Character Sheet

Player Name/RPGA

### Reverence

Unaligned female Tiefling Warlock (Hexblade)

Deity

	5'7"	140 lbs.	Medium
Age	Height	Weight	Size

0 Total XP 3750

### **Action Points**

Action Points	Milestones	Action Points
	0	1
	1	2
	2	3

each milestone.

Used

Effect: Gain a standard action this turn.	
Special: You are reset to one action point when yo	u
take an extended rest. You gain an action point	

### **Hit Points**

Conditional Bonuses

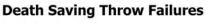
**Defenses** 

	Max HP (Bloodied 20 ) 40	Temp HP
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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



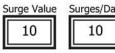
Resistances/Vulnerabilities

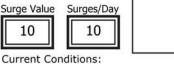
Saving Throw Mods	0



WIS Wisdom	10	1
CHA Charisma		5

### **Healing Surges**







### **Current Conditions and Effects**

 A Ada alaa	

Basic Attacks	,
Melee	
Blade of Annihilation	
3	1d12
Strength vs. AC	Damage

1d4-1

Damage

## **Combat Statistics and Senses**

Initiative	0
Conditional Modifiers:	



Passive Insight	11
Passive Perception	11

Special Senses:	Low-light	

### Dexterity vs. AC

Ranged Unarmed

Languages
Common, Netherese

### Skills

Acrobatics	Dexterity		0
Arcana	Intelligence		2
Athletics	Strength		0
Bluff	Charisma	<b>√</b>	14
Diplomacy	Charisma		5
Dungeoneering	Wisdom		1
Endurance	Constitution		4
Heal	Wisdom		1
History	Intelligence		2
Insight	Wisdom		1
Intimidate	Charisma	<b>V</b>	10
Nature	Wisdom		1
Perception	Wisdom		1
Religion	Intelligence		2
Stealth	Dexterity	<b>V</b>	6
Streetwise	Charisma	<b>~</b>	10
Thievery	Dexterity	711	-1

Player Name

Reverence Character Name



Character Details	Equipment	2
Background	Head	
Devil's Pawn		Neck
Theme	Arms	Amulet of Protection +1
Devil's Pawn	Timb	Hands
Mannerisms and Appearance		
	Rings	Rings
	Off H	and
Danier - Liter True ite		f Absorption +1
Personality Traits	Main Hand	Waist
	Blade of Annihilation	
		Armor
		Ebon Chainmail +1
Adventuring Company	<b></b>	Tattoo
	Feet	
	Acrobat Boots	Ki Focus
Companions and Allies	Other Equipment	
	Potion of Healing Potion of Eladrin Shape Adventurer's Kit Disguise Kit Riding Horse	
	1	
Session and Campaign Notes  You bear a mark similar to that of the Ashmadai's victims, but until now, you thought you were the only one outside the cult with such a brand.		
Other Notes		
	Total Weight (lbs.)	8 Carrying Capacity (lbs.)
	Treasure 1 pp; 25 gp	Normal 100
	o gp banked	Heavy 200
		Max 500

### Reverence

Player Name

Character Name



### **Racial Features**

### Bloodhunt

+1 on attacks against bloodied foes.

### **Fire Resistance**

Resist fire 5 + 1/2 level.

### Infernal Wrath

You have the infernal wrath power

### Class/Other Features

### **Devil's Pawn Starting Feature**

Gain the hellfire and brimstone power

### **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**

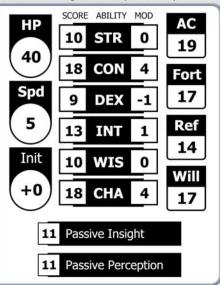
### Implement Focus (Rod)

+1 feat bonus per tier to implement damage rolls with a Rod

### 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.

# Reverence Level 3 Tiefling Warlock (Hexblade) SCORE ABILITY MOD



Dexterity		0
Intelligence		2
Strength		0
Charisma	•	14
Charisma		5
Wisdom		1
Constitution		4
Wisdom		1
Intelligence		2
Wisdom		1
Charisma	•	10
Wisdom		1
Wisdom		1
Intelligence		2
Dexterity	•	6
Charisma	•	10
Dexterity		-1
	Intelligence Strength Charisma Charisma Wisdom Constitution Wisdom Intelligence Wisdom Charisma Wisdom Usdom Charisma Wisdom Usdom Intelligence Dexterity Charisma	Intelligence Strength Charisma Charisma Wisdom Constitution Wisdom Intelligence Wisdom Charisma Wisdom Usdom

### **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** 

### Player Name:

### **Melee Basic Attack**

At-Will ◆ Standard Action

Blade of Annihilation: +3 vs. AC, 1d12 damage Blade of Annihilation (Absorption +1): +4 vs. AC, 1d12+1 damage

Melee weapon Targe

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 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Basic Attack

## Ranged Basic Attack

At-Will • Standard Action

Unarmed: +0 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.

