

Player Name

kotsfwarlock 1 Warlock 0
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Tiefling Medium 5'-8" 180lbs
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	10	6					

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

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

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
15	REF	10	4	1				

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Perception	10	+

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Dagger

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

ABILITY: Ranged Basic Attack - Dagger

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
25	12	6	6	7

1/2 HP 1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS	USED
	<input type="checkbox"/>

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES
Resist 5 Fire

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

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 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, Draconic

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4-1	-1				

ABILITY: Ranged Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
2	vs AC	Dagger (Melee)	1d4-1
3	vs AC	Dagger (Range)	1d4
5	vs Ref	Eldritch Blast (Implement, Wa)	1d10+4
-1	vs AC	Unarmed (Melee)	1d4-1

FEATS

Implement Expertise (wand) - +1 to attack rolls with wands

SKILLS

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

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	<input type="checkbox"/>
Eyebite	<input type="checkbox"/>
Misty Step	<input type="checkbox"/>
Warlock's Curse	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Infernal Wrath	<input type="checkbox"/>
Witchfire	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Dread Star	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Leather Armor (E)
Adventurer's Kit
Dagger (E)

COINS AND OTHER WEALTH

Money on hand: 10 gp
Stored money:
Encumbrance: 50 / 80

MAGIC ITEM INDEX

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

MAGIC ITEMS

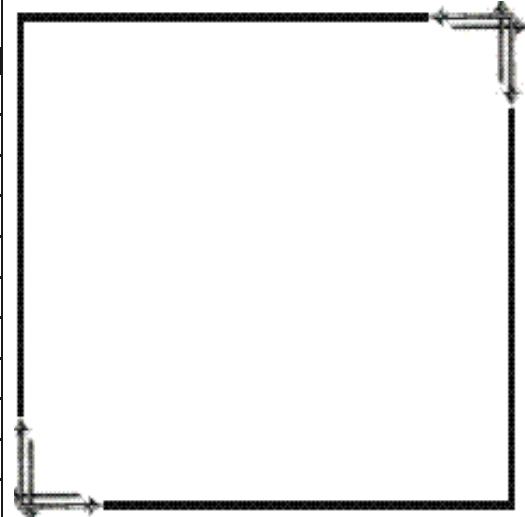
WEAPON	Implement, Wand (Off-hand) (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR		<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK		<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
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		<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME
kotsfwarlock

PLAYER NAME		
RACE	CLASS	LEVEL
Tiefling	Warlock	1

HP 25	STR 8	AC 16
Spd 6	CON 13	Fort 11
Init +0	DEX 10	Ref 15
	INT 18	Will 15
	WIS 11	
	CHA 18	
15 Passive Insight	10 Passive Perception	

PLAY DATA DUNGEONS & DRAGONS

Melee Basic Attack

KEYWORDS Weapon		
Standard	* ↑ ↗	Melee weapon
ACTION	↶ ↷	RANGE
2	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (-1) damage. Increase damage to 2[W] + Strength modifier (-1) at 21st level.
Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Dagger: +2 attack, 1d4-1 damage

ADDITIONAL EFFECTS
+1d6 to damage once per round (Warlock's Curse)
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS	LEVEL *	BOOK

AT-WILL POWER DUNGEONS & DRAGONS

Eyebite

KEYWORDS Arcane, Charm, Implement, Psychic		
Standard	↑ 10 ↗	Ranged 10
ACTION	↶ ↷	RANGE
5	vs	Will
ATTACK	DEFENSE	TARGET
		One creature

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.

Implement, Wand: +5 attack, 1d6+4 damage

ADDITIONAL EFFECTS
+1d6 to damage once per round (Warlock's Curse)
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS	LEVEL	BOOK
Warlock	1	PH

AT-WILL POWER DUNGEONS & DRAGONS

Ranged Basic Attack

KEYWORDS Weapon		
Standard	↑ * ↗	Ranged weapon
ACTION	↶ ↷	RANGE
3	vs	AC
ATTACK	DEFENSE	TARGET
		One creature

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+0) damage. Increase damage to 2[W] + Dexterity modifier (+0) at 21st level.
Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

Dagger: +3 attack, 1d4 damage

ADDITIONAL EFFECTS
+1d6 to damage once per round (Warlock's Curse)
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS	LEVEL *	BOOK

AT-WILL POWER DUNGEONS & DRAGONS

Misty Step

KEYWORDS		
Free	↑ ↗	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	LEVEL	BOOK
Warlock	1	PH

AT-WILL POWER DUNGEONS & DRAGONS

Second Wind

KEYWORDS		
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		
Standard	↑ 10 ↗	Ranged 10
ACTION	↶ ↷	RANGE
5	vs	Reflex
ATTACK	DEFENSE	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.

Implement, Wand: +5 attack, 1d10+4 damage

ADDITIONAL EFFECTS
+1d6 to damage once per round (Warlock's Curse)
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS	LEVEL	BOOK
Warlock	1	PH

AT-WILL POWER DUNGEONS & DRAGONS

Warlock's Curse

KEYWORDS		
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

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 (+4) as extra damage.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK PH

ENCOUNTER POWER

Witchfire

KEYWORDS Arcane, Fire, Implement USED

Standard	10	Ranged 10
ACTION		RANGE
5	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 (+4).

Implement, Wand: +5 attack, 2d6+4 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

Dread Star

KEYWORDS Arcane, Fear, Implement, Radiant USED

Standard	10	Ranged 10
ACTION		RANGE
5	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).

Implement, Wand: +5 attack, 3d6+4 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

Dagger

1d4	3	Light Blade	5/10
DAMAGE	PROFICIENT	GROUP	RANGE

PROPERTIES
 Light Thrown (A basic attack with a light thrown weapon uses your Dexterity. Light thrown weapons don't deal as much damage as heavy thrown weapons, but some powers let you hurl several of them at once or in rapid succession.)
 Off-Hand (An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.)

Melee Basic Attack: +2 attack, 1d4-1 damage
 Ranged Basic Attack: +3 attack, 1d4 damage

NOTES

ITEM SLOT Off-hand WEIGHT 1 PRICE 1 BOOK

WEAPON

Leather Armor

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

NOTES

ITEM SLOT Body WEIGHT 15 PRICE 25 BOOK

ITEM

Adventurer's Kit

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES

NOTES

ITEM SLOT WEIGHT 33 PRICE 15 BOOK

ITEM

Implement, Wand

			1
AC BONUS	CHECK	SPEED	QUANTITY

PROPERTIES
 Eldritch Blast: +5 attack, 1d10+4 damage
 Eldritch Blast: +5 attack, 1d10+4 damage

NOTES

ITEM SLOT Off-hand WEIGHT 1 PRICE 7 BOOK

ITEM