DUNGEONS & DRAGONS

Player Name

Rantyr	1	Warlock	0
Character Name	Level	Class	Total XP

Drow	Medium	29	Male	5'8"	155 lb.	Evil	
Race	Size	Age	Gender	Height	Weight	Alignment	Deity

Paragon Path   Epic Destiny   Adventuring Company   RPGA Number

INITIATIVE

SCORE		DEX	1/2 LVL	MISC
5	Initiative	1		4

CONDITIONAL MODIFIERS

ABILITY SCORES

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

HIT POINTS

MAX HP	HEALING SURGES		
	BLOODIED	SURGE VALUE	SURGES/DAY
25	12	6	7
	1/2 HP	1/4 HP	

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

SKILLS

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

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
15	AC	10	5					

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	REF	10	3	1				

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

ACTION POINTS

	Action Points	MILESTONES 0 1 2	ACTION POINTS 1 2 3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Trance (Drow) - Meditate aware 4 hours instead of sleep.

Lolthtouched - Use either cloud of darkness or darkfire once per encounter.

Darkfire Charisma - Use CHA for Darkfire

Fey Origin - Your origin is fey, not natural.

CLASS / PATH / DESTINY FEATURES

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

   Eldritch Blast Charisma - Use CHA for Eldritch Blast

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

   Fey Pact - Eyebite spell; Misty Step boon: When cursed foe is dropped to 0 hp, you can teleport 3 squares (free).

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, Elven

MOVEMENT

SCORE		BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6			

SPECIAL MOVEMENT

SENSES

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

SPECIAL SENSES
Darkvision

ATTACK WORKSPACE

ABILITY: Eldritch Blast - Arcane Implement, Rod

ATT BONUS		1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+	4	0	4					

ABILITY: Melee Basic Attack - Dagger

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

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 Implem|	1d10+4
3	vs	AC	Dagger (Melee)	1d4
4	vs	AC	Dagger (Range)	1d4+1
2	vs	AC	Unarmed (Melee)	1d4

FEATS

Improved Initiative - +4 to initiative checks

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Eldritch Blast

Eyebite

Misty Step

Warlock's Curse

ENCOUNTER POWERS

Cloud of Darkness	☐
Darkfire	☐
Witchfire	☐
	☐
	☐
	☐

DAILY POWERS

Dread Star	☐
	☐
	☐
	☐
	☐
	☐

UTILITY POWERS

	☐
	☐
	☐
	☐
	☐
	☐
	☐
	☐

OTHER EQUIPMENT

Leather Armor (E)

Adventurer's Kit

Dagger

COINS AND OTHER WEALTH

Money on hand: 100 gp

Stored money: 0 gp

Encumbrance: 53 lb. / 100 lb.

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON	Arcane Implement, Rod (Off-hand) (E)	☐
WEAPON		☐
WEAPON		☐
WEAPON		☐
ARMOR		☐
ARMS		☐
FEET		☐
HANDS		☐
HEAD		☐
NECK		☐
RING		☐
RING		☐
WAIST		☐
		☐
		☐
		☐
		☐
		☐
		☐
		☐
		☐
		☐
		☐
		☐
		☐

Daily Item Powers Per Day

Heroic (1-10)	☐	Milestone ☐ / ☐ / ☐ / ☐
Paragon (11-20)	☐ ☐	Milestone ☐ / ☐ / ☐ / ☐
Epic (21-30)	☐ ☐ ☐	Milestone ☐ / ☐ / ☐ / ☐

RITUALS / ALCHEMY

CHARACTER PORTRAIT

PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
Rantyr

PLAYER NAME

RACE	CLASS	LEVEL
Drow	Warlock	1

HP 25

Spd 6

Init +5

10	STR	
13	CON	
12	DEX	
16	INT	
9	WIS	
18	CHA	

AC 15

Fort 11

Ref 14

Will 15

| 9 | Passive Insight |
| 9 | Passive Perception |

PLAY DATA — Dungeons & Dragons ®

ACTION POINT

ENCOUNTER SPECIAL — Dungeons & Dragons ®

Second Wind

KEYWORDS — **USED**

Standard		Personal
ACTION		**RANGE**
	vs	Self
ATTACK	**DEFENSE**	**TARGET**

Effect: You spend a healing surge and regain 6 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 ®

