

Alleilyn 1 Warlock  
Character Name Level Class Paragon Path  
Half-Elf Medium Female Epic Destiny  
Race Size Age Gender Height Weight Alignment Deity  
Adventuring Company RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
0			

CONDITIONAL MODIFIERS

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

CONDITIONAL BONUSES

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

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

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	
13	FORT	10	3						

CONDITIONAL BONUSES

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	
13	REF	10	2	1					

CONDITIONAL BONUSES

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	
15	WILL	10	4	1					

CONDITIONAL BONUSES

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10 +	1
9	Passive Perception	10 +	-1

SPECIAL SENSES  
Low-light Vision

ATTACK WORKSPACE									
ABILITY: Eldritch Blast - Arcane Implement, Rod									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC	
+ 4	0	4							
ABILITY: Melee Basic Attack - Dagger									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC	
+ 3	0	0		3					

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES	
28	14	7	9
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES			
SAVING THROW MODS			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

ACTION POINTS		
	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES
<b>Dilettante</b> - Choose at-will power from other class; use as encounter power.
<b>Dual Heritage</b> - Count as elf, half-elf, and human for choosing feats.
<b>Group Diplomacy</b> - Allies within 10 get +1 to Diplomacy.

CLASS / PATH / DESTINY FEATURES
<b>Eldritch Blast</b> - Use eldritch blast as an at-will power and as as a basic attack.
<b>Eldritch Blast Charisma</b> - Use CHA for Eldritch Blast
<b>Eldritch Pact</b> - Choose a pact, which determines an at-will spell, your pact boon, and bonuses to certain powers.
<b>Star Pact</b> - Dire radiance spell; Fate of the Void boon: cursed foe dropped to 0 hp gives you +1 on one d20 roll during your next turn (+2 for two foes, etc.).
<b>Prime Shot</b> - If no allies are closer to target than you, get +1 on ranged attacks against that target.
<b>Shadow Walk</b> - On your turn, if you move 3+ squares from starting square, gain concealment until end of your next turn.
<b>Warlock's Curse</b> - Once per turn (minor), curse nearest foe you can see; deal extra damage to cursed foes.

LANGUAGES KNOWN
Common, Elven, Giant

DAMAGE WORKSPACE						
ABILITY: Eldritch Blast - Arcane Implement, Rod						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
1d10+4	4					
ABILITY: Melee Basic Attack - Dagger						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
1d4	0					

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs Ref	Eldritch Blast (Arcane Implement)	1d10+4
3	vs AC	Dagger (Melee)	1d4
3	vs AC	Dagger (Range)	1d4
2	vs AC	Unarmed (Melee)	1d4

FEATS
<b>Improved Fate of the Void</b> - Pact boon grants additional +1 bonus to die roll



CHARACTER NAME  
Alleilyn

PLAYER NAME

RACEHalf-Elf

CLASSWarlock

LEVEL1

HP28

Spd6

Init+0

11STR

16CON

10DEX

15INT

8WIS

18CHA

AC14

Fort13

Ref13

Will15

11Passive Insight

9Passive Perception



Second Wind

KEYWORDS

USED

Standard

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Personal

ACTION

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✱

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOKPH

PLAY DATA

DUNGEONS & DRAGONS

Eldritch Blast

KEYWORDS

USED

Standard

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10

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Ranged 10

ACTION

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✱

RANGE

4

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma or Constitution vs. Reflex  
Hit: 1d10 + Charisma or Constitution modifier (+3) damage. Increase damage to 2d10 + Charisma or Constitution modifier (+3) at 21st level.  
Special: At 1st level, you determine whether you use Charisma or Constitution to attack with this power. Once you make that choice, you can't change it later.  
This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.  
  
Arcane Implement, Rod: +4 attack, 1d10+4 damage

ADDITIONAL EFFECTS  
+1d6 to damage once per round (Warlock's Curse)

CLASSWarlock

LEVEL1

BOOKPH

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Dire Radiance

KEYWORDS

USED

Standard

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10

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Ranged 10

ACTION

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RANGE

3

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

Attack: Constitution vs. Fortitude  
Hit: 1d6 + Constitution modifier (+3) radiant damage. If the target moves nearer to you on its next turn, it takes an extra 1d6 + Constitution modifier (+3) damage.  
Increase damage and extra damage to 2d6 + Constitution modifier (+3) at 21st level.  
  
