

Player Name

Chant - Evil Priest at Keep 6 Warlock 7,500
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Tiefling Medium Male Evil
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
3		3	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
21	AC	13	6			2		

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	6	-1	

SPECIAL MOVEMENT

ABILITY SCORES

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

FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17		13	3			1		

CONDITIONAL BONUSES

REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17		13	2	1		1		

CONDITIONAL BONUSES

WILL

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18		13	3	1		1		

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	3
13	Passive Perception	10	3

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Morningstar

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+7	3	2		2			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Morningstar

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+2	2				

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
SURGE VALUE	SURGES/DAY	
54	27	13
	9	

CURRENT HIT POINTS CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES Resist 8 Fire,

CURRENT CONDITIONS AND EFFECTS

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.

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
8	Ref	Eldritch Blast (Rod of Cursed)	1d10+5
7	AC	Morningstar	1d10+2
5	AC	Unarmed (Melee)	1d4+2
3	AC	Unarmed (Range)	1d4

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
2	Acrobatcs	DEX	3	0	-1
10	Arcana	INT	5	5	n/a
4	Athletics	STR	5	0	-1
16	Bluff	CHA	6	5	n/a
6	Diplomacy	CHA	6	0	n/a
3	Dungeoneering	WIS	3	0	n/a
5	Endurance	CON	6	0	-1
8	Heal	WIS	3	5	n/a
5	History	INT	5	0	n/a
3	Insight	WIS	3	0	n/a
6	Intimidate	CHA	6	0	n/a
3	Nature	WIS	3	0	n/a
3	Perception	WIS	3	0	n/a
13	Religion	INT	5	5	n/a
4	Stealth	DEX	3	0	-1

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.

FEATS

Armor Proficiency (Chainmail) - Training with chainmail armor

Inspiring Leader - Warlord: training in one skill, ally gains action point benefit once per encounter

Linguist - Learn three new languages

Skill Focus (Bluff) - +3 to Bluff checks

LANGUAGES KNOWN

Common, Dwarvish, Giant, Elvish, Goliard

CHARACTER NAME

Chant - Evil Priest at Keep

PLAYER NAME

RACE Tifling CLASS Warlock LEVEL 6

HP 54	STR 14	AC 21
Spd 5	CON 17	Fort 17
Init +3	DEX 10	Ref 17
	INT 15	Will 18
	WIS 10	
	CHA 16	

13 Passive Insight	13 Passive Perception
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Second Wind

KEYWORDS USED

Standard	Personal
ACTION	RANGE
vs	Self
ATTACK	DEFENSE
	TARGET

Effect: You spend a healing surge and regain 13 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Eldritch Blast

KEYWORDS Arcane, Implement USED

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

Attack: Charisma or Constitution vs. Reflex
 Hit: 1d10 + Charisma or Constitution modifier (+3) damage.
 Increase damage to 2d10 + Charisma or Constitution modifier (+3) 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 Cursed Honor +2: +8 attack, 1d10+5 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

AT-WILL POWER



Hellish Rebuke

KEYWORDS Arcane, Fire, Implement USED

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

Attack: Constitution vs. Reflex
 Hit: 1d6 + Constitution modifier (+3) fire damage. If you take damage before the end of your next turn, the target takes an extra 1d6 + Constitution modifier (+3) fire damage.
 Increase damage and extra damage to 2d6 + Constitution modifier (+3) at 21st level.

Rod of Cursed Honor +2: +8 attack, 1d6+5 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

AT-WILL POWER



Dark One's Blessing

KEYWORDS USED

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

AT-WILL POWER



Warlock's Curse

KEYWORDS USED

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

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 (+3) as extra damage.

ADDITIONAL EFFECTS

Vampiric Embrace

KEYWORDS Arcane, Implement, Necrotic USED

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

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

Rod of Cursed Honor +2: +8 attack, 2d8+5 damage

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

Eldritch Rain

KEYWORDS Arcane, Implement USED

Standard	10	Ranged 10
ACTION		RANGE
8	vs Reflex	One creature, or two creatures no more than 10 feet apart
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Reflex, one attack per target
Hit: 1d10 + Charisma modifier (+3) damage.
Fey Pact: Gain a bonus to each attack's damage roll equal to your Intelligence modifier (+2).

Rod of Cursed Honor +2: +8 attack, 1d10+5 damage

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

CLASS Warlock LEVEL 3 BOOK PH

ENCOUNTER POWER DUNGEONS & DRAGONS

Curse of the Dark Dream

KEYWORDS Arcane, Charm, Implement, Psychic USED

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

Attack: Charisma vs. Will
Hit: 3d8 + Charisma modifier (+3) psychic damage, and you slide the target 3 squares.
Sustain Minor: You slide the target 1 square, whether you hit or miss (save ends).

Rod of Cursed Honor +2: +8 attack, 3d8+5 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 DUNGEONS & DRAGONS

Curse of the Bloody Fangs

KEYWORDS Arcane, Implement USED

Standard	10	Ranged 10
ACTION		RANGE
8	vs AC	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. AC
Hit: 2d10 + Charisma modifier (+3) damage.
Miss: Half damage.
Sustain Minor: The target and any of your enemies adjacent to it take 1d10 damage (save ends).

Rod of Cursed Honor +2: +8 attack, 2d10+5 damage

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

CLASS Warlock LEVEL 5 BOOK PH

DAILY POWER DUNGEONS & DRAGONS

Beguiling Tongue

KEYWORDS Arcane USED

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You gain a +5 power bonus to your next Bluff, Diplomacy, or Intimidate check during this encounter.

ADDITIONAL EFFECTS

CLASS Warlock LEVEL 2 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

Rending Fear of Khirad

KEYWORDS Arcane, Charm, Fear, Implement USED

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

Effect: You demand that the target answer one question.
If you share a language, your helpless target provides the answer to the best of its knowledge, without distortion. Each round, ask a new question if your target remains helpless, up to a number of questions equal to 1 + your Charisma modifier (+3).

ADDITIONAL EFFECTS

CLASS Warlock LEVEL 6 BOOK Dragon 366

UTILITY POWER DUNGEONS & DRAGONS

Potion of Healing (heroic tier)

BONUS	ENHANCEMENT	CRITICAL
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PROPERTIES

KEYWORDS USED

ACTION	<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER
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.

ITEM SLOT/TYPE LEVEL 5 PRICE 50 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS

Rod of Cursed Honor +2

+2 attack rolls and damage	+2d6 damage	
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES
Whenever you place a Warlock's Curse on a target, you gain a +1 power bonus to your Fortitude, Reflex, and Will defenses until the end of your next turn.

KEYWORDS USED

ACTION	<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER
Item Slot: Off-hand

Imposter's Chainmail +2

+2 AC		
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

KEYWORDS USED

ACTION	<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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POWER
Power (At-Will • Polymorph): Minor Action. You can transform this armor into a normal-looking set of clothes. While in clothes form, the armor does not provide an armor bonus, but neither does it impose an armor check penalty or speed reduction. You can add this armor's enhancement bonus to any Bluff check made to attempt to disguise your appearance. You can change this armor back into its true form as a minor action.

Cape of the Mountebank +1

+1 Fortitude, Reflex, and Will		
BONUS	ENHANCEMENT	CRITICAL

PROPERTIES

KEYWORDS USED

ACTION	<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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POWER
Item Slot: Neck
Power (Daily • Teleportation): Immediate Reaction. Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.