Eldritch Blast

KEYWORDS Arcane, Implement — **USED**

Standard	10	Ranged 10
ACTION		**RANGE**
4	**vs** Reflex	One creature
ATTACK	**DEFENSE**	**TARGET**

Attack: Charisma or Constitution vs. Reflex
Hit: 1d10 + Charisma or Constitution modifier (+1) damage. Increase damage to 2d10 + Charisma or Constitution modifier (+1) 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)

| CLASS Warlock | LEVEL 1 | BOOK PH |

AT-WILL POWER — Dungeons & Dragons ®

Eyebite

KEYWORDS Arcane, Charm, Implement, Psychic — **USED**

Standard	10	Ranged 10
ACTION		**RANGE**
4	**vs** Will	One creature
ATTACK	**DEFENSE**	**TARGET**

Attack: Charisma vs. Will
Hit: 1d6 + Charisma modifier (+4) psychic damage, and you are invisible to the target until the start of your next turn.
Increase damage to 2d6 + Charisma modifier (+4) at 21st level.

Arcane Implement, Rod: +4 attack, 1d6+4 damage

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

| CLASS Warlock | LEVEL 1 | BOOK PH |

AT-WILL POWER — Dungeons & Dragons ®

Misty Step

KEYWORDS — **USED**

Free Action		Personal
ACTION		**RANGE**
	vs	
ATTACK	**DEFENSE**	**TARGET**

Prerequisite: Fey Pact
Trigger: An enemy under your Warlock's Curse is reduced to 0 hit points or fewer
Effect: You can immediately teleport 3 squares as a free action.

ADDITIONAL EFFECTS

| CLASS Warlock | LEVEL 1 | BOOK PH |

AT-WILL POWER — Dungeons & Dragons ®

Warlock's Curse

KEYWORDS — **USED**

Minor		
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 ®

Cloud of Darkness

KEYWORDS — **USED**

Minor	1	Close burst 1
ACTION		**RANGE**
	vs	
ATTACK	**DEFENSE**	**TARGET**

Effect: This power creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight for all creatures except you. Any creature except you entirely within the cloud is blinded.

ADDITIONAL EFFECTS

| CLASS Racial Power | LEVEL * | BOOK MM |

ENCOUNTER POWER — Dungeons & Dragons ®

Darkfire

KEYWORDS Radiant — **USED**

Minor	10	Ranged 10
ACTION		**RANGE**
8	**vs** Reflex	One creature
ATTACK	**DEFENSE**	**TARGET**

Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or Charisma +4 vs. Reflex
          Increase to +6 bonus at 11th level and +8 bonus at 21st level.
Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.
Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

ADDITIONAL EFFECTS

| CLASS Racial Power | LEVEL * | BOOK MM |

ENCOUNTER POWER — Dungeons & Dragons ®

Witchfire

Standard	↓ 10 ↗ ← ✳	Ranged 10
ACTION		**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 (+3).

Arcane Implement, Rod: +4 attack, 2d6+4 damage

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

CLASS Warlock	LEVEL 1	BOOK *PH*

ENCOUNTER POWER   **DUNGEONS & DRAGONS** ®

Dread Star

Standard	↓ 10 ↗ ← ✳	Ranged 10
ACTION		**RANGE**
4 vs **Will**		One creature
ATTACK	**DEFENSE**	**TARGET**

Attack: Charisma vs. Will
Hit: 3d6 + Charisma modifier (+4) radiant damage, and the target is immobilized until the end of your next turn.
Effect: The target takes a –2 penalty to Will defense (save ends).

Arcane Implement, Rod: +4 attack, 3d6+4 damage

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

CLASS Warlock	LEVEL 1	BOOK *PH*

DAILY POWER   **DUNGEONS & DRAGONS** ®