

Initiative: +1
Action Points: 1
Max Hit Points: 28hp
Bloodied: 14hp
Healing: 7hp
Surges: 6
2nd Wind: 1/encounter
Movement: 6
Vision: Lowlight

AC: 15 (+2 armor)
Fort: 10
Ref: 14 (+1 class)
Will: 16 (+1 class, +1 race)
+5 vs charm effects

+0 Str: 10
+0 Con: 11
+1 Dex: 12 (+2 race)
+3 Int: 16 (+2 race)
-1 Wis: 8
+4 Cha: 18

SKILLS:

1 Acrobatics DEX
10 Arcana INT (+5 trnd, +2 race)
0 Athletics STR
9 Bluff CHA (+5 trnd)
9 Diplomacy CHA (+5 trnd)
0 Dungeoneering WIS
0 Endurance CON
0 Heal WIS
5 History INT (+2 race)
0 Insight WIS
9 Intimidate CHA (+5 trnd)
0 Nature WIS
0 Perception WIS
3 Religion INT
1 Stealth DEX
9 Streetwise CHA (+5 trnd)
1 Thievery DEX

Languages: Common, Elven.

Proficiencies: simple melee & ranged, cloth & leather armor, longswords, rods & wands

Name: Azi
Level: 1
XP: 0
Race: Eladrin
Role: Striker
Class: Warlock
Build: Deceptive
Pact: Fey
Source: Arcane
Gender: Female
Size: Medium
Age: 21
Height: 6'1"
Weight: 130 lbs
Alignment: Good
Deity: Melora

Gold: 45g Silver: 0s
Equipment: 57lbs / 100lbs
-Leather Armor +2 AC, 15lbs
-Longsword, +3, 1d8+1, 4lbs
-SAK: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin. 33lbs

Feats:

Toughness

Benefit: +5hp

Race & Class Features:

-Fey Origin:

Your ancestors are native to the Feywild, you are considered a fey creature.

-Trance:

Rather than sleep, Eladrin enter a meditative state known as trance. You need to spend 4 hours in this state to gain the same benefits other races gain from taking a 6-hour rest. While in a trance, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

-Prime Shot: If none of your allies are nearer to your target than you are, you receive a +1 bonus to ranged attack rolls against that target.

-Shadow Walk: On your turn, if you move at least 3 squares away from where you started your turn, you gain concealment until the end of your next turn.

-Warlock's Curse: 1d6

Once per turn as a minor action, you can place a warlock's curse on the enemy nearest to you that you can see. If you damage a cursed enemy, you can deal it extra damage once this round.

A warlock's curse remains in effect until the end of the encounter or until the cursed enemy drops to 0 hit points or fewer.

-Misty Step: When an enemy under your warlock's curse is reduced to 0hp, you can teleport 3 squares as a free action.

Invisibility:

-You can't be seen by normal forms of vision.

-You have combat advantage against any enemy that can't see you. (+2 to hit)

-You don't provoke opportunity attacks from enemies that can't see you.

Teleportation:

-You have to be able to see your destination. -Your movement doesn't provoke opportunity attacks.

-Your destination must be a space you can occupy without squeezing.

-When you teleport, you disappear from the space you occupy and immediately appear in a new space you choose. Creatures, objects, and terrain don't hinder your movement in any way.

-Being immobilized doesn't prevent you from teleporting. If you were immobilized because of a physical effect, such as a creature grabbing you, you can teleport away and are no longer immobilized or restrained, if applicable. If you were immobilized because of an effect on your mind or body, teleporting does not end that effect; you're still immobilized when you reach your destination.

AT WILL POWERS:

Eldritch Blast

Arcane, Implement

Standard Action **Ranged 10**

Target: One creature

Attack: +4 (Cha) vs. Reflex

Hit: 1d10 +4 (Cha) damage.

Special: This power counts as a ranged basic attack.

Eyebite

Arcane, Charm, Implement, Psychic

Standard Action **Ranged 10**

Target: One creature

Attack: +4 (Cha) vs. Will

Hit: 1d6 +4 (Cha) psychic damage, and you are **invisible** to the target until the start of your next turn.

ENCOUNTER POWERS:

Fey Step:

Teleportation

Move Action, Personal

Effect: Teleport up to 5 squares

Witchfire:

Arcane, Fire, Implement

Standard Action **Ranged 10**

Target: One creature

Attack: +4 (Cha) vs. Reflex

Hit: 2d6 +4 (Cha) fire damage, and the target takes a -5 (2+Int) penalty to attack rolls until the end of your next turn.

DAILY POWERS:

Curse of the Dark Dream

Arcane, Charm, Implement, Psychic

Standard Action **Ranged 10**

Target: One creature

Attack: +4 (Cha) vs. Will

Hit: 3d8 +4 (Cha) psychic damage, and you slide the target 3 squares.

Sustain Minor: You slide the target 1 square, whether you hit or miss (save ends).