

Dados			1	Warlock						0
Character Name		Level		Class		Paragon Path		Epic Destiny		Total XP
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	Initiative	1		4
CONDITIONAL MODIFIERS				

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

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

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

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

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
17	Passive Insight	10 +	7
12	Passive Perception	10 +	2

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					

DAMAGE WORKSPACE					
ABILITY: Eldritch Blast - Arcane Implement, Rod					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+3	3				

BASIC ATTACKS				
ATTACK		DEFENSE	WEAPON OR POWER	DAMAGE
3	vs	Ref	Eldritch Blast (Arcane Impleme	1d10+3
2	vs	AC	Spear	1d8
3	vs	AC	Dagger (Melee)	1d4
4	vs	AC	Dagger (Range)	1d4+1

FEATS

Improved Initiative - +4 to initiative checks

HIT POINTS			
MAX HP	BLOODIED	SURGE VALUE	HEALING SURGES
28	14	7	SURGES/DAY
1/2 HP		1/4 HP	
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
SAVING THROW MODS			
RESISTANCES Resist 5 Fire,			
CURRENT CONDITIONS AND EFFECTS			

ACTION POINTS		
	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3
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.

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	

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		2
7	Streetwise	CHA	2	5	n/a	
6	Thievery	DEX	1	5		

Iados

PLAYER NAME

Robert N. Emerson

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

DUNGEONS & DRAGONS

Eldritch Blast

KEYWORDS Arcane, Implement USED

Standard	10	Ranged 10
ACTION		RANGE
3	vs	Reflex
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 LEVEL * BOOK PH

AT-WILL POWER

DUNGEONS & DRAGONS

Dire Radiance

KEYWORDS Arcane, Fear, Implement, Radiant USED

Standard	10	Ranged 10
ACTION		RANGE
3	vs	Fort
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 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
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

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ACTION

↶

✱

Ranged 10

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

DUNGEONS & DRAGONS

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