ITEMS For Oungeons and Oragons 4th Edicion



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Dungeons and Oragons 4th Edicion Campaign Hebeloma Dlayer's Name ATTACK DEFENSE LEVEL ATTACK DEFENSE LEVEL Power Name Elemental Bolt POWER NAME Seismic Shock Cha vs Ref Cha vs For 1 Thunder Arcane Acid Elemental Implement Elementalists Arcane Elemental Implement Elementalist Standard Ranged [10] 1 Creature Standard Close Burst [1] all in burst You hurl a spear of elemental energy at your foe. You strike the ground, creating an abrupt tremor. 1d8+Cha damage + combat advantage next turn 1d12+Cha damage DEFENSE LEVEL DEFENSE LEVEL Power Name Power Name N/A N/A N/A N/A N/A N/A N/A N/A Standard Melee Weapon Standard Melee Weapon RESULT RESULT DEFENSE LEVEL DEFENSE LEVEL POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Standard Melee Weapon Standard Melee Weapon RESULT POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Melee Weapon Melee Weapon Standard Standard RESULT RESULT POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Melee Weapon Melee Weapon Standard Standard

Dungeons and Oragons 4th Edition Hebeloma Campaign Dlayer's Name ATTACK DEFENSE LEVEL ATTACK DEFENSE POWER NAME Elemental Escalation (Earth) POWER NAME Stone Camouflage Wis vs AC Primal N/A N/A N/A Svirfneblin Arcane N/A Elemental N/A Elementalist Minor Personal Standard NA varies When using any at-will attack power, make the attack hit an additional target You gain partial concealment until the end of your turn and you gain 5 temp HP. Level 11: 10 temp HP and increase damage on all targets by 1d10. Level 21 15 temp HP Gain temp HP = ChaDEFENSE LEVEL DEFENSE LEVEL POWER NAME Subterranean Survival Power Name Martial N/A N/A N/A Deep Delver N/A N/A N/A N/A Personal Standard Melee Weapon Free RESULT RESULT If you make a dungeoneering check and dislike the result, reroll. DEFENSE LEVE DEFENSE LEVEL POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Standard Melee Weapon Standard Melee Weapon RESULT RESULT POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Melee Weapon Standard Melee Weapon Standard RESULT RESULT POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Melee Weapon Standard Melee Weapon Standard RESULT

DAILY POWERS For Oungeons and Orazons 4-th 9



Characte	er Name Hebeloma	Camp	oaign		Level			
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ACTION Standard RESULT	DAMAGE TYPE EFFECT TYPE N/A RANGE	Implement	erequisite/Requirement	Power Source Elemental Action Standard Result	DAMAGE TYPE N/A RANGE Rang	Conjuration	Accessories Implement	Prerequisite/Requirement Moteborn Target
				HP=1, Defi Passive: fl by cold Active: for (Moteborn:	enses=same, Sp owing lava, +2 e becomes blook replaced Sum	eed=4, Resist=F to speed when da died, enemy is w	amaged by fire, s eakened ayr with Summon	earth, fire) lowed when damaged Elemental Companion,
Power N	AME		Attack Defense Level	Power N.	AME			ATTACK DEFENSE LEVE
Power Source	DAMAGE TYPE EFFECT TYPE		EREQUISITE/REQUIREMENT	Power Source	DAMAGE TYPE	EFFECT TYPE	Accessories	PREREQUISITE/REQUIREMENT
N/A ACTION Standard RESULT	N/A N/A RANGE Melee Weapon	N/A	RGET	N/A ACTION Standard RESULT	N/A RANGE Mele	N/A e Weapon	N/A	TARGET
POWER N POWER SOURCE N/A ACTION Standard RESULT		N/A	ATTACK DEFENSE LEVEL VS EREQUISITE/REQUIREMENT RGET	POWER N. POWER SOURCE N/A ACTION Standard RESULT	DAMAGE TYPE N/A RANGE	EFFECT Type N/A e Weapon	ACCESSORIES N/A	ATTACK DEFENSE LEVE VS VS PREREQUISITE/REQUIREMENT TARGET
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