

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

11

Level

Shakkan

Unaligned male Human Warlock (Hexblade)

Medium

Age Height Weight Size Deity

26000

Total XP

32000

Defenses

18	18	19	23
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied 42)	84	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
21	7

Current Conditions:

Combat Statistics and Senses

Initiative	8
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Conditional Modifiers:

Speed	6
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Passive Insight	19
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Passive Perception	16
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Special Senses: Normal

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	2	3

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.

Second Wind (one per encounter)

 Used

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

Death Saving Throw Failures

Saving Throw Mods	0
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Resistances/Vulnerabilities

Resist 10 Necrotic

Current Conditions and Effects

Basic Attacks

Melee

Scourge of Exquisite Agony

7	1d10
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Strength vs. AC

Damage

Ranged

8	1d4+3
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Dexterity vs. AC

Damage

Languages

Common, Draconic

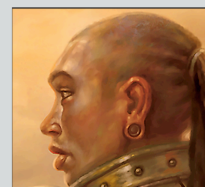


Abilities

Ability	Score	Check
STR Strength	11	5
CON Constitution	12	6
DEX Dexterity	17	8
INT Intelligence	11	5
WIS Wisdom	9	4
CHA Charisma	23	11

Skills

Skill	Ability	Score
Acrobatics	Dexterity	8
Arcana	Intelligence	5
Athletics	Strength	5
Bluff	Charisma	16
Diplomacy	Charisma	11
Dungeoneering	Wisdom	4
Endurance	Constitution	6
Heal	Wisdom	4
History	Intelligence	5
Insight	Wisdom	9
Intimidate	Charisma	11
Nature	Wisdom	4
Perception	Wisdom	6
Religion	Intelligence	10
Stealth	Dexterity	15
Streetwise	Charisma	11
Thievery	Dexterity	13



Shakkan

Player Name

Character Name

Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Waist

Armor

Tattoo

Feet

Ki Focus

Other Equipment

Total Weight (lbs.)

100

Carrying Capacity (lbs.)

Treasure

5,000 gp
0 gp banked

Normal

110

Heavy

220

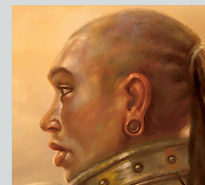
Max

550

Shakkan

Player Name

Character Name



Racial Features

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Heroic Effort

Gain the Heroic Effort power

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Class/Other Features

Gloom Pact Reward

+ [Dex mod] bonus to dmg rolls for your warlock and warlock paragon path powers. Bonus increases by +2 at lvl 5, +4 at lvl 15, +6 at lvl 25. At 9th lvl, the bonus applies to your summoned warlock's ally.

Gloom Pact Weapon

Gain the Scourge of Exquisite Agony warlock item, as well as the Flesh Rend and Spirit Flay attack powers

Improved Pact Weapon

You can use your pact weapon's encounter power twice per encounter.

Hexblade's Action (Gloom)

Action point (extra action): you may become insubstantial until your next turn ends

Feats

Bow Expertise

When using a bow: +1/2/3 (by tier) to attack, +1/2/3 (by tier) damage to one creature that isn't adjacent to other creatures

Toughness

Gain 5 additional hit points, 10 at 11th, 15 at 21st

Terrain Advantage

If a target of your attack occupies a square that is difficult terrain, you gain combat advantage against that target

Blindfighting Warrior

Your melee attacks take no penalties due to partial concealment or total concealment.

Armor Finesse

You ignore the check penalty for wearing armor.

Blindfighting Sentinel

+2 to Perception checks. You don't grant combat advantage to invisible enemies. No -10 penalty to Perception while blinded.

Orb Expertise

When using an orb implement: +1/2/3 (by tier) to attacks. +1 to push, pull, or slide effects you cause

Heavy Blade Expertise

When wielding a heavy blade: +1/2/3 (by tier) to attack, +2 all defenses vs. opportunity attacks

Shakkan

Level 11 Human Warlock (Hexblade)

	SCORE	ABILITY	MOD	
HP	11	STR	0	AC
84				18
	12	CON	1	Fort
Spd				18
6	17	DEX	3	Ref
				19
Init	11	INT	0	Will
+8	9	WIS	-1	23
	23	CHA	6	

19 Passive Insight

16 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	8
Arcana	Intelligence	5
Athletics	Strength	5
Bluff	Charisma	• 16
Diplomacy	Charisma	11
Dungeoneering	Wisdom	4
Endurance	Constitution	6
Heal	Wisdom	4
History	Intelligence	5
Insight	Wisdom	• 9
Intimidate	Charisma	11
Nature	Wisdom	4
Perception	Wisdom	6
Religion	Intelligence	• 10
Stealth	Dexterity	• 15
Streetwise	Charisma	11
Thievery	Dexterity	• 13

• indicates a trained skill.

