

Player Name **Norma**

Elena of the L'Ordarosi 6 **Warlock** 7,500  
 Character Name Level Class Paragon Path Epic Destiny Total XP  
 Half-Elf Medium 33 Female 5'7" 130 Good Corellon  
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEF	1/2 LVL	MISC
<b>8</b> Initiative	<b>1</b>	<b>3</b>	<b>4</b>

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>19</b> AC	<b>13</b>	<b>5</b>				<b>1</b>		

CONDITIONAL BONUSES

### MOVEMENT

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

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>8</b> STR Strength		<b>-1</b>	<b>2</b>
<b>14</b> CON Constitution		<b>2</b>	<b>5</b>
<b>12</b> DEX Dexterity		<b>1</b>	<b>4</b>
<b>17</b> INT Intelligence		<b>3</b>	<b>6</b>
<b>10</b> WIS Wisdom		<b>0</b>	<b>3</b>
<b>19</b> CHA Charisma		<b>4</b>	<b>7</b>

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>20</b> Passive Insight		<b>10</b> +	<b>10</b>
<b>13</b> Passive Perception		<b>10</b> +	<b>3</b>

SPECIAL SENSES

Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Quarterstaff

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+</b> <b>4</b>	<b>3</b>	<b>-1</b>		<b>2</b>			

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Quarterstaff

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d8-1</b>	<b>-1</b>				

### HIT POINTS

MAX HP	BLOODEIED	HEALING SURGES
<b>51</b>	<b>25</b>	<b>12</b>
	1/2 HP	SURGE VALUE
		SURGES/DAY

CURRENT HIT POINTS

CURRENT SURGE USES

### SECOND WIND 1/ENCOUNTER

 USED 

TEMPORARY HIT POINTS

### DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES Resist 5 Necrotic, Resist 5 Poison

CURRENT CONDITIONS AND EFFECTS

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
<input type="checkbox"/>	0	1
<input type="checkbox"/>	1	2
<input type="checkbox"/>	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

**Dilettante** - Choose at-will power from other class; use as encounter power.

**Dual Heritage** - Count as elf, half-elf, and human for choosing feats.

**Group Diplomacy** - Allies within 10 get +1 to Diplomacy.

**Diplomacy Bonus**

**Insight 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.

**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.

### LANGUAGES KNOWN

Common, Elven, Primordial

### SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<b>4</b>	<b>Acrobatics</b>	DEX	4	0	
<b>11</b>	<b>Arcana</b>	INT	6	5	n/a
<b>2</b>	<b>Athletics</b>	STR	2	0	
<b>12</b>	<b>Bluff</b>	CHA	7	5	n/a
<b>9</b>	<b>Diplomacy</b>	CHA	7	0	n/a 2
<b>3</b>	<b>Dungeoneering</b>	WIS	3	0	n/a
<b>5</b>	<b>Endurance</b>	CON	5	0	
<b>3</b>	<b>Heal</b>	WIS	3	0	n/a
<b>6</b>	<b>History</b>	INT	6	0	n/a
<b>10</b>	<b>Insight</b>	WIS	3	5	n/a 2
<b>7</b>	<b>Intimidate</b>	CHA	7	0	n/a
<b>3</b>	<b>Nature</b>	WIS	3	0	n/a
<b>3</b>	<b>Perception</b>	WIS	3	0	n/a
<b>6</b>	<b>Religion</b>	INT	6	0	n/a
<b>4</b>	<b>Stealth</b>	DEX	4	0	
<b>7</b>	<b>Streetwise</b>	CHA	7	0	n/a
<b>9</b>	<b>Thievery</b>	DEX	4	5	

**POWER INDEX**

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

**AT-WILL POWERS**

Eldritch Blast	
Eyebite	
Misty Step	
Warlock's Curse	

**ENCOUNTER POWERS**

Scorching Burst	<input type="checkbox"/>
Witchfire	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**DAILY POWERS**

Curse of the Dark Dream	<input type="checkbox"/>
Eldritch Rain	<input type="checkbox"/>
Fury of Gibbeth	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**UTILITY POWERS**

Ethereal Stride	<input type="checkbox"/>
Dark One's Own Luck	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

**OTHER EQUIPMENT**

Adventurer's Kit	
Lantern	
Waterskin	
Quarterstaff	

**COINS AND OTHER WEALTH**

Money on hand: 999 gp  
Stored money: 0 gp  
Encumbrance: 44 / 80

**MAGIC ITEM INDEX**

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

**MAGIC ITEMS**

WEAPON	Wand of Eldritch Rain +2 (Off-hand) (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Deathcut Leather Armor +1 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS	Gloves of Piercing (heroic tier) (E)	<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK		<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

