

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

Chris Platika

5

Level

### Zaratull

Evil male Eladrin Warlock (Hexblade)

|     |        |         |        |                         |
|-----|--------|---------|--------|-------------------------|
| 400 | 6'1"   | 180 lbs | Medium | Bane (Forgotten Realms) |
| Age | Height | Weight  | Size   | Deity                   |

5500

7500

Total XP

### Defenses

|           |           |           |           |
|-----------|-----------|-----------|-----------|
| <b>20</b> | <b>19</b> | <b>20</b> | <b>23</b> |
| AC        | FORT      | REF       | WILL      |

Conditional Bonuses  
+5 Saving Throws against charm effects

### Hit Points

|                                 |           |         |
|---------------------------------|-----------|---------|
| <b>Max HP</b><br>(Bloodied 25 ) | <b>50</b> | Temp HP |
|---------------------------------|-----------|---------|

Current Hit Points

|  |
|--|
|  |
|--|

### Healing Surges

|             |            |
|-------------|------------|
| Surge Value | Surges/Day |
| 12          | 10         |

Current Conditions:

|  |
|--|
|  |
|--|

### Combat Statistics and Senses

|            |   |
|------------|---|
| Initiative | 7 |
|------------|---|

Conditional Modifiers:

|       |   |
|-------|---|
| Speed | 6 |
|-------|---|

|                 |    |
|-----------------|----|
| Passive Insight | 17 |
|-----------------|----|

|                    |    |
|--------------------|----|
| Passive Perception | 17 |
|--------------------|----|

Special Senses: Low-light

### Action Points

| Action Points | Milestones | Action Points |
|---------------|------------|---------------|
|               | 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)



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

+5 Saving Throws against charm effects

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

##### Blade of Annihilation

|   |        |
|---|--------|
| 5 | 1d12+1 |
|---|--------|

Strength vs. AC

Damage

#### Ranged

##### Unarmed

|   |       |
|---|-------|
| 8 | 1d4+6 |
|---|-------|

Dexterity vs. AC

Damage

### Languages

Common, Elven



### Abilities

|                  |    |       |
|------------------|----|-------|
| STR Strength     | 10 | Check |
| CON Constitution | 18 | 6     |
| DEX Dexterity    | 20 | 7     |
| INT Intelligence | 12 | 3     |
| WIS Wisdom       | 8  | 1     |
| CHA Charisma     | 21 | 7     |

### Skills

|               |              |      |
|---------------|--------------|------|
| Acrobatics    | Dexterity    | 7    |
| Arcana        | Intelligence | 5    |
| Athletics     | Strength     | 2    |
| Bluff         | Charisma     | 7    |
| Diplomacy     | Charisma     | 7    |
| Dungeoneering | Wisdom       | 1    |
| Endurance     | Constitution | 6    |
| Heal          | Wisdom       | 1    |
| History       | Intelligence | ✓ 10 |
| Insight       | Wisdom       | ✓ 7  |
| Intimidate    | Charisma     | 7    |
| Nature        | Wisdom       | 1    |
| Perception    | Wisdom       | ✓ 7  |
| Religion      | Intelligence | ✓ 8  |
| Stealth       | Dexterity    | 9    |
| Streetwise    | Charisma     | 7    |
| Thievery      | Dexterity    | ✓ 12 |

Chris Platika

Player Name

Zaratull  
Character Name



## Character Details

### Background

Detective

### Theme

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

### Companions and Allies

### Session and Campaign Notes

### Other Notes

## Equipment

### Head

Reading Spectacles

### Neck

Amulet of Protection +2

### Arms

Bloodthirst Bracers (heroic tier)

### Hands

Gauntlets of Arcane Might

### Rings

### Rings

### Main Hand

Blade of Annihilation

### Waist

Eladrin Chainmail +1

### Feet

Wavestrider Boots

### Tattoo

Tattoo of Bloodied Chains...

### Ki Focus

## Other Equipment

Adventurer's Kit  
Reflexive Psychic Shroud (heroic tier)

Total Weight (lbs.)

74

Carrying Capacity (lbs.)

Treasure

85 gp

Normal

100

Heavy

200

Max

500

Chris Platika

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### Racial Features

#### Eladrin Education

Training in any one additional skill.

#### Eladrin Weapon Proficiency

Proficient with longsword.

#### Eladrin Will

+1 Will; +5 to saving throws against charm.

#### Fey Origin

Your origin is Fey, not natural.

#### Fey Step

Use Fey Step as an encounter power.

#### Trance

Meditate aware 4 hours instead of sleep.

### Class/Other Features

#### Infernal Pact Reward

Gain (Con mod) bonus to damage rolls for warlock and warlock paragon path attacks; increases at 5th, 15th, and 25th level. Dmg bonus applies to summoned ally at 9th level.

#### Infernal Pact Weapon

Gain the Blade of Annihilation item, Soul Eater attack, and Blazing Doom of the Void attack.