Action Point

Base action points: 1

Hexblade's Action (Gloom): When you spend an action point to take an extra action, you can become insubstantial until the end of your next turn.



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.

Encounter Special

Flesh Rend

At-Will ♦ Standard Action

Scourge of Exquisite Agony: +13 vs. AC, 1d10+11 damage

Melee weapon **Target:** One creature

The tails of your scourge wrap around your foe, directing its painful retreat.

Keywords: Arcane, Implement, Necrotic, Shadow, Weapon

Requirement: You must use this power with your scourge of exquisite agony.

Attack: Charisma vs. AC

Hit: 1[W] + Cha modifier (+6) necrotic damage, and you can slide the target 1 square. The target takes a -2 penalty to attack rolls until the start of your next turn.

Special: You can use this power as a melee basic attack.

Additional Effects

Warlock Attack

Melee Basic Attack

At-Will ♦ Standard Action

Scourge of Exquisite Agony: +7 vs. AC, 1d10 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+0) damage.

Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +8 vs. AC, 1d4+3 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+3) damage.

Level 21: 2[W] + Dex modifier (+3) damage.

Additional Effects

Basic Attack

Eldritch Bolt

At-Will ♦ Standard Action

Unarmed: +11 vs. Reflex, 1d10+11 damage

Ranged 10 **Target:** One creature

With a gesture, you create a shard of shimmering force and send it streaking toward your enemy.

Keywords: Arcane, Force, Implement

Attack: Charisma vs. Reflex

Hit: 1d10 + Cha modifier (+6) force damage.

Special: You can use this power as a ranged basic attack.

Additional Effects

Shadow Scourge

Encounter ♦ Immediate Reaction

Melee 1 **Target:** The triggering enemy

When a nearby foe lashes out, your counterattack cloaks it in bonds of shadow that leave it at your mercy.

Keywords: Arcane, Necrotic, Psychic, Shadow

Requirement: You must be holding your scourge of exquisite agony.

Trigger: An adjacent enemy attacks you.

Effect: The target takes 5 + your Cha modifier (+6) necrotic and psychic damage, and grants combat advantage until the end of your next turn.

Additional Effects

Spirit Flay

Encounter ♦ Standard Action

Scourge of Exquisite Agony: +13 vs. Reflex, 1d10+11 damage

Melee weapon **Target:** One or two creatures

As you lash out at your foes, the pain produced by your scourge manifests as concealing shadow.

Keywords: Arcane, Implement, Necrotic, Psychic, Shadow, Weapon

Requirement: You must use this power with your scourge of exquisite agony.

Attack: Charisma vs. Reflex

Hit: 1[W] + Cha modifier (+6) necrotic and psychic damage, and the target is dazed until the end of your next turn.

Effect: You gain partial concealment until the end of your next turn.

Additional Effects

Curse of Age
Encounter ♦ Standard Action

Unarmed: +11 vs. Fortitude, 2d8+6 damage

Ranged 5 **Target:** One enemy

As your foe succumbs to your attack, its form briefly shows the ravages of age.

Keywords: Arcane, Implement, Necrotic, Shadow

Attack: Charisma vs. Fortitude

Hit: 2d8 + Cha modifier (+6) necrotic damage, and the target is slowed and weakened until the end of your next turn.

Additional Effects

Legendary Hexblade Attack 11 Used

Armor of Winter's Grasp
Daily ♦ Standard Action

Unarmed: +11 vs. Fortitude, 2d6+11 damage

Close burst 1 **Target:** Each creature in the burst

You create a vicious, icy wind that scythes through your enemies before settling on you as a shell of frozen air.

Keywords: Arcane, Cold, Implement

Attack: Charisma vs. Fortitude

Hit: 2d6 + Cha modifier (+6) cold damage, and the target is slowed (save ends).

