

Iados

PLAYER NAME

RACE Tiefling CLASS Warlock LEVEL 1

HP
2810 STR
16 CONAC
14Spd
612 DEX
14 INTFort
13Init
+514 WIS
14 CHARef
13Will
1317 Passive
Insight12 Passive
Perception

PLAY DATA



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



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 LEVEL * BOOK PH

AT-WILL POWER



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



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



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 LEVEL BOOK PH

ENCOUNTER ACTION



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



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



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
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