

Player Name

Daryn Godsbane 5 Warlock 5,500
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Tiefling Medium 56 Male 5' 8" 176 lb. Chaotic Evil
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2		2	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	12	5			1		

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	2
18	CON Constitution	4	6
10	DEX Dexterity	0	2
16	INT Intelligence	3	5
10	WIS Wisdom	0	2
16	CHA Charisma	3	5

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	FORT	12	4			1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	REF	12	3	1		1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	WILL	12	3	1		1		

CONDITIONAL BONUSES

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
	1/2 HP	1/4 HP
50	25	12
		10

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

 USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES
Resist 7 Fire

CURRENT CONDITIONS AND EFFECTS

SKILLS

BONUS	SKILL NAME	ABIL MOD	TRND (+5)	ARMOR PENALTY	MISC
2	Acrobatics	DEX	2	0	n/a
10	Arcana	INT	5	5	n/a
2	Athletics	STR	2	0	n/a
7	Bluff	CHA	5	0	n/a
5	Diplomacy	CHA	5	0	n/a
2	Dungeoneering	WIS	2	0	n/a
6	Endurance	CON	6	0	n/a
2	Heal	WIS	2	0	n/a
10	History	INT	5	5	n/a
2	Insight	WIS	2	0	n/a
10	Intimidate	CHA	5	5	n/a
2	Nature	WIS	2	0	n/a
2	Perception	WIS	2	0	n/a
10	Religion	INT	5	5	n/a
4	Stealth	DEX	2	0	n/a
5	Streetwise	CHA	5	0	n/a
2	Thievery	DEX	2	0	n/a

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 Constitution - Use CON for Eldritch Blast

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

Infernal Pact - Hellish rebuke spell; Dark One's

Blessing boon: When cursed foe is dropped to 0 hp, gain temporary hp equal to your level.

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.

Sight of the Unseen - You gain Darkvision that you can turn on/off at will. Blue flames dance around your eyes when using this power.

LANGUAGES KNOWN

Common, Primordial

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10 +	2

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Perception	10 +	2

SPECIAL SENSES
Darkvision

ATTACK WORKSPACE

ABILITY: Eldritch Blast - Ashen rod

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+7	2	4					1

ABILITY: Melee Basic Attack - Unarmed

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

DAMAGE WORKSPACE

ABILITY: Eldritch Blast - Ashen rod

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+4	4				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs Ref	Eldritch Blast (Ashen rod)	1d10+4
2	vs AC	Unarmed (Melee)	1d4

FEATS

Student of the Plague - Spellscarred: Qualify for power-swap feats, gain one spellscarred trait

Superior Implement Training (Ashen rod) - Can use Ashen rods

Hellish Blast - You can make Eldritch Blast deal Fire damage. If you choose to do so, it gains the Fire keyword and deals +1 damage.

CHARACTER NAME
Daryn Godsbane

PLAYER NAME

RACE Tiefling CLASS Warlock LEVEL 5

SCORE	ABILITY	MOD
HP	10 STR	+0
50	18 CON	+4
Spd	10 DEX	+0
6	16 INT	+3
Init	10 WIS	+0
+2	16 CHA	+3

AC	18
Fort	17
Ref	17
Will	17

12 Passive Insight 12 Passive Perception


Skills

2	Acrobatics	DEX
10	Arcana	INT (Trained)
2	Athletics	STR
7	Bluff	CHA
5	Diplomacy	CHA
2	Dungeoneering	WIS
6	Endurance	CON
2	Heal	WIS
10	History	INT (Trained)
2	Insight	WIS
10	Intimidate	CHA (Trained)
2	Nature	WIS
2	Perception	WIS
10	Religion	INT (Trained)
4	Stealth	DEX
5	Streetwise	CHA
2	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



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.

PLAY DATA DUNGEONS & DRAGONS

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard Personal

ACTION RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 12 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Warlock LEVEL 5 BOOK PH

Eldritch Blast

KEYWORDS Arcane, Implement

Standard Ranged 10

ACTION RANGE

7 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.
Hellish Blast: Whenever you use eldritch blast, you can choose for it to deal fire damage. If you do, it gains the fire keyword and you gain a +1 bonus to the damage roll. The bonus increases to +2 at 11th level and +3 at 21st level.