Arcane Implement, Rod: +3 attack, 1d6+3 damage

ADDITIONAL EFFECTS  
+1d6 to damage once per round (Warlock's Curse)

CLASSWarlock

LEVEL1

BOOKPH

ENCOUNTER ACTION

DUNGEONS & DRAGONS

Fate of the Void

KEYWORDS

USED

Free Action

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Personal

ACTION

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RANGE

vs

ATTACK

DEFENSE

TARGET

Prerequisite: Star Pact  
Trigger: An enemy under your Warlock's Curse is reduced to 0 hit points or fewer  
Effect: You gain a +1 bonus to any single d20 roll you make during your next turn (attack roll, saving throw, skill check, or ability check). If you don't use this bonus by the end of your turn, it is lost.  
This bonus is cumulative; if three cursed enemies drop to 0 hit points or fewer before your next turn, you gain a +3 bonus to a d20 roll during your turn.

ADDITIONAL EFFECTS

CLASSWarlock

LEVEL1

BOOKPH

AT-WILL POWER

DUNGEONS & DRAGONS

Warlock's Curse

KEYWORDS

USED

Minor

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ACTION

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RANGE

vs

ATTACK

DEFENSE

TARGET

You can place a Warlock's Curse on the enemy nearest to you that you can see. A cursed enemy is more vulnerable to your attacks. If you hit a cursed enemy with an attack, you deal extra damage. You decide whether to apply the extra damage after making the damage roll. You can deal this extra damage once per round, so if you have dealt Warlock's Curse damage since the start of your turn, you cannot deal it again until the start of your next turn.  
: A Warlock's Curse remains in effect until the end of the encounter or until the cursed enemy is defeated.  
: You can place a Warlock's Curse on multiple targets over the course of an encounter; each curse requires the use of a minor action. You can't place a Warlock's Curse on a creature that is already affected by your or another character's Warlock's Curse.  
  
As you advance in level, your extra damage increases.  
Level : Warlock's Curse Extra Damage  
1st–10th : +1d6  
11th–20th : +2d6  
21st–30th : +3d6

ADDITIONAL EFFECTS  
+1d6 to damage once per round (Warlock's Curse)

CLASS

LEVEL\*

BOOKPH

AT-WILL POWER

DUNGEONS & DRAGONS

Bolstering Strike

KEYWORDS

USED

Standard

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Melee weapon

ACTION

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RANGE

7

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. AC  
Hit: 1[W] + Charisma modifier (+4) damage, and you gain temporary hit points equal to your Wisdom modifier (-1).  
Increase damage to 2[W] + Charisma modifier (+4) at 21st level.  
  
Dagger: +7 attack, 1d4+4 damage

ADDITIONAL EFFECTS  
+1d6 to damage once per round (Warlock's Curse)

CLASSPaladin

LEVEL1

BOOKPH

AT-WILL POWER

DUNGEONS & DRAGONS

Witchfire

KEYWORDS

USED

Standard

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10

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Ranged 10

ACTION

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✱

RANGE

4

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Attack: Charisma vs. Reflex  
Hit: 2d6 + Charisma modifier (+4) fire damage, and the target takes a –2 penalty to attack rolls until the end of your next turn.  
Fey Pact: The penalty to attack rolls is equal to 2 + your Intelligence modifier (+2).  
  
Arcane Implement, Rod: +4 attack, 2d6+4 damage

ADDITIONAL EFFECTS  
+1d6 to damage once per round (Warlock's Curse)

CLASSWarlock

LEVEL1

BOOKPH

Armor of Agathys

KEYWORDS

Arcane, Cold

USED

Standard

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Personal

ACTION

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✱

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: You gain temporary hit points equal to 10 + your Intelligence modifier (+2). Until the end of the encounter, an enemy that starts its turn adjacent to you takes 1d6 + Constitution modifier (+3) cold damage.

ADDITIONAL EFFECTS

CLASS

Warlock

LEVEL

1

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS

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