

# Kallista Shadowborn

Sex: Female Age: 24 Race: Tiefling Class: Warlock Level: 1  
 Alignment: Unaligned Size: Medium Deity: Sehanine  
 Languages: Common, Supernal Exp: \_\_\_\_\_

|                      |           |                           |           |
|----------------------|-----------|---------------------------|-----------|
| <b>Strength:</b>     | <b>8</b>  | <b>Armor Class:</b>       | <b>14</b> |
| <b>Constitution:</b> | <b>14</b> | <b>Fortitude Defense:</b> | <b>13</b> |
| <b>Dexterity:</b>    | <b>14</b> | <b>Reflex Defense:</b>    | <b>12</b> |
| <b>Intelligence:</b> | <b>14</b> | <b>Will Defense:</b>      | <b>15</b> |
| <b>Wisdom:</b>       | <b>11</b> | <b>Initiative:</b>        | <b>+2</b> |
| <b>Charisma:</b>     | <b>18</b> | <b>Speed:</b>             | <b>6</b>  |

|                    |           |                                 |          |
|--------------------|-----------|---------------------------------|----------|
| <b>Hit Points:</b> | <b>26</b> | <b>healing Surge hP healed:</b> | <b>6</b> |
| <b>Bloodied:</b>   | <b>13</b> | <b>healing Surge/Day:</b>       | □□□□□□□□ |

## Basic Attacks

Eldritch Blast  
 Dagger

## Attack Bonus

+4 vs. Reflex  
 +2 vs. AC (+5 thrown)

## Damage

1d10+4  
 1d4-1 (1d4+2 thrown)

## Range

10  
 5/10

## Properties

Light thrown, Off Hand



## Race and Class Features

**Vision:** Normal

**Bloodhunt:** You gain a +1 racial bonus to attack rolls against bloodied foes.

**Fire Resistance:** You have resist fire 5 + one-half your level.

**Infernal Wrath:** You can use *infernal wrath* as an encounter power.

**Armor Proficiencies:** Cloth, leather

**Weapon Proficiencies:** Simple melee, simple ranged

**Implements:** Rods, wands

**Eldritch Pact (Infernal)**

**Hellish Rebuke:** You know the *hellish rebuke* at-will spell.

**Dark One's Blessing:** You have the Dark One's Blessing pact boon. You instantly gain vitality from a cursed enemy when that enemy falls. When an enemy under your Warlock's Curse is reduced to 0 hit points or fewer, you immediately gain temporary hit points equal to your level.

**Prime Shot:** If none of your allies are nearer to your target than you are, you receive a +1 bonus to ranged attack rolls against that target.

**Shadow Walk:** On your turn, if you move at least 3 squares away from where you started your turn, you gain concealment until the end of your next turn.

**Warlock's Curse:** Once per turn as a minor action, 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 damage a cursed enemy, 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.

A Warlock's Curse remains in effect until the end of the encounter or until the cursed enemy drops to 0 hit points or fewer.

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:  
 1st-10th +1d6; 11th-20th +2d6; 21st-30th +3d6

## Action Triggers



Cursed Enemy drops to 0 hit points - *Dark One's Blessing*



Move at least three squares - *Shadow Walk*



If no ally is closer to your target - *Prime Shot*



Gain bonuses against opponent who hit you - *Infernal Wrath*



+1 to hit Bloodied foes - *Blood Hunt*

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## FEATS

### Ferocious Rebuke [Tiefling]

**Benefit:** When you use the *infernal wrath* power and hit with an attack, you can push the target 1 square in addition to any damage you deal.

## SKILLS

| Skill              | Trained? | Total |
|--------------------|----------|-------|
| Passive Insight    |          | 17    |
| Passive Perception |          | 10    |
| Acrobatics         |          | +2    |
| Arcana             | Yes      | +7    |
| Athletics          |          | -1    |
| Bluff              | Yes      | +11   |
| Diplomacy          |          | +4    |
| Dungeoneering      |          | +0    |
| Endurance          |          | +2    |
| Heal               |          | +0    |
| History            |          | +2    |
| Insight            | Yes      | +7    |
| Intimidate         | Yes      | +9    |
| Nature             |          | +0    |
| Perception         |          | +0    |
| Religion           |          | +2    |
| Stealth            |          | +4    |
| Streetwise         |          | +4    |
| Thievery           |          | +2    |

## Equipment / Treasure

Dagger x 3, Rod, Leather Armor, Backpack, Bedroll, Flint & Steel, Belt Pouch x 2, Sunrod x 2, Trail Rations (10 days),

CP: GP: 48  
SP: PP:

## POWERS

|                        |   |
|------------------------|---|
| Known At Will Powers   | 2 |
| Known Encounter Powers | 1 |
| Known Daily Powers     | 1 |
| Known Utility Powers   | 0 |

### At Will Powers

#### Eldritch Blast Warlock (All) Attack 1

*You fire a bolt of dark, crackling eldritch energy at your foe.*

At-Will ♦ Arcane, Implement

Standard Action Ranged 10

**Target:** One creature

**Attack:** Charisma or Constitution vs. Reflex

**Hit:** 1d10 + Charisma or Constitution modifier damage.

Increase damage to 2d10 + Charisma or Constitution modifier 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.

#### Hellish Rebuke Warlock (Infernal) Attack 1

*You point your finger, and your foe is scoured in hellish flames stoked by your own anger and pain. If you are injured, the flames burst into life one more time before they fade away.*

At-Will ♦ Arcane, Fire, Implement

Standard Action Ranged 10

**Target:** One creature

**Attack:** Constitution vs. Reflex

**Hit:** 1d6 + Constitution modifier fire damage. If you take damage before the end of your next turn, the target takes an extra 1d6 + Constitution modifier fire damage.

Increase damage and extra damage to 2d6 + Constitution modifier at 21st level.

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## Encounter Powers

### **Infernal Wrath**      Tiefling Racial Power

*You call upon your furious nature to improve your odds of harming your foe.*

**Encounter**

**Minor Action**      **Personal**

**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 as extra damage.

**Special:** When you use the *infernal wrath* power and hit with an attack, you can push the target 1 square in addition to any damage you deal.

### **Vampiric Embrace**      Warlock (Infernal) Attack 1

*A ribbon of twisting darkness streams from your hand to your target's heart, feeding on his vital force as you grow stronger.*

**Encounter ♦ Arcane, Implement, Necrotic**

**Standard Action**      **Ranged 5**

**Target:** One creature

**Attack:** Constitution vs. Will

**Hit:** 2d8 + Constitution modifier necrotic damage, and you gain 5 temporary hit points.

**Infernal Pact:** You gain temporary hit points equal to 5 + your Intelligence modifier.

## Daily Powers

### **Flames of Phlegethos** Warlock (Infernal) Attack 1

*Rivulets of clinging liquid fire appear and cascade over your target. Anything that is flammable ignites at once and burns long after the streams of magic fire fade away.*

**Daily ♦ Arcane, Fire, Implement**

**Standard Action**      **Ranged 10**

**Target:** One creature

**Attack:** Constitution vs. Reflex

**Hit:** 3d10 + Constitution modifier fire damage.

**Effect:** The target takes ongoing 5 fire damage (save ends).

## Utility Powers

None