

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

1

Level

Aladdin
Evil male Eladrin Warlock

Age Height Weight Medium Size Deity

0

1000

Total XP

Defenses

15	10	14	17
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied 11)	23	Temp HP
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Current Hit Points

Surge Value	Surges/Day	
5	6	

Current Conditions:

Combat Statistics and Senses	
Initiative	0

Conditional Modifiers:

Speed	6
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Passive Insight	9
Passive Perception	9

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)

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

+5 Saving Throws against charm effects

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Unarmed

0	1d4
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Strength vs. AC

Damage

Ranged

Unarmed

0	1d4
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Dexterity vs. AC

Damage

Languages

Common, Elven



Abilities

STR Strength	10	Check
CON Constitution	11	0
DEX Dexterity	10	0
INT Intelligence	16	3
WIS Wisdom	8	-1
CHA Charisma	20	5

Skills

Acrobatics	Dexterity	0
Arcana	Intelligence	✓ 10
Athletics	Strength	0
Bluff	Charisma	✓ 10
Diplomacy	Charisma	✓ 10
Dungeoneering	Wisdom	-1
Endurance	Constitution	0
Heal	Wisdom	-1
History	Intelligence	✓ 10
Insight	Wisdom	-1
Intimidate	Charisma	✓ 10
Nature	Wisdom	-1
Perception	Wisdom	-1
Religion	Intelligence	3
Stealth	Dexterity	0
Streetwise	Charisma	5
Thievery	Dexterity	0

Player Name

Aladdin
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

Main Hand

Waist

Rod Implement

Armor

Feet

Tattoo

Off Hand

Ki Focus

Other Equipment

Adventurer's Kit

Total Weight (lbs.)

50

Carrying Capacity
(lbs.)

Treasure

48 gp
0 gp banked

Normal

100

Heavy

200

Max

500



Aladdin

Player Name

Character Name

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

Eldritch Blast

Use Eldritch Blast as an at-will power and 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

Eybite 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.

Feats

Improved Misty Step

Pact boon grants additional 2 squares of teleport

Aladdin

Level 1 Eladrin Warlock

HP	23	Score	Ability Mod	AC
Spd	6	10	STR 0	15
Init	+0	11	CON 0	Fort
		10	DEX 0	10
		16	INT 3	Ref
		8	WIS -1	14
		20	CHA 5	Will
9 Passive Insight		17		
9 Passive Perception				

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action



Unarmed: +0 vs. AC, 1d4 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

+1d6 to damage once per turn (Warlock's Curse)

Basic Attack

Eyebite

At-Will ♦ Standard Action



Rod Implement: +5 vs. Will, 1d6+5 damage

Ranged 10 **Target:** One creature

You glare at your enemy, and your eyes briefly gleam with brilliant colors. Your foe reels under your mental assault, and you vanish from his sight.

Keywords: Arcane, Charm, Implement, Psychic

Attack: Charisma vs. Will

Hit: 1d6 + Cha modifier (+5) psychic damage, and you are invisible to the target until the start of your next turn.

Additional Effects

+1d6 to damage once per turn (Warlock's Curse)
+1 to attack rolls if none of your allies are closer to the

Skills

Acrobatics	Dexterity	0
Arcana	Intelligence	• 10
Athletics	Strength	0
Bluff	Charisma	• 10
Diplomacy	Charisma	• 10
Dungeoneering	Wisdom	-1
Endurance	Constitution	0
Heal	Wisdom	-1
History	Intelligence	• 10
Insight	Wisdom	-1
Intimidate	Charisma	• 10
Nature	Wisdom	-1
Perception	Wisdom	-1
Religion	Intelligence	3
Stealth	Dexterity	0
Streetwise	Charisma	5
Thievery	Dexterity	0

• indicates a trained skill.

Ranged Basic Attack

At-Will ♦ Standard Action



Unarmed: +0 vs. AC, 1d4 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 (+0) damage.

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

Additional Effects

+1d6 to damage once per turn (Warlock's Curse)
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

Basic Attack

Witchfire

Encounter ♦ Standard Action



Rod Implement: +5 vs. Reflex, 2d6+5 damage

Ranged 10 **Target:** One creature

From the mystic energy of the Feywild, you draw a brilliant white flame and set it in your enemy's mind and body. Rivulets of argent fire stream up into the air from his eyes, mouth, and hands; agony disrupts his very thoughts.

Keywords: Arcane, Fire, Implement

Attack: Charisma vs. Reflex

Hit: 2d6 + Cha modifier (+5) fire damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Fey Pact: The penalty to attack rolls is equal to 2 + your Int modifier (+3).

Additional Effects

+1d6 to damage once per turn (Warlock's Curse)
+1 to attack rolls if none of your allies are closer to the

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

Eldritch Blast

At-Will ♦ Standard Action



Rod Implement: +5 vs. Reflex, 1d10+5 damage

Ranged 10 **Target:** One creature

You fire a bolt of dark, crackling eldritch energy at your foe.

Keywords: Arcane, Implement

Attack: Charisma or Constitution vs. Reflex

Hit: 1d10 + Cha modifier (+5) or Con modifier (+0) damage.

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.

Additional Effects

+1d6 to damage once per turn (Warlock's Curse)
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

Warlock Attack 1

Curse of the Dark...

Daily ♦ Standard Action



Rod Implement: +5 vs. Will, 3d10+5 damage

Ranged 10 **Target:** One creature

You inflict a waking nightmare upon your enemy so that he can no longer tell what is real and what exists only in his mind. Under its influence he staggers about, trying to avoid falling from imaginary heights or stepping on unreal serpents.

Keywords: Arcane, Charm, Implement, Psychic

Attack: Charisma vs. Will

Hit: 3d10 + Cha modifier (+5) psychic damage, and you slide the target 3 squares.

Miss: Half damage.

Effect: The target is subjected to the dark dream (save ends). Until this effect ends, you can slide the target 1 square as a minor action once per round, starting on your next turn.

Additional Effects

+1d6 to damage once per turn (Warlock's Curse)
+1 to attack rolls if none of your allies are closer to the

Warlock's Curse

At-Will ◆ Minor Action

Effect: Once per turn as a minor action, 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 only once per turn.

A Warlock's Curse remains in effect until the end of the encounter or until the cursed enemy drops to 0 hit points or fewer.

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

Warlock's Curse Power

Misty Step

At-Will ◆ Free Action

Personal

You instantly transform into silver mist that streams a short distance and reforms, allowing you to flee or maneuver to set up a deadly attack.

Prerequisite: Fey Pact

Trigger: An enemy under your Warlock's Curse is reduced to 0 hit points or fewer

Effect: You can immediately teleport 3 squares as a free action.

Improved Misty Step: Your Misty Step now allows you to teleport an additional 2 squares.

Additional Effects

Warlock Pact Boon 1

Fey Step

Encounter ◆ Move Action

Personal

You step through the boundary between the planes, disappearing for a moment before reappearing somewhere else.

Keyword: Teleportation

Effect: Teleport up to 5 squares.

Additional Effects

Eladrin Racial Power

Used