



DUNGEONS & DRAGONS®

Skaros

CHARACTER NAME

Class: Hexblade Level: 6

Race: Tiefling Gender: male

Alignment: Unaligned

Languages: Common, Draconic

ABILITIES AND SKILLS

13 Strength

Strength measures your physical power.

Athletics Trained

18 Constitution

Constitution represents health, stamina, and vital force.

Endurance Trained

13 Dexterity

Dexterity measures coordination, agility, and balance.

Acrobatics Trained

Stealth Trained

Thievery Trained

10 Intelligence

Intelligence describes how well you learn and reason.

Arcana Trained

History Trained

Religion Trained

8 Wisdom

Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering Trained

Heal Trained

Insight Trained

Nature Trained

Perception Trained

19 Charisma

Charisma measures force of personality and leadership.

Bluff Trained

Diplomacy Trained

Intimidate Trained

Streetwise Trained

COMBAT STATISTICS

7 Initiative

Roll initiative to determine the turn order in combat.

5 Speed

Your speed is the number of squares you can move with a move action.

DEFENSES

22 Armor Class (AC)

AC measures how hard it is to physically land an attack on you.

20 Fortitude

Fortitude measures your toughness and resilience.

16 Reflex

Reflex measures your ability to deflect or dodge attacks.

20 Will

Will measures your strength of will and self-discipline.

6 Attack Bonus Melee Basic/ER

8 Attack Bonus Ranged Basic

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

55 Hit Points Bloodied

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Healing Surge Value

Surges Per Day

When you spend a healing surge, you regain hit points equal to your healing surge value, which is one-quarter of your hit points (rounded down).

CURRENT HIT POINTS

Temporary Hit Points

Surges Remaining

ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

A standard action, which is usually an attack

A move action, which involves movement

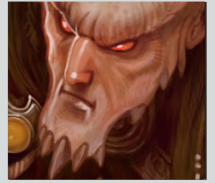
A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

Skaros

Player Name

Character Name



Racial Features

Infernal Wrath

You have the infernal wrath power.

Fire Resistance

Resist fire 5 + 1/2 level.

Bloodhunt

+1 on attacks against bloodied foes.

Bluff Bonus

Stealth Bonus

Class/Other Features

Eldritch Bolt

You gain the Eldritch Bolt power.

Pact Boon

Gain a power associated with your pact.

Infernal Pact Boon

Gain the Soul Feast power.

Pact Reward

Gain a bonus to damage rolls determined by your pact.

Infernal Pact Reward

Gain (Con mod) bonus to damage rolls for warlock and warlock paragon path attacks; increases at 5th, 15th, and 25th level. Dmg bonus applies to summoned ally at 9th level.

Pact Weapon

You may manifest a pact weapon (minor action). The pact weapon persists until dismissed (free action), or you no longer hold it or your implement.

Infernal Pact Weapon

Gain the Blade of Annihilation item, Soul Eater attack, and Blazing Doom of the Void attack.

Improved Pact Weapon

+1 use of your pact weapon's encounter attack power per encounter. You can still use it only once per turn.

Lesser Planar Ally

Gain the Lesser Planar Ally power.

Feats

Imperious Majesty

Creatures you've attacked and hit that have not yet acted in an encounter take [Cha mod] penalty to attacks vs. you until your next turn ends.

Arcane Prodigy

Sorcerer: Arcana skill, bonus damage 1/ encounter

Superior Implement Training (Incendiary dagger)

Can use Incendiary daggers

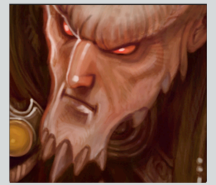
Hellfire Blood

+1 attack and damage with fire and fear powers

Skaros

Player Name

Character Name



Character Details

Mannerisms and Appearance

Personality Traits

Theme

Background

Last of the Line

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Amulet of Protection +2

Arms

Bracers of Mighty Striking...

Hands

Rings

Rings

Off Hand

Flaming Incendiary dagger...

Main Hand

Blade of Annihilation

Waist

Armor

Dwarven Finemail +2

Tattoo

Ki Focus

Other Equipment

2 Potion of Healing (heroic tier)

1 Woundstitch Powder (heroic tier)

Total Weight (lbs.)

41

Carrying
Capacity (lbs.)

