

Player Name Wendy

Valentina Rederovaova

4

Warlock

3,750

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Drow

Medium

114

Female

5'8"

135 lb.

Unaligned

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

ABILITY SCORES

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

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	12	4					

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs Ref	Eldritch Blast (Rod of Reaving -	1d10+5
7	vs Ref	Pact Blade Dagger +1 (Melee)	1d10+5
7	vs Ref	Eldritch Blast (Pact Blade Dagg)	1d10+5
4	vs AC	Hand Crossbow	1d6
5	vs AC	Spear	1d8+1

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
41	20	10	8	8
CURRENT HIT POINTS		CURRENT SURGE USES		
SECOND WIND 1/ENCOUNTER		USED		
TEMPORARY HIT POINTS				
DEATH SAVING THROW FAILURES				
SAVING THROW MODS				
RESISTANCES				
CURRENT CONDITIONS AND EFFECTS				

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

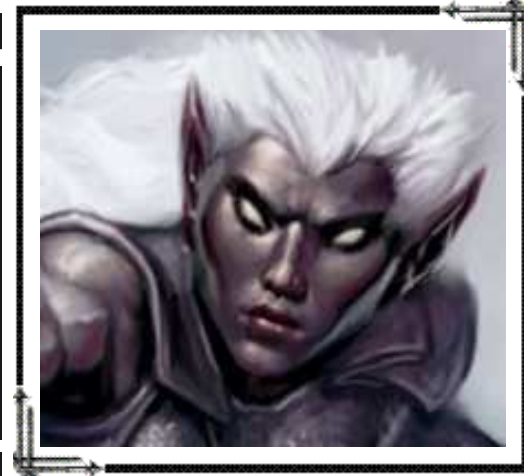
RACE FEATURES

- Trance (Drow)** - Meditate aware 4 hours instead of sleep.
- Lolthtouched** - Use either cloud of darkness or darkfire once per encounter.
- Darkfire Charisma** - Use CHA for Darkfire
- Fey Origin** - Your origin is fey, not natural.

CLASS / PATH / DESTINY FEATURES

- Eldritch Blast** - Use eldritch blast as an at-will power and as 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.

CHARACTER PORTRAIT



INITIATIVE

SCORE	DEX	1/2 LVL	MISC
6	Initiative	2	4

CONDITIONAL MODIFIERS

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

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

 SPECIAL SENSES
Darkvision

SKILLS

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

CHARACTER NAME
Valentina Rederoavaova

PLAYER NAME
Wendy

RACE Drow **CLASS** Warlock **LEVEL** 4

HP	41	STR	12	AC	16
Spd	6	CON	14	Fort	14
Init	+6	DEX	10	Ref	15
Passive Insight	13	INT	14	Will	17
Passive Perception	13	WIS	12		
		CHA	19		

Second Wind

KEYWORDS Arcane, Implement

Standard	+	10	➔	➔	➔	Personal	RANGE
ACTION	+	10	➔	➔	➔	Self	TARGET
ATTACK	vs						
DEFENSE							

EFFECT: You spend a healing surge and regain 10 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Warlock **LEVEL** 1 **BOOK** PH

Eidritch Blast

KEYWORDS Arcane, Implement

Standard	+	10	➔	➔	➔	Ranged 10	RANGE
ACTION	+	10	➔	➔	➔	One creature	TARGET
ATTACK	vs						
DEFENSE							

EFFECT: Charisma or Constitution vs. Reflex Hit: 1d10 + Charisma or Constitution modifier (+2) damage. Increase damage to 2d10 + Charisma or Constitution modifier (+2) 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 +1: +7 attack, 1d10+5 damage

ADDITIONAL EFFECTS
+1d6 to damage once per round (Warlock's Curse)

CLASS Warlock **LEVEL** 1 **BOOK** PH

Eyebite

KEYWORDS Arcane, Charm, Implement, Psychic

Standard	+	10	➔	➔	➔	Ranged 10	RANGE
ACTION	+	10	➔	➔	➔	One creature	TARGET
ATTACK	vs						
DEFENSE							

EFFECT: 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.

Rod of Reaving +1: +7 attack, 1d6+5 damage

ADDITIONAL EFFECTS
+1d6 to damage once per round (Warlock's Curse)

CLASS Warlock **LEVEL** 1 **BOOK** PH

Warlock's Curse

KEYWORDS Arcane, Implement, Psychic

Minor	+	10	➔	➔	➔	Personal	RANGE
ACTION	+	10	➔	➔	➔	Self	TARGET
ATTACK	vs						
DEFENSE							

EFFECT: 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

Cloud of Darkness

KEYWORDS Arcane, Implement, Psychic

Minor	+	10	➔	➔	➔	Close burst 1	RANGE
ACTION	+	10	➔	➔	➔	1	TARGET
ATTACK	vs						
DEFENSE							

EFFECT: This power creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight for all creatures except you. Any creature except you entirely within the cloud is blinded.

ADDITIONAL EFFECTS

CLASS Warlock **LEVEL** * **BOOK** MM

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

ENCOUNTER ACTION DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS



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