

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

10

Level

Carver

Unaligned male Revenant Warlock (Hexblade)

28 6 160 Medium
Age Height Weight Size Deity

20500

Total XP

26000

Defenses

25	23	24	24
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied)	73	Temp HP
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Current Hit Points

Healing Surges

Surge Value	Surges/Day
18	9

Current Conditions:

Combat Statistics and Senses

Initiative	9
Conditional Modifiers:	
Speed	6
Passive Insight	14
Passive Perception	14

Special Senses: Darkvision

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)

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

+2 Saving Throws whenever you have no action points remaining

Resistances/Vulnerabilities

Resist 10 Fire

Current Conditions and Effects

Basic Attacks

Melee

Blade of Annihilation (Dread +2)

9	1d12+2
Strength vs. AC	Damage

Ranged

Unarmed

11	1d4+6
Dexterity vs. AC	Damage

Languages

Common, Giant



Abilities

STR Strength	10	Check 5
CON Constitution	16	8
DEX Dexterity	18	9
INT Intelligence	11	5
WIS Wisdom	8	4
CHA Charisma	19	9

Skills

Acrobatics	Dexterity	10
Arcana	Intelligence	✓ 10
Athletics	Strength	6
Bluff	Charisma	✓ 14
Diplomacy	Charisma	9
Dungeoneering	Wisdom	4
Endurance	Constitution	9
Heal	Wisdom	4
History	Intelligence	✓ 10
Insight	Wisdom	4
Intimidate	Charisma	11
Nature	Wisdom	4
Perception	Wisdom	4
Religion	Intelligence	5
Stealth	Dexterity	✓ 15
Streetwise	Charisma	9
Thievery	Dexterity	8

Player Name

Carver
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

Devil's Claw +2

Arms

Hands

Rings

Rings

Main Hand

Blade of Annihilation

Off Hand

Deathbone rod of Dread +2

Waist

Armor

Hide Armor

Feet

Tattoo

Ki Focus

Other Equipment

Amulet of Protection +1

The Fading One - Lighter than Wind

Wrathful Spirit (heroic tier)

The Fading One - Ghostfoot

Total Weight (lbs.)

47

Carrying Capacity
(lbs.)

Normal

100

Heavy

200

Max

500

Treasure

1,000 gp
0 gp banked

Carver

Player Name

Character Name



Racial Features

Dark Reaping

Gain dark reaping as an encounter power.

Past life

Choose one other race; its feats, paragon paths, and epic destinies are available to you if all other prerequisites are met.

Undead

You are considered to be both a living creature, and an undead creature for effects that relate to that keyword.

Unnatural Vitality

At 0 or fewer hp (while dying), may choose to remain conscious and dazed until you fail a death saving throw

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

Haunting Shade

You are now considered a shadow creature. +2 to Stealth, +darkvision 5

Superior Implement Training (Deathbone rod)

Can use Deathbone rods

Human Soul

You gain a +1 bonus to Fortitude, Reflex, and Will defenses.

Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

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.

Stubborn Survivor

+2 to saving throws when you have no action points remaining

Carver

Level 10 Revenant Warlock (Hexblade)

HP	Score	Ability	Mod	AC
Spd	10	STR	0	25
Init	16	CON	3	Fort
	18	DEX	4	23
	11	INT	0	Ref
	8	WIS	-1	24
	19	CHA	4	Will
	14	Passive Insight		24
	14	Passive Perception		

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Blade of Annihilation (Dread +2): +9 vs. AC, 1d12+2 damage**Blade of Annihilation:** +9 vs. AC, 1d12+2 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

+1 item bonus to damage rolls while you are bloodied - Wrathful Spirit (heroic tier).

Basic Attack**Eldritch Bolt**

At-Will ♦ Standard Action

Deathbone rod of Dread +2: +12 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 (+4) force damage.**Special:** You can use this power as a ranged basic attack.

Additional Effects

+1 item bonus to damage rolls while you are bloodied - Wrathful Spirit (heroic tier).