*Daily Item Powers Per Day*

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	<input type="checkbox"/>

**RITUALS / ALCHEMY**


**CHARACTER PORTRAIT**



**PERSONALITY TRAITS**


**MANNERISMS AND APPEARANCE**


**CHARACTER BACKGROUND**

Elfharrow  
Beneath the heights of the North Wall mountain range stretches windswept scrubland that marches to the Shining Sea. Home to tribes of intolerant wild elves and aggressive herds of centaur raiders, Elfharrow is as unwelcoming as it is mysterious.  
You add Athletics and Nature to your class skill list, and you gain a +1 bonus to Athletics checks and Nature checks.

**COMPANIONS AND ALLIES**


**SESSION AND CAMPAIGN NOTES**


CHARACTER NAME

Elena of the L'Ordarosi

PLAYER NAME

Norma

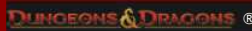
RACE Half-Elf	CLASS Warlock	LEVEL 6
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<b>HP</b> 51	<b>STR</b> 8	<b>AC</b> 19
<b>Spd</b> 6	<b>CON</b> 14	<b>Fort</b> 15
<b>Init</b> +8	<b>DEX</b> 12	<b>Ref</b> 17
	<b>INT</b> 17	<b>Will</b> 18
	<b>WIS</b> 10	
	<b>CHA</b> 19	
<b>20</b> Passive Insight	<b>13</b> Passive Perception	

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Second Wind

KEYWORDS	USED	
Standard	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 12 hit points. You gain a +2 bonus to all defenses until the start of your next turn.		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK PH

Eldritch Blast

KEYWORDS	Arcane, Implement	USED
Standard	10	Ranged 10
<b>ACTION</b>	<b>RANGE</b>	
8	vs Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<b>Attack:</b> Charisma or Constitution vs. Reflex <b>Hit:</b> 1d10 + Charisma or Constitution modifier damage. Increase damage to 2d10 + Charisma or Constitution modifier at 21st level. <b>Special:</b> 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. Wand of Eldritch Rain +2: +8 attack, 1d10+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. +3 to attack rolls if this attack was gained by spending an action point - Action Surge.		
CLASS	Warlock	LEVEL 1 BOOK PH

AT-WILL POWER



Eyebite

KEYWORDS	Arcane, Charm, Implement, Psychic	USED
Standard	10	Ranged 10
<b>ACTION</b>	<b>RANGE</b>	
10	vs Will	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<b>Attack:</b> Charisma vs. Will <b>Hit:</b> 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. Wand of Eldritch Rain +2: +10 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. +3 to attack rolls if this attack was gained by spending an action point - Action Surge.		
CLASS	Warlock	LEVEL 1 BOOK PH

AT-WILL POWER



Misty Step

KEYWORDS		USED
Free		Personal
<b>ACTION</b>	<b>RANGE</b>	
vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<b>Prerequisite:</b> Fey Pact <b>Trigger:</b> An enemy under your Warlock's Curse is reduced to 0 hit points or fewer <b>Effect:</b> You can immediately teleport 3 squares as a free action.		
ADDITIONAL EFFECTS		
CLASS	Warlock	LEVEL 1 BOOK PH

AT-WILL POWER



Warlock's Curse

KEYWORDS		USED
Minor		
<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 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		LEVEL * BOOK PH

AT-WILL POWER



Scorching Burst

KEYWORDS	Arcane, Fire, Implement	USED
Standard	10	Area burst 1 within 10 squares
<b>ACTION</b>	<b>RANGE</b>	
6	vs Reflex	Each creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<b>Attack:</b> Intelligence vs. Reflex <b>Hit:</b> 1d6 + Intelligence modifier (+3) fire damage. Increase damage to 2d6 + Intelligence modifier (+3) at 21st level. Unarmed: +6 attack, 1d6+3 damage		
ADDITIONAL EFFECTS +1d6 to damage once per round (Warlock's Curse) +3 to attack rolls if this attack was gained by spending an action point - Action Surge.		
CLASS	Wizard	LEVEL 1 BOOK PH