Normal

130

Heavy

260

Max

650

Coins and Other Wealth

20 Gold

Skaros

Level 6 Tiefling Hexblade

| HP | SCORE | ABILITY | MOD | AC |
|------|-------|--------------------|-----|------|
| 55 | 13 | STR | 1 | 22 |
| Spd | 18 | CON | 4 | Fort |
| 5 | 13 | DEX | 1 | 20 |
| Init | 10 | INT | 0 | Ref |
| +7 | 8 | WIS | -1 | 16 |
| | 19 | CHA | 4 | Will |
| | 12 | Passive Insight | | |
| | 12 | Passive Perception | | |

Player Name:

Skills

| | | |
|---------------|--------------|------|
| Acrobatics | Dexterity | 3 |
| Arcana | Intelligence | • 8 |
| Athletics | Strength | 3 |
| Bluff | Charisma | • 14 |
| Diplomacy | Charisma | • 12 |
| Dungeoneering | Wisdom | 2 |
| Endurance | Constitution | 8 |
| Heal | Wisdom | 2 |
| History | Intelligence | 3 |
| Insight | Wisdom | 2 |
| Intimidate | Charisma | • 12 |
| Nature | Wisdom | 2 |
| Perception | Wisdom | 2 |
| Religion | Intelligence | • 8 |
| Stealth | Dexterity | 5 |
| Streetwise | Charisma | 7 |
| Thievery | Dexterity | 3 |

• indicates a trained skill.

Action Point

Base action points: 1



Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Encounter Special

Melee Basic Attack

At-Will ♦ Standard Action

Blade of Annihilation: +6 vs. AC, 1d12+3 damage

Flaming Incendiary dagger +1: +8 vs. AC, 1d4+4 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+1) damage.

Level 21: 2[W] + Str modifier (+1) damage.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Flaming Incendiary dagger +1: +8 vs. AC, 1d4+2 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+1) damage.

Level 21: 2[W] + Dex modifier (+1) damage.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Basic Attack

Soul Eater

At-Will ♦ Standard Action

Blade of Annihilation: +9 vs. AC, 1d12+12 damage

Flaming Incendiary dagger +1: +11 vs. AC, 1d4+13 damage

Melee weapon **Target:** One creature

Your blade glows with fell energy as it devours your foe's soul and transfers that life force to you.

Keywords: Arcane, Implement, Necrotic, Weapon

Requirement: You must use this power with your blade of annihilation.

Attack: Charisma vs. AC

Hit: 1[W] + Cha modifier (+4) necrotic damage, and you gain a +2 power bonus to your next attack roll against the target before the end of your next turn.

Special: You can use this power as a melee basic attack.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Warlock Attack

Eldritch Bolt

At-Will ♦ Standard Action

Flaming Incendiary dagger +1: +9 vs. Reflex, 1d10+11 damage

Ranged 10 **Target:** One creature

With a gesture, you create a shard of shimmering force and send it streaking toward your enemy.

Keywords: Arcane, Force, Implement

Attack: Charisma vs. Reflex

Hit: 1d10 + Cha modifier (+4) force damage.

Special: You can use this power as a ranged basic attack.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Warlock Attack 1

Blazing Doom of the Void

Encounter ♦ Standard Action

Blade of Annihilation: +10 vs. Fortitude, 2d12+11 damage

Flaming Incendiary dagger +1: +12 vs. Fortitude, 2d4+12 damage

Melee weapon **Target:** One creature

You infuse your blade with hellish fire and pain. Infernal magic tugs at your enemy's soul, making your attacks against the foe more damaging.

Keywords: Arcane, Fire, Implement, Necrotic, Weapon

Requirement: You must use this power with your blade of annihilation.

Attack: Charisma vs. Fortitude

Hit: 2[W] + Cha modifier (+4) fire and necrotic damage.

Effect: You gain a +5 power bonus to your next damage roll against the target before the end of your next turn.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Warlock Attack

Used ☐

Hellfire Blast

Daily ♦ Standard Action

Flaming Incendiary dagger +1: +10 vs. Reflex, 3d8+14 damage

Close blast 3 **Target:** Each creature in the blast

Waves of flame roll forth from your extended hand, blasting your foes.

Keywords: Arcane, Fire, Implement

Attack: Charisma vs. Reflex

Hit: 3d8 + Cha modifier (+4) fire damage.

Miss: Half damage.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Warlock Attack 1

