



# VARIS

## MALE ELF SORCERER

### LEVEL 3 GOOD



"I command chaos in all its forms!"

<i>Ability Score</i>	<i>Value</i>	<i>Modifier + ½ level</i>		
<b>STRENGTH</b>	12	+2	<b>ARMOR CLASS</b>	15
<b>CONSTITUTION</b>	13	+2	<b>FORTITUDE DEFENSE</b>	13
<b>DEXTERITY</b>	16	+4	<b>REFLEX DEFENSE</b>	15
<b>INTELLIGENCE</b>	11	+1	<b>WILL DEFENSE</b>	17
<b>WISDOM</b>	10	+1	<b>INITIATIVE</b>	+4
<b>CHARISMA</b>	16	+4	<b>SPEED (SQUARES)</b>	7
<b>HIT POINTS</b>	35		<b>HEALING SURGE HP HEALED</b>	8
<b>BLOODIED</b>	17		<b>HEALING SURGES/DAY</b>	7
			<b>SECOND WIND</b>	<input type="checkbox"/>

(Use second wind up to 1/encounter)

Current Hit Points

Current Surge Uses

<i>Basic Attack Name</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range/Properties</i>
+1 <i>tooth of chaos</i>	+6 vs. AC (+7 thrown)	1d4 + 2 (1d4 + 4 thrown)	Range 5/10
<i>Acid orb</i>	+6 vs. Reflex	1d10 + 7 acid	Range 20

### FEATS

Implement Expertise (Daggers)

Sorcerous Blade Channeling (when you use any ranged attack power through your dagger, you can use the power as a melee attack with a range of your melee reach)

SKILLS (For skills not listed, bonus is ability modifier + 1)

Passive Insight	11
Passive Perception	13
Arcana	+6
Bluff	+9
Dungeoneering	+6
Insight	+1
Intimidate	+9
Nature	+3
Perception	+3

### RACE AND CLASS FEATURES

Fey Origin (considered fey with effects related to origin)

Group Awareness (non-elf allies within 10 squares gain +1 Perception)

Wild Step (ignore difficult terrain when you shift)

Chaos Burst (first attack roll each turn determines benefit that round; even is +1 AC until start of next turn, odd you make a saving throw)

Unfettered Power (roll a natural 20 on an arcane attack and slide the target 1 square and knock it prone; roll a natural 1 on an arcane attack, push each creature within 5 squares of you 1 square)

Wild Soul (roll a d10 at the start of the adventure and see back)

Languages: Common and Draconic

Low-Light Vision

Level-based bonuses, feat bonuses, magic item bonuses, and some race and class features have already been added and are not otherwise called out on this sheet.

### EQUIPMENT

+1 *tooth of chaos*, +1 *cloth armor*, +1 *amulet of protection*, crossbow, 20 bolts, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

# POWERS

## Wild Soul

d10	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder

Gain resist 5 to the damage type rolled until your next extended rest.

### Acid Orb Sorcerer Attack 1

*You hurl a globe of acid at a distant enemy.*

**At-Will** ♦ Acid, Arcane, Implement

**Standard Action** Ranged 20

**Target:** One creature

**Attack:** +6 vs. Reflex

**Hit:** 1d10 + 7 acid damage.

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

### Chaos Bolt Sorcerer Attack 1

*A bolt of many-colored light leaps from your hand and screams toward an enemy's head.*

**At-Will** ♦ Arcane, Implement, Psychic

**Standard Action** Ranged 10

**Primary Target:** One creature

**Primary Attack:** +6 vs. Will

**Hit:** 1d10 + 7 psychic damage. If you rolled an even number for the primary attack roll, make a secondary attack.

**Secondary Target:** One creature within 5 squares of the target last hit by this power

**Secondary Attack:** +6 vs. Will

**Hit:** 1d6 + 4 psychic damage. If you rolled an even number for the secondary attack roll, repeat the secondary attack. You can attack a creature only once with a single use of this power.

### Elven Accuracy Elf Racial Power

*With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.*

**Encounter**

**Free Action** Personal

**Effect:** Reroll an attack roll. Use the second roll, even if it's lower.

### Explosive Pyre Sorcerer Attack 1

*Your foe stands at the center of a conflagration of your design.*

**Encounter** ♦ Arcane, Fire, Implement

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** +6 vs. Reflex

**Hit:** 2d8 + 7 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.

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### Dragonflame Mantle Sorcerer Utility 2

*You ward yourself with a mantle of flame.*

**Encounter** ♦ Arcane, Fire

**Immediate Interrupt** Personal

**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.

### Ice Dragon's Teeth Sorcerer Attack 3

*Shards of ice like the teeth of a dragon explode among your foes, chilling and slowing them.*

**Encounter** ♦ Arcane, Cold, Implement

**Standard Action** Area burst 1 within 10 squares

**Target:** Each creature in burst

**Attack:** +6 vs. Reflex

**Hit:** 2d8 + 7 cold damage, and the target is slowed until the end of your next turn.

### Chromatic Orb Sorcerer Attack 1

*An orb of arcane energy shifts colors as it hurtles toward your enemy. On impact, it erupts with damaging force, releasing the energy that was dominant at the time of impact.*

**Daily** ♦ Arcane, Implement; **Varies**

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** +6 vs. Reflex

**Hit:** 3d10 + 7 damage. Roll a d6 to determine the attack's damage type and effect.

- Yellow:** Radiant damage, and the target is dazed (save ends).
- Red:** Fire damage, and each creature adjacent to the target takes 3 fire damage.
- Green:** Poison damage, and ongoing 5 poison damage (save ends).
- Turquoise:** Lightning damage, and you slide the target 3 squares.
- Blue:** Cold damage, and the target is immobilized (save ends).
- Violet:** Psychic damage, and the target takes a -2 penalty to AC (save ends).

**Miss:** 1d10 damage. Roll a d6 to determine the attack's damage type and effect, as above.

### +1 Tooth of Chaos Level 4

*This dagger seems to change shape in your hand, becoming precisely what you need to strike your enemy.*

**Weapon:** Dagger

**Critical:** +1d8 damage

**Power (Daily):** Free Action. **Trigger:** You hit an enemy with a sorcerer attack power using this dagger. **Effect:** Whenever you hit that enemy with a sorcerer attack power before the end of the encounter, you can treat your attack roll as even or odd.