

Player Name **Jammie Schrab!**

 Sorrow 3 **Warlock**

 Character Name **Tiefling** Medium 24 Female 6' 200 lbs. Unaligned The Raven Queen Epic Destiny Total XP 2,250  
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 Size **Medium** 24 Female 6' 200 lbs. Unaligned The Raven Queen Epic Destiny Total XP 2,250  
 Age **24** Female 6' 200 lbs. Unaligned The Raven Queen Epic Destiny Total XP 2,250  
 Gender **Female** 6' 200 lbs. Unaligned The Raven Queen Epic Destiny Total XP 2,250  
 Height **6'** 200 lbs. Unaligned The Raven Queen Epic Destiny Total XP 2,250  
 Weight **200 lbs.** Unaligned The Raven Queen Epic Destiny Total XP 2,250  
 Alignment **Unaligned** The Raven Queen Epic Destiny Total XP 2,250  
 Deity **The Raven Queen** Epic Destiny Total XP 2,250  
 Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
<b>1</b>	<b>1</b>	<b>1</b>	

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>16</b>	<b>AC</b>	<b>11</b>	<b>5</b>					

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<b>6</b>	<b>Speed (Squares)</b>	<b>6</b>		

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>10</b>	<b>STR</b> Strength	<b>0</b>	<b>1</b>
<b>15</b>	<b>CON</b> Constitution	<b>2</b>	<b>3</b>
<b>10</b>	<b>DEX</b> Dexterity	<b>0</b>	<b>1</b>
<b>16</b>	<b>INT</b> Intelligence	<b>3</b>	<b>4</b>
<b>9</b>	<b>WIS</b> Wisdom	<b>-1</b>	<b>0</b>
<b>18</b>	<b>CHA</b> Charisma	<b>4</b>	<b>5</b>

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>14</b>	<b>FORT</b>	<b>11</b>	<b>2</b>		<b>1</b>			

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>15</b>	<b>REF</b>	<b>11</b>	<b>3</b>	<b>1</b>				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>17</b>	<b>WILL</b>	<b>11</b>	<b>4</b>	<b>1</b>	<b>1</b>			

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>15</b>	<b>Passive Insight</b>	<b>10</b>	<b>5</b>

<b>10</b>	<b>Passive Perception</b>	<b>10</b>	<b>0</b>
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SPECIAL SENSES

Low-light Vision

### ATTACK WORKSPACE

ABILITY: Eldritch Blast - Rod of Dark Reward +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+ 4</b>	<b>1</b>	<b>2</b>				<b>1</b>	

ABILITY: Melee Basic Attack - Unarmed

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

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
<b>37</b>	<b>18</b>	<b>9</b>
	<b>1/2 HP</b>	<b>1/4 HP</b>
		<b>8</b>

 CURRENT HIT POINTS CURRENT SURGE USES

### SECOND WIND 1/ENCOUNTER

 USED 

TEMPORARY HIT POINTS

### DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES Resist 6 Fire

CURRENT CONDITIONS AND EFFECTS

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
<input type="checkbox"/>	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.

**Bluff Bonus**
**Stealth Bonus**

### 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.

**Dark Pact** - You have the Darkspiral Aura pact boon.

**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, Primordial

### DAMAGE WORKSPACE

ABILITY: Eldritch Blast - Rod of Dark Reward +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d10+5</b>	<b>4</b>	<b>1</b>			

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d4</b>	<b>0</b>				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>4</b>	vs <b>Ref</b>	Eldritch Blast (Rod of Dark R)	1d10+5
<b>1</b>	vs <b>AC</b>	Unarmed (Melee)	1d4
<b>1</b>	vs <b>AC</b>	Unarmed (Range)	1d4
	vs		