Skills

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Basic Attack

### Soul Eater

At-Will • Standard Action

Blade of Annihilation: +7 vs. AC, 1d12+8

damage

**Blade of Annihilation (Absorption +1)**: +9 vs. AC, 1d12+10 damage

Melee weapon

creature

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

Target: One

**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 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Warlock Attack

### **Eldritch Bolt**

At-Will • Standard Action

Rod of Absorption +1: +7 vs. Reflex, 1d10+10 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 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Warlock Attack 1

### **Blazing Doom of the Void**

Encounter • Standard Action

**Blade of Annihilation**: +7 vs. Fortitude, 2d12+8 damage

**Blade of Annihilation (Absorption +1)**: +9 vs. Fortitude, 2d12+10 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 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

Warlock Attack Used

### **Hellfire and Brimstone**

Encounter • Minor Action

Close burst 2

Your brand burns, searing through clothing and flesh as hellfire springs up around you.

Keywords: Arcane, Fire, Zone

**Effect:** Creatures in the burst take 5 fire damage. The burst creates a zone that lasts until the end of your next turn. While in the zone, enemies take a -2 penalty to attack rolls and all defenses.

Additional Effects

Used Devil's Pawn Attack

Used 🗆

### **Hellfire Blast**

Daily • Standard Action Rod of Absorption +1: +7 vs. Reflex, 3d8+10

damage

Close blast 3

Target: Each creature in the blast

Waves of flame roll forth from your extended hand, blasting your foes.

Keywords: Arcane, Fire, Implement

Attack: Charisma vs. Reflex

Hit: 3d8 + Cha modifier (+4) fire damage.

Miss: Half damage.

Additional Effects

+1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.

### **Soul Feast**

At-Will • Free Action

### Personal

Your eyes glow a fiery red as you restore your vitality by stealing soul energy from a vanquished foe-energy meant for devilish beings.

Keyword: Arcane

Trigger: You reduce an enemy to 0 hit points, or an enemy adjacent to you drops to 0 hit points.

Effect: You gain temporary hit points equal to your Con modifier (+4).

Special: You can use this power only once per round.

Additional Effects

### **Infernal Wrath**

Encounter • Free Action

Close burst 10

Target: The triggering enemy in

the burst

You call upon the hellfire burning in your soul to punish your enemy.

Keyword: Fire

Trigger: An enemy within 10 squares of you hits you.

Effect: The target takes 1d6 + Int modifier (+1) or Cha modifier (+4) fire damage.

Additional Effects

Warlock Attack 1

Used ☐ Warlock Utility

Tiefling Racial Power

Used □

### Wrathful Aspect

Encounter • Minor Action

### Personal

Your eyes glow with power, and a cloak of red fire swirls around you as you channel the wrath and fury of your pact.

Keywords: Arcane, Fear, Fire

Effect: Until the end of your next turn, you gain a +5 power bonus to Intimidate checks, and any creature that hits you with a melee attack takes 5 fire damage.

Additional Effects

Warlock Utility 2

Used □

## Potion of Healing

Power (Healing) ◆ Consumable (Minor Action)

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

## Potion of Eladrin Shape

### Power + Consumable (Minor Action)

After consuming this potion, you alter your appearance through illusion, appearing as an eladrin of your gender. Your eladrin guise is not of any particular eladrin, and it shares some of your general features. Thus, if your nose is particularly long or wide for a member of your race, your guise has an eladrin nose of greater size as well. If you have a particularly distinctive feature, such as a facial scar or discolored eye, this too is revealed in your eladrin guise. You retain your attire, mannerisms, voice, and speech patterns. This effect lasts for 1 hour or until you dismiss it (a free action). You gain a +5 power bonus to Bluff checks to pass yourself off as the creature you're imitating, although you do not gain this bonus when speaking.

### Amulet of Protection +1 Neck Slot Item • Level 1

Enhancement: +1 Fortitude, Reflex,

### Acrobat Boots

### **Properties**

You gain a +1 item bonus to Acrobatics checks.

Power + At-Will (Minor Action)

You stand up from prone.

## Ebon Chainmail +1

**Armor Bonus:** 6 Check: -1 Speed: -1

Enhancement: +1 AC

### Property

- ◆ You gain necrotic resistance equal to 3
- + twice this armor's enhancement bonus.
- ♦ When an enemy adjacent to you dies, you gain temporary hit points equal to 3
- + this armor's enhancement bonus.

and Will

### Rod of Absorption +1

Rod • Level 4

Enhancement: +1 attack rolls and

damage rolls

Critical: +1d8 damage per plus

### Attack Power + Encounter (No Action)

*Trigger:* You hit a creature with an attack using this rod and the creature has an active aura.

Effect: The aura is deactivated, and the creature can't reactivate the aura (save ends).

## **Utility Power → Daily** (Immediate Interrupt)

*Trigger:* You are targeted by a close attack power or an area attack power that has a damage keyword.

Effect: The attacker takes a -5 penalty to all of the power's attack rolls.

### **Blade of Annihilation**

Weapon . Leve

Damage: 1d12

**Proficiency Bonus: 2**