

Player Name **Marc Pilon**

Leucis 1 **Warlock** 275
 Character Name Level Class
Tiefling Medium 25 Male 5'10" 180 lb. Unaligned Oghma
 Race Size Age Gender Height Weight Alignment Deity

Epic Destiny Total XP
 Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2	2		

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ABIL	CLASS	FEAT	ENH	MISC	MISC
13	AC	10	3					

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
13	STR Strength	1	1
15	CON Constitution	2	2
14	DEX Dexterity	2	2
17	INT Intelligence	3	3
14	WIS Wisdom	2	2
19	CHA Charisma	4	4

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	FORT	10	2					

CONDITIONAL BONUS

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	REF	10	3	1				

CONDITIONAL BONUS

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	10	4	1				

CONDITIONAL BONUS

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
27	13	6		8

CURRENT HIT POINTS	CURRENT SURGE USES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Infernal Wrath - Use infernal wrath as an encounter power.

Fire Resistance - Resist fire 5 + 1/2 level.

Bloodhunt - +1 on attacks against bloodied foes.

Bluff Bonus

Stealth Bonus

DAMAGE WORKSPACE

ABILITY: Eldritch Blast - Implement, Rod

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+4	4				

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+1	1				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
4	vs Ref	Eldritch Blast (Implement, Rc)	1d10+4
4	vs AC	Dagger (Melee)	1d4+1
5	vs AC	Dagger (Range)	1d4+2
1	vs AC	Unarmed (Melee)	1d4+1

SKILLS

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

CLASS / PATH / DESTINY 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 - 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, Untheric

FEATS

Improved Misty Step - Pact boon grants additional 2 squares of teleport

CHARACTER NAME
Leucis

PLAYER NAME
Marc Pilon

RACE **Tiefling** CLASS **Warlock** LEVEL **1**

HP 27	STR 13	AC 13
Spd 6	CON 15	Fort 12
Init +2	DEX 14	Ref 14
	INT 17	Will 15
	WIS 14	
	CHA 19	
12 Passive Insight	12 Passive Perception	

PLAY DATA **DUNGEONS & DRAGONS**



Second Wind

KEYWORDS USED

Standard	10	Personal
ACTION	RANGE	
vs		Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL **1** BOOK *PH*

ENCOUNTER ACTION **DUNGEONS & DRAGONS**

Eldritch Blast

KEYWORDS **Arcane, Implement** USED

Standard	10	Ranged 10
ACTION	RANGE	
4	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma or Constitution vs. Reflex
Hit: 1d10 + Charisma or Constitution modifier damage. Increase damage to 2d10 + Charisma or Constitution modifier at 21st level.
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.

Implement, Rod: +4 attack, 1d10+4 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.
 +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS **Warlock** LEVEL **1** BOOK *PH*

AT-WILL POWER **DUNGEONS & DRAGONS**

Eyebite

KEYWORDS **Arcane, Charm, Implement, Psychic** USED

Standard	10	Ranged 10
ACTION	RANGE	
4	vs Will	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Will
Hit: 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.

Implement, Rod: +4 attack, 1d6+4 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.
 +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS **Warlock** LEVEL **1** BOOK *PH*

AT-WILL POWER **DUNGEONS & DRAGONS**

Misty Step

KEYWORDS USED

Free		Personal
ACTION	RANGE	
vs		
ATTACK	DEFENSE	TARGET

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.

ADDITIONAL EFFECTS

CLASS **Warlock** LEVEL **1** BOOK *PH*

AT-WILL POWER **DUNGEONS & DRAGONS**

Warlock's Curse

KEYWORDS USED

Minor		
ACTION	RANGE	
vs		
ATTACK	DEFENSE	TARGET

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 **DUNGEONS & DRAGONS**

Infernal Wrath

KEYWORDS USED

Minor		Personal
ACTION	RANGE	
vs		
ATTACK	DEFENSE	TARGET

Effect: You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, add your Charisma modifier (+4) as extra damage.

ADDITIONAL EFFECTS

CLASS **Racial Power** LEVEL * BOOK *PH*

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Witchfire

KEYWORDS **Arcane, Fire, Implement** USED

Standard	10	Ranged 10
ACTION	RANGE	
4	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Reflex
Hit: 2d6 + Charisma modifier (+4) 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 Intelligence modifier (+3).

Implement, Rod: +4 attack, 2d6+4 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.
 +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

CLASS **Warlock** LEVEL **1** BOOK *PH*

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Flames of Phlegethos

KEYWORDS		Arcane, Fire, Implement	USED
Standard	10	Ranged 10	
ACTION		RANGE	
2	vs	Reflex	One creature
ATTACK	DEFENSE	TARGET	
<p>Attack: Constitution vs. Reflex</p> <p>Hit: 3d10 + Constitution modifier (+2) fire damage.</p> <p>Effect: The target takes ongoing 5 fire damage (save ends).</p> <p>Implement, Rod: +2 attack, 3d10+2 damage</p>			
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. +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.			
CLASS	Warlock	LEVEL	1
		BOOK	<i>PH</i>
DAILY POWER			