Warlock Attack 1

Skills

Acrobatics	Dexterity	10
Arcana	Intelligence	• 10
Athletics	Strength	6
Bluff	Charisma	• 14
Diplomacy	Charisma	9
Dungeoneering	Wisdom	4
Endurance	Constitution	9
Heal	Wisdom	4
History	Intelligence	• 10
Insight	Wisdom	4
Intimidate	Charisma	11
Nature	Wisdom	4
Perception	Wisdom	4
Religion	Intelligence	5
Stealth	Dexterity	• 15
Streetwise	Charisma	9
Thievery	Dexterity	8

• indicates a trained skill.

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +11 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 (+4) damage.**Level 21:** 2[W] + Dex modifier (+4) damage.

Additional Effects

+1 item bonus to damage rolls while you are bloodied - Wrathful Spirit (heroic tier).

Basic Attack**Blazing Doom of the Void**

Encounter ♦ Standard Action

Blade of Annihilation (Dread +2): +14 vs. Fortitude, 2d12+13 damage**Blade of Annihilation:** +13 vs. Fortitude, 2d12+11 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 (+4) 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

+1 item bonus to damage rolls while you are bloodied - Wrathful Spirit (heroic tier).

Warlock Attack

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 (Dread +2): +14 vs. AC, 1d12+13 damage**Blade of Annihilation:** +13 vs. AC, 1d12+11 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 (+4) 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

+1 item bonus to damage rolls while you are bloodied - Wrathful Spirit (heroic tier).

Warlock Attack**Reflexive Hellstrike**

Encounter ♦ Immediate Reaction

Melee 1**Target:** The triggering enemy*You counterattack against an enemy, delivering a painful and fiery wound upon it.***Keywords:** Arcane, Fire, Necrotic**Requirement:** You must be holding your blade of annihilation.**Trigger:** An adjacent enemy attacks you.**Effect:** The target takes 5 + your Cha modifier (+4) fire and necrotic damage, and you push it a number of squares up to your Con modifier (+3).