#### Improved Pact Weapon

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

### Feats

#### Rod Expertise

When wielding a rod, gain a +1 shield bonus to AC and Reflex. +1/2/3 (by tier) to attack rolls made using a rod.

#### Superior Will

+2/3/4 (by tier) to Will. Additional saving throw vs. dazed or stunned at start of turn, even if condition is not (save ends).

#### Implement Expertise (Rod)

+1 to attack rolls with rods

## Zaratull

Level 5 Eladrin Warlock (Hexblade)

| HP   | 50 | Score | Ability Mod | AC   |
|------|----|-------|-------------|------|
| Spd  | 6  | 10    | STR 0       | 20   |
| Init | +7 | 18    | CON 4       | Fort |
|      |    | 20    | DEX 5       | 19   |
|      |    | 12    | INT 1       | Ref  |
|      |    | 8     | WIS -1      | 20   |
|      |    | 21    | CHA 5       | Will |

17 Passive Insight

17 Passive Perception

Player Name: Chris Platika

### Melee Basic Attack

At-Will ♦ Standard Action



**Blade of Annihilation:** +5 vs. AC, 1d12+1 damage

**Blade of Annihilation (Dark Reward +3):** +7 vs. AC, 1d12+3 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

### Eldritch Bolt

At-Will ♦ Standard Action



**Rod of Dark Reward +3:** +11 vs. Reflex, 1d10+14 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 (+5) force damage.

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

Additional Effects

## Skills

|               |              |      |
|---------------|--------------|------|
| Acrobatics    | Dexterity    | 7    |
| Arcana        | Intelligence | 5    |
| Athletics     | Strength     | 2    |
| Bluff         | Charisma     | 7    |
| Diplomacy     | Charisma     | 7    |
| Dungeoneering | Wisdom       | 1    |
| Endurance     | Constitution | 6    |
| Heal          | Wisdom       | 1    |
| History       | Intelligence | • 10 |
| Insight       | Wisdom       | • 7  |
| Intimidate    | Charisma     | 7    |
| Nature        | Wisdom       | 1    |
| Perception    | Wisdom       | • 7  |
| Religion      | Intelligence | • 8  |
| Stealth       | Dexterity    | 9    |
| Streetwise    | Charisma     | 7    |
| Thievery      | Dexterity    | • 12 |

• indicates a trained skill.

### Ranged Basic Attack

At-Will ♦ Standard Action



**Unarmed:** +8 vs. AC, 1d4+6 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 (+5) damage.

**Level 21:** 2[W] + Dex modifier (+5) damage.

Additional Effects

Basic Attack

### Blazing Doom of the Void

Encounter ♦ Standard Action



**Blade of Annihilation:** +10 vs. Fortitude, 2d12+12 damage

**Blade of Annihilation (Dark Reward +3):** +13 vs. Fortitude, 2d12+14 damage

**Melee weapon**      **Target:** One creature

You infuse your blade with hellish fire and pain. Infernal magic tugs at your enemy's soul, making your attacks against the foe more damaging.

**Keywords:** Arcane, Fire, Implement, Necrotic, Weapon

**Requirement:** You must use this power with your blade of annihilation.

**Attack:** Charisma vs. Fortitude

**Hit:** 2[W] + Cha modifier (+5) fire and necrotic damage.

**Effect:** You gain a +5 power bonus to your next damage roll against the target before the end of your next turn.

Additional Effects

## Action Point

Base action points: 1



**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

### Soul Eater

At-Will ♦ Standard Action



**Blade of Annihilation:** +10 vs. AC, 1d12+12 damage

**Blade of Annihilation (Dark Reward +3):** +13 vs. AC, 1d12+14 damage

**Melee weapon**      **Target:** One creature

Your blade glows with fell energy as it devours your foe's soul and transfers that life force to you.

**Keywords:** Arcane, Implement, Necrotic, Weapon

**Requirement:** You must use this power with your blade of annihilation.

**Attack:** Charisma vs. AC

**Hit:** 1[W] + Cha modifier (+5) necrotic damage, and you gain a +2 power bonus to your next attack roll against the target before the end of your next turn.

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

Additional Effects

Warlock Attack

### Armor of Winter's Grasp

Daily ♦ Standard Action



**Rod of Dark Reward +3:** +11 vs. Fortitude, 2d6+14 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 (+5) 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