Ashen rod: +7 attack, 1d10+4 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 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlock LEVEL 1 BOOK PH

Warlock's Curse

KEYWORDS

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 Warlock LEVEL * BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Hellish Rebuke

KEYWORDS Arcane, Fire, Implement

Standard Ranged 10

ACTION RANGE

7 vs Reflex One creature

ATTACK DEFENSE TARGET

Attack: Constitution vs. Reflex
Hit: 1d6 + Constitution modifier (+4) fire damage. If you take damage before the end of your next turn, the target takes an extra 1d6 + Constitution modifier (+4) fire damage. Increase damage and extra damage to 2d6 + Constitution modifier (+4) at 21st level.

Ashen rod: +7 attack, 1d6+6 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 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlock LEVEL 1 BOOK PH

Dark One's Blessing

KEYWORDS

Free Personal

ACTION RANGE

vs

ATTACK DEFENSE TARGET

Prerequisite: Infernal Pact
Trigger: An enemy under your Warlock's Curse is reduced to 0 hit points or fewer
Effect: You immediately gain temporary hit points equal to your level.

ADDITIONAL EFFECTS

CLASS Warlock LEVEL 1 BOOK PH

Infernal Wrath

KEYWORDS Fire

Free Close burst 10

ACTION RANGE

10 vs The triggering enemy in burst

ATTACK DEFENSE TARGET

Trigger: An enemy within 10 squares of you hits you
Effect: The target takes 1d6 + Intelligence modifier (+3) or Charisma modifier (+3) fire damage.
Level 11: 2d6 + Intelligence modifier (+3) or Charisma modifier (+3) fire damage.
Level 21: 3d6 + Intelligence modifier (+3) or Charisma modifier (+3) fire damage.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Vampiric Embrace

KEYWORDS Arcane, Implement, Necrotic USED

Standard	5	Ranged 5
ACTION		RANGE
6	vs Will	One creature
ATTACK	DEFENSE	TARGET

Attack: Constitution vs. Will
Hit: 2d8 + Constitution modifier (+4) necrotic damage, and you gain 5 temporary hit points.
Infernal Pact: You gain temporary hit points equal to 5 + your Intelligence modifier (+3).

Ashen rod: +6 attack, 2d8+4 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 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlock LEVEL 1 BOOK PH

Fiery Bolt

KEYWORDS Arcane, Fire, Implement USED

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

Attack: Constitution vs. Reflex
Hit: 3d6 + Constitution modifier (+4) fire damage, and creatures adjacent to the target take 1d6 + Constitution modifier (+4) fire damage.
Infernal Pact: Creatures adjacent to the target take extra fire damage equal to your Intelligence modifier (+3).

Ashen rod: +7 attack, 3d6+6 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 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlock LEVEL 3 BOOK PH

Tyranny of Flame

KEYWORDS Arcane, Fire, Implement USED

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

Attack: Constitution vs. Will
Effect: You knock the target prone.
Hit: 3d6 + Constitution modifier (+4) fire damage, and the target can't stand up from prone (save ends).
Infernal Pact: The target also takes a -2 penalty to saving throws against this power.
Miss: Half damage.

Ashen rod: +6 attack, 3d6+6 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 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlock LEVEL 1 BOOK AP

Blistering Torrent

KEYWORDS Arcane, Implement, Necrotic USED

Standard	3	Close blast 3
ACTION		RANGE
6	vs Fort	Each creature in blast
ATTACK	DEFENSE	TARGET

Attack: Constitution vs. Fortitude
Hit: 2d10 + Constitution modifier (+4) necrotic damage, and the target is deafened until the end of the encounter.
Infernal Pact: The target is also slowed (save ends).

Ashen rod: +6 attack, 2d10+4 damage

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

CLASS Warlock LEVEL 5 BOOK Dragon 382

Ruinous Phrase

KEYWORDS Arcane USED

Standard	10	Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Target: One unattended medium or smaller non-magical, inanimate object in burst
Effect: If the target has hit points equal to 20 + your level or fewer, you destroy it. Otherwise, you deal it no damage and do not expend this power.
Infernal Pact: The target is destroyed if it has hit points equal to 25 + your level or fewer, instead of 20.

ADDITIONAL EFFECTS

CLASS Warlock LEVEL 2 BOOK Dragon 382

Cloak of Resistance +1

			1
AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will		2	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE
PROPERTIES			
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY			
POWER			
Power (Daily): Minor Action. Gain resist 5 to all damage until the start of your next turn.			
ITEM SLOT Neck	WEIGHT 0	PRICE 520	BOOK PH