ENCOUNTER POWER



Witchfire

KEYWORDS	Arcane, Fire, Implement	USED
Standard	10	Ranged 10
<b>ACTION</b>	<b>RANGE</b>	
10	vs Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<b>Attack:</b> Charisma vs. Reflex <b>Hit:</b> 2d6 + Charisma modifier (+4) fire damage, and the target takes a -2 penalty to attack rolls until the end of your next turn. <b>Fey Pact:</b> The penalty to attack rolls is equal to 2 + your Intelligence modifier (+3). Wand of Eldritch Rain +2: +10 attack, 2d6+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. +3 to attack rolls if this attack was gained by spending an action point - Action Surge.		
CLASS	Warlock	LEVEL 1 BOOK PH

ENCOUNTER POWER



### Eldritch Rain

KEYWORDS Arcane, Implement		USED
Standard	↓ 10 ↗	Ranged 10
<b>ACTION</b>	↶ ✖	<b>RANGE</b>
10	vs Reflex	One creature, or two creatures no
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Charisma vs. Reflex, one attack per target  
**Hit:** 1d10 + Charisma modifier (+4) damage.  
**Fey Pact:** Gain a bonus to each attack's damage roll equal to your Intelligence modifier (+3).

Wand of Eldritch Rain +2: +10 attack, 1d10+9 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.  
+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS Warlock LEVEL 3 BOOK PH

**DAILY POWER** DUNGEONS & DRAGONS

### Curse of the Dark Dream

KEYWORDS Arcane, Charm, Implement, Psychic		USED
Standard	↓ 10 ↗	Ranged 10
<b>ACTION</b>	↶ ✖	<b>RANGE</b>
10	vs Will	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Charisma vs. Will  
**Hit:** 3d8 + Charisma modifier (+4) psychic damage, and you slide the target 3 squares.  
**Sustain Minor:** You slide the target 1 square, whether you hit or miss (save ends).

Wand of Eldritch Rain +2: +10 attack, 3d8+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.  
+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS Warlock LEVEL 1 BOOK PH

**DAILY POWER** DUNGEONS & DRAGONS

### Fury of Gibbeth

KEYWORDS Arcane, Fear, Force, Implement		USED
Standard	↓ 10 ↗	Ranged 10
<b>ACTION</b>	↶ ✖	<b>RANGE</b>
11	vs Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Intelligence +2 vs. Reflex  
**Hit:** 3d10 + Intelligence modifier (+3) damage, and the target must succeed on an Acrobatics check that has a DC equal to 10 + Charisma modifier (+4) + one-half level or fall prone. At the start of its turn, the target must succeed on another Acrobatics check (DC as above) or fall prone again (save ends).  
**Miss:** Half damage, and the target must make an Acrobatics check or fall prone. Cannot be sustained.

Wand of Eldritch Rain +2: +11 attack, 3d10+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.  
+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS Warlock LEVEL 5 BOOK Dragon 366

**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

### Dark One's Own Luck

KEYWORDS Arcane		USED
Free	↓ ↗	Personal
<b>ACTION</b>	↶ ✖	<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Trigger:** You make a roll you dislike  
**Effect:** Reroll the attack roll, skill check, ability check, or saving throw, using the higher of the two results.

ADDITIONAL EFFECTS

CLASS Warlock LEVEL 6 BOOK PH

**UTILITY POWER** DUNGEONS & DRAGONS

### Gloves of Piercing (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		3	1
ENHANCEMENT		LEVEL	TYPE
			Hands Slot Item

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER  
**Power (Daily):** Minor Action. Until the end of the encounter, your attacks ignore any resistance of 10 or lower.

ITEM SLOT Hands WEIGHT 0 PRICE 680 BOOK PH

**MAGIC ITEM** DUNGEONS & DRAGONS

### Deathcut Leather Armor +1

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		5	Armor
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES  
Resist 5 necrotic. Resist 5 poison.

AT-WILL  ENCOUNTER  DAILY

POWER  
**Power (Daily • Necrotic):** Immediate Reaction. You can use this power when an enemy hits you with a melee attack. Deal 1d10 + Charisma modifier (+4) necrotic damage to that enemy.

ITEM SLOT Body WEIGHT 15 PRICE 1000 BOOK PH

**MAGIC ITEM** DUNGEONS & DRAGONS

### Wand of Eldritch Rain +2

DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		8	+2d6 damage
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES  
Eldritch Blast: +8 attack, 1d10+6 damage

AT-WILL  ENCOUNTER  DAILY

POWER  
**Power (Daily • Arcane, Implement):** Standard Action. As the warlock's eldritch rain power. Eldritch Rain Warlock Attack 3.

ITEM SLOT Off-hand WEIGHT 0 PRICE 3400 BOOK PH

**MAGIC WEAPON** DUNGEONS & DRAGONS