|   |   |   |
|---|---|---|
| <h3>Emerald Shield</h3> <p>Daily ♦ Minor Action</p> <p><b>Personal</b></p> <p>Your magic brings forth a shield that is a mixture of green quartz and scintillating energy.</p> <p><b>Keyword:</b> Arcane</p> <p><b>Effect:</b> 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.</p> <p>Additional Effects</p>  | <h3>Soul Feast</h3> <p>At-Will ♦ Free Action</p> <p><b>Personal</b></p> <p>Your eyes glow a fiery red as you restore your vitality by stealing soul energy from a vanquished foe—energy meant for devilish beings.</p> <p><b>Keyword:</b> Arcane</p> <p><b>Trigger:</b> You reduce an enemy to 0 hit points, or an enemy adjacent to you drops to 0 hit points.</p> <p><b>Effect:</b> You gain temporary hit points equal to your Con modifier (+4).</p> <p><b>Special:</b> You can use this power only once per round.</p> <p>Additional Effects</p> | <h3>Fey Step</h3> <p>Encounter ♦ Move Action</p> <p><b>Personal</b></p> <p>You step through the boundary between the planes, disappearing for a moment before reappearing somewhere else.</p> <p><b>Keyword:</b> Teleportation</p> <p><b>Effect:</b> Teleport up to 5 squares.</p> <p>Additional Effects</p>  |
| <p>Warlock Attack 5      Used <input type="checkbox"/></p> <h3>Spider Scuttle</h3> <p>Encounter ♦ Free Action</p> <p><b>Personal</b></p> <p>Shadowy spider legs sprout from your body, allowing you to scuttle across the ground and easily scale a nearby surface.</p> <p><b>Keyword:</b> Arcane</p> <p><b>Effect:</b> Until the end of your next turn, you gain a climb speed equal to your speed, and you can move at that speed when you crawl.</p> <p>Additional Effects</p> | <p>Warlock Utility      Used <input type="checkbox"/></p> <h3>Emerald Shield...</h3> <p>Daily ♦ Immediate Reaction</p> <p><b>Melee 1</b>      <b>Target:</b> The triggering enemy</p> <p><b>Keywords:</b> Arcane, Radiant</p> <p><b>Trigger:</b> An adjacent enemy attacks you.</p> <p><b>Effect:</b> The target takes 5 + Cha modifier (+5) radiant damage.</p> <p>Additional Effects</p>  | <p>Eladrin Racial Power      Used <input type="checkbox"/></p> <h3>Lesser Planar Ally</h3> <p>Daily ♦ Standard Action</p> <p><b>Melee 1</b></p> <p>The air around you ripples and becomes heavy as you call forth a spirit of the planes to serve you.</p> <p><b>Keywords:</b> Arcane, Conjunction</p> <p><b>Effect:</b> 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.</p> <ul style="list-style-type: none"> <li>* 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.</li> <li>* 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.</li> </ul> <p>Additional Effects</p> |
| <p>Warlock Utility 2      Used <input type="checkbox"/></p> <h3>Eladrin Chainmail +1</h3> <p>Armor ♦ Level 3</p> <p><b>Armor Bonus:</b> 6</p> <p><b>Check:</b> -1</p> <p><b>Speed:</b> -1</p> <p><b>Enhancement:</b> +1 AC</p> <p><b>Property</b></p> <ul style="list-style-type: none"> <li>♦ Add 1 square to the maximum distance of any teleport you make.</li> <li>♦ This armor has no speed or skill check penalties.</li> </ul>   | <p>Rod of Dark Reward +3</p> <p>Rod ♦ Level 12</p> <p><b>Enhancement:</b> +3 attack rolls and damage rolls</p> <p><b>Critical:</b> +1d6 damage per plus</p> <p><b>Properties</b></p> <p>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.</p>  | <p>Warlock Utility 4      Used <input type="checkbox"/></p> <h3>Tattoo of Bloodied Chains...</h3> <p>Wondrous Item ♦ Level 7</p> <p><b>Properties</b></p> <p>The first time you're bloodied by an attack during an encounter, the enemy that bloodied you is immobilized (save ends).</p>   |

**Reading Spectacles**

Head Slot Item ♦ Level 2

**Properties**

You can read any language (the spectacles do not grant the ability to speak or write a language).

**Reflexive Psychic Shroud...**

Alternative Reward ♦ Level 7

**Properties**

You gain a +2 item bonus to Stealth checks.

**Power ♦ Daily (Free Action)**

*Trigger:* You roll initiative.

*Effect:* Until the end of your next turn, you are hidden and cannot be seen by blindsight or tremorsense.

**Amulet of Protection +2**

Neck Slot Item ♦ Level 6

**Enhancement:** +2 Fortitude, Reflex, and Will

**Gauntlets of Arcane Might**

Hands Slot Item ♦ Level 3

**Properties**

When you hit an enemy marked by you with an arcane attack power, you gain 2 temporary hit points.

**Blade of Annihilation**

Weapon ♦ Level

**Damage:** 1d12

**Proficiency Bonus:** 2

**Bloodthirst Bracers (heroic...)**

Arms Slot Item ♦ Level 4

**Power ♦ Daily (Free Action)**

Use this power when you hit an enemy with a melee attack. In addition to the normal damage from that attack, the target takes ongoing damage equal to 2 + your Charisma modifier (save ends).

**Wavestrider Boots**

Feet Slot Item ♦ Level 4

**Properties**

If you begin your turn standing on a solid surface, you can move across liquid as if it were normal terrain. If you are still on liquid at the end of your turn, you fall in.

**Power ♦ Daily (Minor Action)**

You can move across liquid surfaces as if they were normal terrain until the end of the encounter.