

CHARACTER NAME Saevel Moondown		
PLAYER NAME		
RACE Half-Elf	CLASS Warlock	LEVEL 19
HP 116 Spd 6 Init +13	STR 11 CON 14 DEX 11 INT 19 WIS 9 CHA 25	AC 29 Fort 27 Ref 28 Will 33
22 Passive Insight 24 Passive Perception		

PLAY DATA

Eldritch Blast

KEYWORDS Arcane, Implement		USED
Standard	10	Ranged 10
ACTION	RANGE	
20	vs Reflex	One creature
ATTACK	DEFENSE	TARGET
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. Rod of Reaving +4: +20 attack, 1d10+11 damage		
ADDITIONAL EFFECTS		
+2d6 to damage once per round (Warlock's Curse) +1 to attack rolls if none of your allies are closer to the target - Prime Shot.		
CLASS Warlock	LEVEL 1	BOOK PH

AT-WILL POWER

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



ENCOUNTER SPECIAL

Dire Radiance

KEYWORDS Arcane, Fear, Implement, Radiant		USED
Standard	10	Ranged 10
ACTION	RANGE	
15	vs Fort	One creature
ATTACK	DEFENSE	TARGET
Attack: Constitution vs. Fortitude Hit: 1d6 + Constitution modifier (+2) radiant damage. If the target moves nearer to you on its next turn, it takes an extra 1d6 + Constitution modifier (+2) damage. Increase damage and extra damage to 2d6 + Constitution modifier (+2) at 21st level. Rod of Reaving +4: +15 attack, 1d6+6 damage		
ADDITIONAL EFFECTS		
+2d6 to damage once per round (Warlock's Curse) +1 to attack rolls if none of your allies are closer to the target - Prime Shot. +2 to attack rolls when you are bloodied - Doomsayer's Oath.		
CLASS Warlock	LEVEL 1	BOOK PH

AT-WILL POWER

Magic Missile

KEYWORDS Arcane, Force, Implement		USED
Standard	20	Ranged 20
ACTION	RANGE	
13	vs Reflex	One creature
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Reflex Hit: 2d4 + Intelligence modifier (+4) force damage. Increase damage to 4d4 + Intelligence modifier (+4) at 21st level. Special: This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power. Unarmed: +13 attack, 2d4+4 damage		
ADDITIONAL EFFECTS		
+2d6 to damage once per round (Warlock's Curse)		
CLASS Wizard	LEVEL 1	BOOK PH

ENCOUNTER POWER

KEYWORDS		USED
Standard		Personal
ACTION	RANGE	
vs		Self
ATTACK	DEFENSE	TARGET
Effect: You spend a healing surge and regain 29 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		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

Sign of Ill Omen

KEYWORDS Arcane, Implement		USED
Standard	10	Ranged 10
ACTION	RANGE	
20	vs Will	One creature
ATTACK	DEFENSE	TARGET
Attack: Charisma vs. Will Hit: 2d6 + Charisma modifier (+7) damage, and the target must roll twice for its next attack and use the lower of the two rolls. Star Pact: When the target rolls twice, it takes a penalty to both rolls equal to your Intelligence modifier (+4). Rod of Reaving +4: +20 attack, 2d6+11 damage		
ADDITIONAL EFFECTS		
+2d6 to damage once per round (Warlock's Curse) +1 to attack rolls if none of your allies are closer to the target - Prime Shot.		
CLASS Warlock	LEVEL 7	BOOK PH




ENCOUNTER POWER

Fates Entwined

KEYWORDS Arcane, Fear, Implement, Psychic		USED
Standard	 5 	Ranged 5
ACTION		RANGE
20	vs Will	One creature
ATTACK	DEFENSE	TARGET
Attack: Charisma vs. Will Hit: 2d8 + Charisma modifier (+7) psychic damage. Until the end of your next turn, when you take damage, the target takes half that amount of psychic damage. Rod of Reaving +4: +20 attack, 2d8+11 damage		
ADDITIONAL EFFECTS		
+2d6 to damage once per round (Warlock's Curse) +1 to attack rolls if none of your allies are closer to the target - Prime Shot. +2 to attack rolls when you are bloodied - Doomsayer's Oath.		
CLASS Doomsayer	LEVEL 11	BOOK PH