### FEATS

**Scion of the Gods** - +1 to Fortitude and Will defenses

**Sacrifice to Caiphon** - Recover encounter power that misses all targets but damage self, damage = level

### SKILLS

BONUS	SKILL NAME	DEX	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<b>1</b>	<b>Acrobatics</b>	DEX	1	0		
<b>9</b>	<b>Arcana</b>	INT	4	5	n/a	
<b>1</b>	<b>Athletics</b>	STR	1	0		
<b>12</b>	<b>Bluff</b>	CHA	5	5	n/a	2
<b>5</b>	<b>Diplomacy</b>	CHA	5	0	n/a	
<b>0</b>	<b>Dungeoneering</b>	WIS	0	0	n/a	
<b>3</b>	<b>Endurance</b>	CON	3	0		
<b>0</b>	<b>Heal</b>	WIS	0	0	n/a	
<b>4</b>	<b>History</b>	INT	4	0	n/a	
<b>5</b>	<b>Insight</b>	WIS	0	5	n/a	
<b>5</b>	<b>Intimidate</b>	CHA	5	0	n/a	
<b>0</b>	<b>Nature</b>	WIS	0	0	n/a	
<b>0</b>	<b>Perception</b>	WIS	0	0	n/a	
<b>9</b>	<b>Religion</b>	INT	4	5	n/a	
<b>3</b>	<b>Stealth</b>	DEX	1	0		2
<b>5</b>	<b>Streetwise</b>	CHA	5	0	n/a	
<b>1</b>	<b>Thievery</b>	DEX	1	0		



CHARACTER NAME  
**Sorrow**

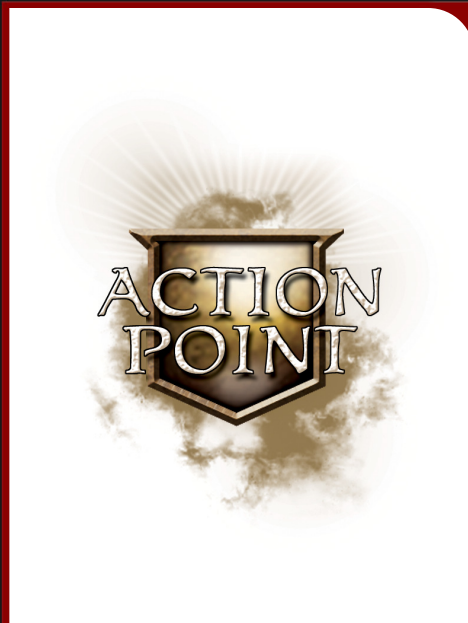
PLAYER NAME  
**Jammie Schrab!**

RACE Tiefeling CLASS Warlock LEVEL 3

<b>HP</b> 37	<b>10 STR</b>	<b>AC</b> 16
<b>Spd</b> 6	<b>15 CON</b>	<b>Fort</b> 14
<b>Init</b> +1	<b>10 DEX</b>	<b>Ref</b> 15
	<b>16 INT</b>	<b>Will</b> 17
	<b>9 WIS</b>	
	<b>18 CHA</b>	

**15** Passive Insight **10** Passive Perception

**PLAY DATA** DUNGEONS & DRAGONS



**ENCOUNTER SPECIAL** DUNGEONS & DRAGONS

Second Wind

KEYWORDS USED

Standard	1	10	Personal
<b>ACTION</b>	←	*	<b>RANGE</b>
	vs		Self
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

Effect: You spend a healing surge and regain 9 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 USED

Standard	10	Ranged 10
<b>ACTION</b>	←	<b>RANGE</b>
4	vs Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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 Dark Reward +1: +4 attack, 1d10+5 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*

**AT-WILL POWER** DUNGEONS & DRAGONS

Spiteful Glamor

KEYWORDS Arcane, Implement, Psychic USED

Standard	10	Ranged 10
<b>ACTION</b>	←	<b>RANGE</b>
6	vs Will	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Charisma vs. Will  
**Hit:** 1d8 + Charisma modifier (+4) psychic damage, or 1d12 + Charisma modifier (+4) psychic damage to a target at maximum hit points.  
Increase damage to 2d8 + Charisma modifier (+4) at 21st level, or 2d12 + Charisma modifier (+4) to a target at maximum hit points.

