

Player Name

Iados

1

Warlock

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

0

Tiefling

Medium

17

Male

5'10"

213 lbs.

Unaligned

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	1		4

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
10	STR Strength	0	0
16	CON Constitution	3	3
12	DEX Dexterity	1	1
14	INT Intelligence	2	2
14	WIS Wisdom	2	2
14	CHA Charisma	2	2

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

CONDITIONAL BONUSES

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Infernal Wrath - Use infernal wrath as an encounter power.

Fire Resistance - Resist fire 5 + 1/2 level.

Bloodhunt - +1 on attacks against bloodied foes.

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Perception	10	+

SPECIAL SENSES
Low-light Vision

SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Eldritch Blast - Arcane Implement, Rod

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 3	0	3					

+ 3 0 3

DAMAGE WORKSPACE

ABILITY: Eldritch Blast - Arcane Implement, Rod

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+3	3				

DAMAGE ABIL FEAT ENH MISC MISC

1d10+3 3

BASIC ATTACKS

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

ATTACK DEFENSE WEAPON OR POWER DAMAGE

3 vs Ref Eldritch Blast (Arcane Implement) 1d10+3

2 vs AC Unarmed (Melee) 1d4

3 vs AC Unarmed (Range) 1d4+1

vs

FEATS

Improved Initiative - +4 to initiative checks

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
28	14	7

1/2 HP 1/4 HP

MAX HP BLOODED HEALING SURGES SURGE VALUE SURGES/DAY

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 Resist 5 Fire,

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
1	Acrobatics	DEX	1	0	
7	Arcana	INT	2	5	n/a
0	Athletics	STR	0	0	
4	Bluff	CHA	2	0	n/a 2
2	Diplomacy	CHA	2	0	n/a
2	Dungeoneering	WIS	2	0	n/a
3	Endurance	CON	3	0	
2	Heal	WIS	2	0	n/a
2	History	INT	2	0	n/a
7	Insight	WIS	2	5	n/a
2	Intimidate	CHA	2	0	n/a
2	Nature	WIS	2	0	n/a
2	Perception	WIS	2	0	n/a
2	Religion	INT	2	0	n/a
3	Stealth	DEX	1	0	
7	Streetwise	CHA	2	5	n/a
6	Thievery	DEX	1	5	

CLASS / PATH / DESTINY FEATURES

Eldritch Blast - Use eldritch blast as an at-will power and as a basic attack.

Eldritch Blast Constitution - Use CON for Eldritch Blast

Eldritch Pact - Choose a pact, which determines an at-will spell, your pact boon, and bonuses to certain powers.

Star Pact - 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.).

Prime Shot - If no allies are closer to target than you, get +1 on ranged attacks against that target.

Shadow Walk - On your turn, if you move 3+ squares from starting square, gain concealment until end of your next turn.

Warlock's Curse - Once per turn (minor), curse nearest foe you can see; deal extra damage to cursed foes.

LANGUAGES KNOWN

Common, Deep Speech

Iados

PLAYER NAME

RACE Tiefling CLASS Warlock LEVEL 1

HP 28	STR 10	AC 14
Spd 6	CON 16	Fort 13
Init +5	DEX 12	Ref 13
	INT 14	Will 13
	WIS 14	
	CHA 14	

17 Passive Insight	12 Passive Perception
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PLAY DATA **DUNGEONS & DRAGONS**

Eldritch Blast

KEYWORDS	Arcane, Implement	USED
Standard	10	Ranged 10
ACTION		RANGE
3	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: +3 attack, 1d10+3 damage

ADDITIONAL EFFECTS
 +1d6 to damage once per round (Warlock's Curse)
 +1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlock LEVEL 1 BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Warlock's Curse

KEYWORDS		USED
Minor		Personal
ACTION		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

CLASS CLASS LEVEL * BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Dire Radiance

KEYWORDS	Arcane, Fear, Implement, Radiant	USED
Standard	10	Ranged 10
ACTION		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)
 +1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlock LEVEL 1 BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Infernal Wrath

KEYWORDS		USED
Minor		Personal
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET

Effect: You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, add your Charisma modifier (+2) as extra damage.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK PH

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS		USED
Standard		Personal
ACTION		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 CLASS LEVEL BOOK PH

ENCOUNTER ACTION **DUNGEONS & DRAGONS**

Fate of the Void

KEYWORDS		USED
Free Action		Personal
ACTION		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

CLASS Warlock LEVEL 1 BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Diabolic Grasp

KEYWORDS	Arcane, Implement	USED
Standard	10	Ranged 10
ACTION		RANGE
3	vs Fort	One creature of size Large or smaller
ATTACK	DEFENSE	TARGET

Attack: Constitution vs. Fortitude
 Hit: 2d8 + Constitution modifier (+3) damage, and you slide the target 2 squares.
 Infernal Pact: You slide the target a number of squares equal to 1 + your Intelligence modifier (+2).

Arcane Implement, Rod: +3 attack, 2d8+3 damage

ADDITIONAL EFFECTS
 +1d6 to damage once per round (Warlock's Curse)
 +1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlock LEVEL 1 BOOK PH

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Flames of Phlegethos

KEYWORDS Arcane, Fire, Implement USED

Standard	↓ 10 ↘	Ranged 10
ACTION	← ✖	RANGE
3	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack: Constitution vs. Reflex
Hit: 3d10 + Constitution modifier (+3) fire damage.
Effect: The target takes ongoing 5 fire damage (save ends).

Arcane Implement, Rod: +3 attack, 3d10+3 damage

ADDITIONAL EFFECTS
+1d6 to damage once per round (Warlock's Curse)
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlock LEVEL 1 BOOK PH

DAILY POWER