Additional Effects

Warlock Attack

Used

<h3>Deathly Conduit</h3> <p>Daily ♦ Standard Action</p> <p>Deathbone rod of Dread +2: +12 vs. Fortitude, 2d6+13 damage</p> <p>Area burst 1 within 10 squares Target: Each creature in the burst</p> <p>Noxious black clouds roil around your foes both close and far, your power drawing you from one cloud to the other in the blink of an eye.</p> <p>Keywords: Arcane, Implement, Necrotic, Shadow, Teleportation</p> <p>Attack: Charisma vs. Fortitude</p> <p>Hit: 2d6 + Cha modifier (+4) necrotic damage, and the target is blinded (save ends).</p> <p>Miss: Half damage.</p> <p>Effect: Each creature adjacent to you takes 10 necrotic damage, and you can teleport to an unoccupied square in the burst.</p> <p>Additional Effects +1 item bonus to damage rolls while you are bloodied - Wrathful Spirit (heroic tier).</p>	<h3>Summon Warlock's Ally</h3> <p>Daily ♦ Minor Action</p> <p>Ranged 5</p> <p>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.</p> <p>Keywords: Arcane, Summoning</p> <p>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.</p> <p>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.</p> <p>When the creature makes a check, you make the roll using your game statistics, not including any temporary bonuses or penalties.</p> <p>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.</p> <p>Additional Effects</p>	<h3>Soul Feast</h3> <p>At-Will ♦ Free Action</p> <p>Personal</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>Keyword: Arcane</p> <p>Trigger: You reduce an enemy to 0 hit points, or an enemy adjacent to you drops to 0 hit points.</p> <p>Effect: You gain temporary hit points equal to your Con modifier (+3).</p> <p>Special: You can use this power only once per round.</p> <p>Additional Effects</p>
<p>Warlock Attack 5 Used <input type="checkbox"/></p> <h3>Dark Reaping</h3> <p>Encounter ♦ Free Action</p> <p>You use one death as the seed to sow more destruction.</p> <p>Keyword: Necrotic</p> <p>Trigger: A creature within 5 squares of you is reduced to 0 hit points</p> <p>Effect: One creature of your choice that you hit with an attack before the end of your next turn takes extra necrotic damage equal to 1d8 + your Con modifier (+3) or Cha modifier (+4).</p> <p>Additional Effects</p>	<p>Warlock Attack 9 Used <input type="checkbox"/></p> <h3>Serpent's Tongue</h3> <p>Encounter ♦ Free Action</p> <p>Personal</p> <p>Your lie twists in your foe's mind like a snake, allowing you to hide the venom behind your next words.</p> <p>Trigger: You fail a Bluff check against a creature</p> <p>Effect: You gain a +5 power bonus to the next Bluff, Diplomacy, or Intimidate check you make against that creature before the end of your next turn.</p> <p>Prerequisite: You must be trained in Bluff.</p> <p>Additional Effects</p>	<p>Warlock Utility</p> <h3>Spectral Fade</h3> <p>Encounter ♦ Minor Action</p> <p>Personal</p> <p>You become misty and transparent, fading from your enemies' view for a moment.</p> <p>Keywords: Arcane, Illusion</p> <p>Effect: You become invisible until the end of your turn.</p> <p>Additional Effects</p>
<p>Revenant Utility Used <input type="checkbox"/></p> <h3>Dark One's Own Luck</h3> <p>Daily ♦ Free Action</p> <p>Personal</p> <p>Refusing the result that fate has decreed for you, you invoke stars of chaos and uncertainty and try to rewrite what has been written.</p> <p>Keyword: Arcane</p> <p>Trigger: You make a roll you dislike</p> <p>Effect: Reroll the attack roll, skill check, ability check, or saving throw, using the higher of the two results.</p> <p>Additional Effects</p>	<p>Bluff Utility 2 Used <input type="checkbox"/></p> <h3>Smothering Darkness</h3> <p>Daily ♦ Minor Action</p> <p>Close burst 1</p> <p>You reach into the Shadowfell and pull dark shadows around yourself. At the same time, that plane's dark energy infuses your eyes, allowing you to see easily in the darkest night.</p> <p>Keywords: Arcane, Zone</p> <p>Effect: The burst creates a zone that lasts until the end of your next turn. The zone blocks line of sight for all creatures except you. You also gain darkvision while the zone persists.</p> <p>Sustain Minor: The zone persists until the end of your next turn.</p> <p>Additional Effects</p>	<p>Warlock Utility 2 Used <input type="checkbox"/></p> <h3>Amulet of Protection +1</h3> <p>Neck Slot Item ♦ Level 1</p> <p>Enhancement: +1 Fortitude, Reflex, and Will</p>

Blade of Annihilation

Weapon ♦ Level

Damage: 1d12**Proficiency Bonus:** 2**The Fading One - Ghostfoot**

Alternative Reward ♦ Level 3

Properties

When you make an Athletics check to jump, you gain a +5 bonus and are considered to have a running start.

Power ♦ Encounter (Free Action)*Trigger:* You spend an action point.*Effect:* You can fly your speed until the end of your turn.**The Fading One - Lighter...**

Alternative Reward ♦ Level 8

Property

- ♦ Gain a +2 item bonus to Acrobatics and Athletics checks.

- ♦ Whenever you make an attack roll after shifting or flying, you gain a +1 power bonus to the attack roll.

Devil's Claw +2

Neck Slot Item ♦ Level 10

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

You gain resist 10 fire.

Power ♦ Daily (Standard Action)

Make an attack against a devil or tiefling: Melee 1; Charisma or Constitution + the item's enhancement bonus vs. Will; on a hit, the target is dominated until the end of your next turn.

Deathbone rod of Dread +2

Rod ♦ Level 7

Properties: Energized (necrotic), Undeniable**Enhancement:** +2 attack rolls and damage rolls**Critical:** (Fear) The target is dazed until the end of your next turn.**Power (Fear) ♦ Daily (Free Action)***Trigger:* You attack with an implement power using this implement.*Effect:* The attack gains the fear keyword, and each target of the power that you hit or miss grants combat advantage until the end of your next turn.**Wrathful Spirit (heroic tier)**

Alternative Reward ♦ Level 6

Properties

While you are bloodied, you gain a +1 item bonus to damage rolls.

Power ♦ Daily (Immediate Reaction Action)*Trigger:* An enemy bloodies you, but does not reduce you to 0 hit points or fewer.*Effect:* Until the end of your next turn, you roll damage twice and use either result.