Used ☐

| | | |
|--|--|---|
| <div>Crackling Fire</div> <div>Daily ♦ Standard Action</div> <div> <div>Flaming Incendiary dagger +1: +10 vs. Reflex, 2d8+14 damage</div> <div> Close blast 3 <div>Target: Each creature in the blast</div> </div> </div> <div>An eldritch storm of fire and lightning erupts from you to scour your foes, leaving them vulnerable to future attacks.</div> <div>Keywords: Arcane, Fire, Implement, Lightning</div> <div>Attack: Charisma vs. Reflex</div> <div>Hit: 2d8 + Cha modifier (+4) fire and lightning damage, and the target gains vulnerable 5 fire and vulnerable 5 lightning (save ends both).</div> <div>Miss: Half damage.</div> <div>Additional Effects</div> <div>+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.</div> <div>Warlock Attack 5Used <input type="checkbox"/></div> | <div>Wrathful Aspect</div> <div>♦ Minor Action</div> <div> <div>Personal</div> <div>Your eyes glow with power, and a cloak of red fire swirls around you as you channel the wrath and fury of your pact.</div> <div>Keywords: Arcane, Fear, Fire</div> <div>Effect: Until the end of your next turn, you gain a +5 power bonus to Intimidate checks, and any creature that hits you with a melee attack takes 5 fire damage.</div> <div>Additional Effects</div> </div> <div>Warlock Utility 2</div> | <div>Soul Feast</div> <div>At-Will ♦ Free Action</div> <div> <div>Personal</div> <div>Your eyes glow a fiery red as you restore your vitality by stealing soul energy from a vanquished foe—energy meant for devilish beings.</div> <div>Keyword: Arcane</div> <div>Trigger: You reduce an enemy to 0 hit points, or an enemy adjacent to you drops to 0 hit points.</div> <div>Effect: You gain temporary hit points equal to your Con modifier (+4).</div> <div>Special: You can use this power only once per round.</div> <div>Additional Effects</div> </div> <div>Warlock Utility</div> |
| <div>Infernal Wrath</div> <div>Encounter ♦ Free Action</div> <div> <div>Close burst 10 <div>Target: The triggering enemy in the burst</div> </div> </div> <div>You call upon the hellfire burning in your soul to punish your enemy.</div> <div>Keyword: Fire</div> <div>Trigger: An enemy within 10 squares of you hits you.</div> <div>Effect: The target takes 1d6 + Int modifier (+0) or Cha modifier (+4) fire damage.</div> <div>Additional Effects</div> <div>Tiefling Racial PowerUsed <input type="checkbox"/></div> | <div>Iron Aspect of Dispaters</div> <div>Encounter ♦ Minor Action</div> <div> <div>Personal</div> <div>Your skin becomes as hard as iron, making you immovable against your foes' attacks.</div> <div>Keyword: Arcane</div> <div>Effect: Until the end of your next turn, you gain resist 5 to all damage and can ignore forced movement.</div> <div>Additional Effects</div> </div> <div>Warlock Utility 6Used <input type="checkbox"/></div> | <div>Lesser Planar Ally</div> <div>Daily ♦ Standard Action</div> <div> <div>Melee 1</div> <div>The air around you ripples and becomes heavy as you call forth a spirit of the planes to serve you.</div> <div>Keywords: Arcane, Conjunction</div> <div>Effect: You conjure the Tiny spirit of a planar being in a square adjacent to you. The spirit is an invisible conjunction that lasts until it is dismissed as a free action or until it completes its task, which can take no longer than 1 hour. You command the spirit to attempt one of the following tasks. <ul style="list-style-type: none"> * Locate an Object or a Person: The spirit can locate a specific object or creature within 5 miles of you that you have seen or touched. When it completes the task, the spirit returns to you and describes the direction, distance, and location of the object or creature. * Explore an Area: The spirit can provide a rough description of an area up to 20 squares on a side, including obvious physical features. The spirit cannot open doors or breach physical or magical barriers, so it cannot explore any area that a Tiny creature couldn't reach. It cannot notice anything that requires a Perception check to detect. When it completes the task, the spirit returns to you and telepathically provides a mental image of the area. </div> <div>Additional Effects</div> </div> <div>Warlock Utility 4Used <input type="checkbox"/></div> |
| <div>Blade of Annihilation</div> <div>Weapon ♦ Level</div> <div> <div>Damage: 1d12</div> <div>Proficiency Bonus: 2</div> </div> | <div>Potion of Healing (heroic tier)</div> <div>Potion ♦ Level 5</div> <div> <div>Power (Consumable * Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.</div> </div> | <div>Amulet of Protection +2</div> <div>Neck Slot Item ♦ Level 6</div> <div> <div>Enhancement: +2 Fortitude, Reflex, and Will</div> </div> |

Woundstitch Powder (heroic...)

Wondrous Item ♦ Level 1

Power (At-Will): Standard Action. You sprinkle this dust on an adjacent dying creature. That creature stops making death saving throws until it takes damage, and any untyped ongoing damage on the creature ends.

Bracers of Mighty Striking...

Arms Slot Item ♦ Level 2

Property: When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.

Flaming Incendiary dagger +1

Weapon ♦ Level 5

Damage: 1d4

Proficiency Bonus: 3

Range: 5/10

Properties: Light Thrown, Off-Hand, Energized (fire), Unerring

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 fire damage

Power (At-Will • Fire): Free Action. All damage dealt by this weapon is fire damage. Another free action returns the damage to normal.

Power (Daily • Fire): Free Action. Use this power when you hit with the weapon. Deal 1d6 fire damage, and the target takes ongoing 5 fire damage (save ends).

Dwarven Finemail +2

Armor ♦ Level 7

Armor Bonus: 7

Check: -1

Speed: -1

Enhancement: +2 AC

Property: Gain a +2 item bonus to Endurance checks.

Power (Daily • Healing): Free Action. Regain hit points as if you had spent a healing surge.