Miss: Half damage.

Effect: You gain a +2 power bonus to AC and Fortitude until the end of the encounter.

Additional Effects

Warlock Attack 1 Used

Emerald Shield
Daily ♦ Minor Action

Personal

Your magic brings forth a shield that is a mixture of green quartz and scintillating energy.

Keyword: Arcane

Effect: Until the end of the encounter, you gain a +2 shield bonus to AC and Reflex, and you can use the secondary power at will.

Additional Effects

Warlock Attack 5 Used

Summon Warlock's Ally
Daily ♦ Minor Action

Ranged 5

A sudden gust of wind, the smell of brimstone, and a flash of light herald the arrival of a creature from the planes, pulled into your presence to serve you.

Keywords: Arcane, Summoning

Effect: You summon a creature associated with your pact in an unoccupied space within range. The creature is an ally to you and your allies.

The creature lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in the creature's description. You must have line of effect to the creature to command it. When you command the creature, you and the creature share knowledge but not senses.

When the creature makes a check, you make the roll using your game statistics, not including any temporary bonuses or penalties.

The creature lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

Additional Effects

Warlock Attack 9 Used

Convocation of Shadows
At-Will ♦ Free Action

Personal

Each time an enemy falls before you, you call on its departing shade to pull you partway to the realm of darkness.

Keywords: Arcane, Shadow

Trigger: You reduce an enemy to 0 hit points, or an enemy adjacent to you drops to 0 hit points.

Effect: You are insubstantial and phasing until the end of your next turn.

Additional Effects

Warlock Utility

Heroic Effort
Encounter ♦ No Action

Personal

Your grim focus and unbridled energy means that failure is not an option.

Trigger: You miss with an attack or fail a saving throw.

Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power Used

Wrathful Aspect
Encounter ♦ Minor Action

Personal

Your eyes glow with power, and a cloak of red fire swirls around you as you channel the wrath and fury of your pact.

Keywords: Arcane, Fear, Fire

Effect: Until the end of your next turn, you gain a +5 power bonus to Intimidate checks, and any creature that hits you with a melee attack takes 5 fire damage.

Additional Effects

Iron Aspect of Dispatier
Encounter ♦ Minor Action

Personal

Your skin becomes as hard as iron, making you immovable against your foes' attacks.

Keyword: Arcane

Effect: Until the end of your next turn, you gain resist 5 to all damage and can ignore forced movement.

Additional Effects

Emerald Shield...
Daily ♦ Immediate Reaction

Melee 1 **Target:** The triggering enemy

Keywords: Arcane, Radiant

Requirement: The power Emerald Shield must be active in order to use this power.

Trigger: An adjacent enemy attacks you.

Effect: The target takes 5 + Cha modifier (+6) radiant damage.

Additional Effects

Lesser Planar Ally

Daily ♦ Standard Action



Melee 1

The air around you ripples and becomes heavy as you call forth a spirit of the planes to serve you.

Keywords: Arcane, Conjunction

Effect: You conjure the Tiny spirit of a planar being in a square adjacent to you. The spirit is an invisible conjuration that lasts until it is dismissed as a free action or until it completes its task, which can take no longer than 1 hour. You command the spirit to attempt one of the following tasks.

* **Locate an Object or a Person:** The spirit can locate a specific object or creature within 5 miles of you that you have seen or touched. When it completes the task, the spirit returns to you and describes the direction, distance, and location of the object or creature.

* **Explore an Area:** The spirit can provide a rough description of an area up to 20 squares on a side, including obvious physical features. The spirit cannot open doors or breach physical or magical barriers, so it cannot explore any area that a Tiny creature couldn't reach. It cannot notice anything that requires a Perception check to detect. When it completes the task, the spirit returns to you and telepathically provides a mental image of the area.

Additional Effects

Warlock Utility 4

Used

Shade Dance

Daily ♦ Minor Action

Personal

As you maneuver across the battlefield, you take on the form of living shadow to frustrate your foes' attacks.

Keywords: Arcane, Shadow

Effect: Until the end of the encounter, whenever you complete a move of at least 3 squares on your turn, you can become insubstantial until the start of your next turn.

Additional Effects

Warlock Utility 10

Used

Scourge of Exquisite Agony

Weapon ♦ Level

Damage: 1d10

Proficiency Bonus: 2

Properties: Reach