

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

1

Level

Ella

Good female Halfling Warlock

Small

Total XP

1000

Age Height Weight Size Deity

Defenses

15	11	14	15
AC	FORT	REF	WILL

Conditional Bonuses

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	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

+5 Saving Throws against fear

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Sickle

Strength vs. AC

Damage

Ranged

Unarmed

Dexterity vs. AC

Damage

Languages

Common, Elven



Abilities

Ability	Score	Check
STR Strength	11	0
CON Constitution	12	1
DEX Dexterity	13	1
INT Intelligence	16	3
WIS Wisdom	8	-1
CHA Charisma	18	4

Skills

Acrobatics	Dexterity	3
Arcana	Intelligence	8
Athletics	Strength	0
Bluff	Charisma	9
Diplomacy	Charisma	4
Dungeoneering	Wisdom	-1
Endurance	Constitution	1
Heal	Wisdom	-1
History	Intelligence	3
Insight	Wisdom	4
Intimidate	Charisma	4
Nature	Wisdom	-1
Perception	Wisdom	-1
Religion	Intelligence	3
Stealth	Dexterity	3
Streetwise	Charisma	4
Thievery	Dexterity	8

Hit Points

Max HP (Bloodied 12)	24	Temp HP
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Current Hit Points

Healing Surges

Surge Value Surges/Day

<input type="text" value="6"/>	<input type="text" value="7"/>
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Current Conditions:

Combat Statistics and Senses

Initiative	<input type="text" value="1"/>
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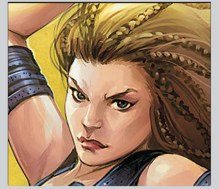
Conditional Modifiers:

Speed	<input type="text" value="6"/>
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Passive Insight	<input type="text" value="14"/>
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Passive Perception	<input type="text" value="9"/>
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Special Senses: Normal



Ella
Character Name

Player Name

Character Details

Background

Glamoured (Fey)

Theme

Treasure Hunter

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Sickle

Main Hand

Rod Implement

Waist

Armor

Leather Armor

Tattoo

Feet

Ki Focus

Other Equipment

Adventurer's Kit

Total Weight (lbs.)

52

Carrying Capacity (lbs.)

Treasure

46 gp
0 gp banked

Normal

110

Heavy

220

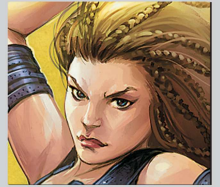
Max

550

Ella

Player Name

Character Name



Racial Features

Bold

+5 to saving throws against fear.

Nimble Reaction

+2 AC against opportunity attacks.

Second Chance

Use second chance as an encounter power.

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

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

Treasure Hunter Starting Feature

Gain the treasure sense power

Warlock's Curse

Once per turn (minor), curse nearest foe you can see; deal extra damage to cursed foes.

Feats

Witchcraft Initiate

Wizard: Arcana skill, augury, orb, staff, and wand proficiency

Ella
Level 1 Halfling Warlock

HP 24	SCORE	ABILITY	MOD	AC 15
	11	STR	0	
Spd 6	12	CON	1	Fort 11
	13	DEX	1	
Init +1	16	INT	3	Ref 14
	8	WIS	-1	
	18	CHA	4	Will 15

- 14 Passive Insight
- 9 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	3
Arcana	Intelligence	• 8
Athletics	Strength	0
Bluff	Charisma	• 9
Diplomacy	Charisma	4
Dungeoneering	Wisdom	-1
Endurance	Constitution	1
Heal	Wisdom	-1
History	Intelligence	3
Insight	Wisdom	• 4
Intimidate	Charisma	4
Nature	Wisdom	-1
Perception	Wisdom	-1
Religion	Intelligence	3
Stealth	Dexterity	3
Streetwise	Charisma	4
Thievery	Dexterity	• 8

• indicates a trained skill.

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

Melee Basic Attack

At-Will ♦ Standard Action

Sickle: +2 vs. AC, 1d6 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

Ranged Basic Attack

At-Will ♦ Standard Action

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

Level 21: 2[W] + Dex modifier (+1) 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

Eldritch Blast

At-Will ♦ Standard Action

Rod Implement: +4 vs. Reflex, 1d10+4 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 (+4) or Con modifier (+1) 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

Eyebite

At-Will ♦ Standard Action

Rod Implement: +4 vs. Will, 1d6+4 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 (+4) 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 target - Prime Shot.

Warlock Attack 1

Sprite War Call

Encounter ♦ Standard Action

Rod Implement: +4 vs. Reflex, 1d8+4 damage

Ranged 5 **Target:** One creature

An army of sprites flickers into existence, loosing a barrage of miniature arrows that stings your enemy and induces lethargy in it.

Keywords: Arcane, Implement

Fey Pact: The power's range is 10 squares.

Attack: Charisma vs. Reflex

Hit: 1d8 + Cha modifier (+4) damage. Until the end of your next turn, the target is slowed and grants combat advantage to you.

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

Used

Curse of the Dark...

Daily ♦ Standard Action

Rod Implement: +4 vs. Will, 3d10+4 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 (+4) 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 target - Prime Shot.

Warlock Attack 1

Used

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.

Additional Effects

Warlock Pact Boon 1

Second Chance

Encounter ♦ Immediate Interrupt

Personal

Luck and small size combine to work in your favor as you dodge your enemy's attack.

Trigger: You are hit by an attack.

Effect: The attacker must reroll the attack and use the second roll, even if it is lower.

Additional Effects

Halfling Racial Power

Used

Augury

Daily ♦ Standard Action

Personal

You read the mystic signs and glean a notion of the future.

Keyword: Arcane

Requirement: You must use this power during an extended rest.

Effect: You ask a question and receive a vague notion of the future. You might receive a clue as to whether a specific course of action is likely to have positive or negative results. This notion can take the form of a single image, a hint about a danger that might be faced, or just a positive or negative feeling about the current course of destiny.

Additional Effects

Wizard Utility

Used

Treasure Sense

Daily ♦ Minor Action

Personal

You have an innate sense of where treasure is located.

Effect: Choose a single item. For the next hour, you gain a +4 power bonus to any knowledge check, Perception check, Streetwise check, or Thievery check that relates to finding or identifying that item.

Additional Effects

Treasure Hunter Utility

Used