ENCOUNTER POWER 


Soul Playing

KEYWORDS Arcane, Implement, Necrotic		USED
Standard	 10 	Ranged 10
ACTION		RANGE
15	vs Will	One creature
ATTACK	DEFENSE	TARGET
Attack: Constitution vs. Will Hit: 2d8 + Constitution modifier (+2) necrotic damage, and the target is weakened until the end of your next turn. Infernal Pact: The attack deals extra damage equal to your Intelligence modifier (+4). Rod of Reaving +4: +15 attack, 2d8+6 damage		
ADDITIONAL EFFECTS		
+2d6 to damage once per round (Warlock's Curse) +1 to attack rolls if none of your allies are closer to the target - Prime Shot.		
CLASS Warlock	LEVEL 13	BOOK PH




ENCOUNTER POWER 

Delban's Eye

KEYWORDS Arcane, Cold, Implement		USED
Standard	 10 	Ranged 10
ACTION		RANGE
20	vs Fort	One creature
ATTACK	DEFENSE	TARGET
Attack: Charisma vs. Fortitude Hit: 3d10 + Charisma modifier (+7) cold damage, and the target is marked until the end of your next turn. The target loses concealment and total concealment while marked. Star Pact: All attacks against the target deal an extra 1d6 + Charisma modifier (+7) damage while it is marked by the power. Rod of Reaving +4: +20 attack, 3d10+11 damage		
ADDITIONAL EFFECTS		
+2d6 to damage once per round (Warlock's Curse) +1 to attack rolls if none of your allies are closer to the target - Prime Shot.		
CLASS Warlock	LEVEL 17	BOOK Dragon 366




ENCOUNTER POWER 


Thief of Five Fates

KEYWORDS Arcane, Implement		USED
Standard	 10 	Ranged 10
ACTION		RANGE
20	vs Will	One creature
ATTACK	DEFENSE	TARGET
Attack: Charisma vs. Will Hit: Until the end of your next turn, whenever the target makes a saving throw or an attack roll, you roll a d20 without modifiers. If your result is higher than the target's unmodified die roll, the target's attack misses or the target's saving throw fails. Sustain Minor: Make a Charisma vs. Will attack against the target. On a hit, the effect continues. On a miss, the effect ends. Rod of Reaving +4: +20 attack		
ADDITIONAL EFFECTS		
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.		
CLASS Warlock	LEVEL 9	BOOK PH





DAILY POWER 

Wrath of Acamar

KEYWORDS Arcane, Implement, Necrotic, Teleportation		USED
Standard	 10 	Ranged 10
ACTION		RANGE
20	vs Reflex	One creature
ATTACK	DEFENSE	TARGET
Attack: Charisma vs. Reflex Hit: 4d10 + Charisma modifier (+7) necrotic damage, and the target disappears into a starry realm (save ends). Special: While in the starry realm, the target cannot take actions, cannot be targeted, and takes 1d10 necrotic damage at the start of its turn. On a save, it returns to the space it was last in. If that space is occupied, the target returns to the nearest unoccupied space of its choice. Rod of Reaving +4: +20 attack, 4d10+11 damage		
ADDITIONAL EFFECTS		
+2d6 to damage once per round (Warlock's Curse) +1 to attack rolls if none of your allies are closer to the target - Prime Shot.		
CLASS Warlock	LEVEL 19	BOOK PH




DAILY POWER 

Tendrils of Thuban

KEYWORDS Arcane, Cold, Implement, Zone		USED
Standard	 10 	Area burst 1 within 10 squares
ACTION	 1 	RANGE
15	vs Fort	Each creature in burst
ATTACK	DEFENSE	TARGET
Attack: Constitution vs. Fortitude Hit: 4d10 + Constitution modifier (+2) cold damage, and the target is immobilized (save ends). Effect: The burst creates a zone of tendrils that lasts until the end of your next turn. Sustain Minor: Make a Constitution vs. Fortitude attack against all targets within the zone. On a hit, the target takes 1d10 + Constitution modifier (+2) cold damage and is immobilized (save ends). Rod of Reaving +4: +15 attack, 4d10+6 damage		
ADDITIONAL EFFECTS		
+2d6 to damage once per round (Warlock's Curse) +1 to attack rolls if none of your allies are closer to the target - Prime Shot.		
CLASS Warlock	LEVEL 15	BOOK PH