Rod of Dark Reward +1: +6 attack, 1d8+5 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 *FRPG*

**AT-WILL POWER** DUNGEONS & DRAGONS

Darkspiral Aura

KEYWORDS Arcane, Necrotic, Psychic USED

Imm Interr	10	
<b>ACTION</b>	←	<b>RANGE</b>
	vs	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Prerequisite:** Dark Pact  
**Effect:** When an enemy under your Warlock's Curse is reduced to 0 hit points or fewer, add 1 to your Darkspiral Aura. Your Darkspiral Aura has a starting value of 0, and it resets to 0 when you take a short rest or an extended rest.  
**Trigger:** When an enemy makes a melee attack or a ranged attack against you, you can use your Darkspiral Aura as an immediate interrupt.  
**Hit:** 1d6 necrotic and psychic damage to that enemy for each point of your Darkspiral Aura's current value.  
At 11th level, the damage you deal increases to 1d8 per point of your Darkspiral Aura's current value, and at 21st level the damage increases to 1d10 per point of your Darkspiral Aura's current value.  
**Special:** If this attack deals less than 12 damage, the value of your Darkspiral Aura becomes 0. If this attack deals 12 damage or more, you can cause the enemy to be weakened for its attack (which means the attack deals half damage), and the value of your Darkspiral Aura becomes 1.

ADDITIONAL EFFECTS

CLASS Warlock LEVEL 1 BOOK *FRPG*

**AT-WILL POWER** DUNGEONS & DRAGONS

Warlock's Curse

KEYWORDS USED

Minor	1	Personal
<b>ACTION</b>	←	<b>RANGE</b>
	vs	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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 you 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	1	Personal
<b>ACTION</b>	←	<b>RANGE</b>
	vs	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**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** DUNGEONS & DRAGONS

Cursebite

KEYWORDS Arcane, Implement USED

Standard	20	Close burst 20
<b>ACTION</b>	←	<b>RANGE</b>
6	vs Fort	Each creature in burst under your
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Charisma vs. Fortitude  
**Hit:** 2d8 necrotic damage  
**Dark Pact:** The attack deals extra damage equal to your Intelligence modifier (+3).

Rod of Dark Reward +1: +6 attack, 2d8+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 1 BOOK *FRPG*

**ENCOUNTER POWER** DUNGEONS & DRAGONS

### Your Delicious Weakness

KEYWORDS Arcane, Implement, Psychic USED

Standard	↓ 10 ↗	Ranged 10
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
6	vs Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Charisma vs. Reflex  
**Hit:** 2d6 + Charisma modifier (+4) psychic damage. If the target is vulnerable to any damage types, your attack instead deals damage of that type. If the target has more than one vulnerability, you choose which damage type to deal.  
**Dark Pact:** If the target takes damage of a type it is vulnerable to, it takes extra psychic damage equal to your Intelligence modifier (+3).

Rod of Dark Reward +1: +6 attack, 2d6+5 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 FRPG

**ENCOUNTER POWER** DUNGEONS & DRAGONS®

### Your Glorious Sacrifice

KEYWORDS Arcane, Implement, Necrotic, Poison USED

Standard	↓ 10 ↗	Ranged 10
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
6	vs Fort	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Effect:** Before the attack, you can deal damage to an ally adjacent to you equal to your Charisma modifier (+4). If you do so, you gain a +2 bonus to the attack roll.  
**Attack:** Charisma vs. Fortitude  
**Hit:** 3d8 + Charisma modifier (+4) damage. If you dealt damage to an ally as part of this power, the target takes ongoing poison damage equal to your Charisma modifier (+4) (save ends).  
**Dark Pact:** The ongoing damage is instead equal to your Intelligence modifier (+3) + your Charisma modifier (+4).  
**Miss:** Half damage, and no ongoing damage.

Rod of Dark Reward +1: +6 attack, 3d8+5 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 FRPG

**DAILY POWER** DUNGEONS & DRAGONS®

### Ethereal Stride

KEYWORDS Arcane, Teleportation USED

Move	↓ ↗	Personal
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Effect:** You can teleport 3 squares, and you gain a +2 power bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Warlock LEVEL 2 BOOK PH

**UTILITY POWER** DUNGEONS & DRAGONS®

### Rod of Dark Reward +1

DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		2	+1d6 damage
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES  
Whenever you place a Warlock's Curse on an enemy, you gain a +1 power bonus to AC until the start of your next turn.

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

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Off-hand WEIGHT 0 PRICE 520 BOOK PH

**MAGIC WEAPON** DUNGEONS & DRAGONS®

### Shadowfell Gloves (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		6	1
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER  
**Power (Daily • Necrotic):** Minor Action. Change the damage type dealt by the next arcane power you use to necrotic. Add 1d6 to the damage dealt by that power (if any).

ITEM SLOT Hands WEIGHT 0 PRICE 1800 BOOK PH

**MAGIC ITEM** DUNGEONS & DRAGONS®