DAILY POWER 

Fiendish Resilience

KEYWORDS Arcane		USED
Minor	 	Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
Effect: You gain temporary hit points equal to 5 + your Constitution modifier (+2).		
ADDITIONAL EFFECTS		
CLASS Warlock	LEVEL 2	BOOK PH




UTILITY POWER 

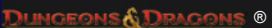
Dark One's Own Luck

KEYWORDS Arcane		USED
Free	 	Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
Trigger: You make a roll you dislike Effect: Reroll the attack roll, skill check, ability check, or saving throw, using the higher of the two results.		
ADDITIONAL EFFECTS		
CLASS Warlock	LEVEL 6	BOOK PH

UTILITY POWER 

Shielding Shades

KEYWORDS Arcane		USED
Imm React	 	Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
Trigger: You are hit by an attack Effect: Reduce the attack's damage to 0. If the attack targets other creatures, they take damage as normal.		
ADDITIONAL EFFECTS		
CLASS Warlock	LEVEL 10	BOOK PH

UTILITY POWER 

Accursed Shroud

KEYWORDS		Arcane		USED	
Standard	↓	5	↻	Ranged 5	
ACTION	↶	✱	RANGE		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER		<input checked="" type="checkbox"/> DAILY		
Target: One creature Effect: You place your Warlock's Curse upon the target. In addition, it must reroll any successful attack it makes while affected by your curse and take the new result.					
ADDITIONAL EFFECTS					
CLASS	Doomsayer	LEVEL	12	BOOK	PH

UTILITY POWER



Infuriating Elusiveness

KEYWORDS		Arcane, Illusion, Teleportation		USED	
Move	↓	↻	Personal		
ACTION	↶	✱	RANGE		
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER		<input type="checkbox"/> DAILY		
Effect: You become invisible and then teleport 4 squares. The invisibility lasts until the start of your next turn.					
ADDITIONAL EFFECTS					
CLASS	Warlock	LEVEL	16	BOOK	PH

UTILITY POWER



Rod of Reaving +4

DAMAGE	PROFICIENT	GROUP	RANGE				
+4 attack rolls and damage rolls		20	+4d8 damage				
ENHANCEMENT	LEVEL		CRITICAL				
PROPERTIES							
When you place your Warlock's Curse on a target, the creature takes 4 damage.							
Eldritch Blast: +20 attack, 1d10+11 damage							
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER		<input type="checkbox"/> DAILY				
POWER							
ITEM SLOT	Off-hand	WEIGHT	0	PRICE	125000	BOOK	PH

MAGIC WEAPON



Laughing Death Leather Armor +4

2	-	-	1				
AC BONUS	CHECK	SPEED	QUANTITY				
+4 AC		19	Armor				
ENHANCEMENT	LEVEL	TYPE					
PROPERTIES							
Resist 10 necrotic.							
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER		<input checked="" type="checkbox"/> DAILY				
POWER							
Power (Daily • Necrotic): Immediate Reaction. Use this power when struck by a melee attack. The attacker takes 1d6 necrotic damage per plus of the armor and also takes a -2 penalty to Fortitude defense until the end of your next turn.							
ITEM SLOT	Body	WEIGHT	15	PRICE	105000	BOOK	PH

MAGIC ITEM



Ornament of Alertness +4

			1				
AC BONUS	CHECK	SPEED	QUANTITY				
+4 Fortitude, Reflex, and Will		18	Neck Slot Item				
ENHANCEMENT	LEVEL	TYPE					
PROPERTIES							
Gain an item bonus to Perception checks equal to the ornament's enhancement bonus.							
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER		<input checked="" type="checkbox"/> DAILY				
POWER							
Power (Daily): Minor Action. Until the end of the encounter, enemies don't gain the normal +2 bonus to attack rolls when you grant them combat advantage. They still gain any other benefit of combat advantage.							
ITEM SLOT	Neck	WEIGHT	0	PRICE	85000	BOOK	AV

MAGIC ITEM

