

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

3

Level

### Reverence

Unaligned female Tiefling Warlock (Hexblade)

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

0

Total XP 3750

### Defenses



Conditional Bonuses

### Hit Points

Max HP  
(Bloodied 20 ) 40

Temp HP

Current Hit Points

### Healing Surges

Surge Value

Surges/Day

10

10

Current Conditions:

### 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

0

### Resistances/Vulnerabilities

Resist 6 Fire, Resist 5 Necrotic

### Current Conditions and Effects

### Basic Attacks

#### Melee

Blade of Annihilation

3

Strength vs. AC

1d12

Damage

#### Ranged

Unarmed

0

Dexterity vs. AC

1d4-1

Damage

### Languages

Common, Netherese



### Abilities

		Check
STR	Strength	10 1
CON	Constitution	18 5
DEX	Dexterity	9 0
INT	Intelligence	13 2
WIS	Wisdom	10 1
CHA	Charisma	18 5

### Skills

Acrobatics	Dexterity	0
Arcana	Intelligence	2
Athletics	Strength	0
Bluff	Charisma	✓ 14
Diplomacy	Charisma	5
Dungeoneering	Wisdom	1
Endurance	Constitution	4
Heal	Wisdom	1
History	Intelligence	2
Insight	Wisdom	1
Intimidate	Charisma	✓ 10
Nature	Wisdom	1
Perception	Wisdom	1
Religion	Intelligence	2
Stealth	Dexterity	✓ 6
Streetwise	Charisma	✓ 10
Thievery	Dexterity	-1

### Combat Statistics and Senses

Initiative

0

Conditional Modifiers:

Speed

5

Passive Insight

11

Passive Perception

11

Special Senses: Low-light



# Reverence

Player Name

Character Name

## Character Details

### Background

Devil's Pawn

### Theme

Devil's Pawn

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

### Companions and Allies

### 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

## Equipment

Head

Neck

Amulet of Protection +1

Arms

Hands

Rings

Rings

Off Hand

Rod of Absorption +1

Main Hand

Blade of Annihilation

Waist

Armor

Ebon Chainmail +1

Feet

Acrobat Boots

Tattoo

Ki Focus

### Other Equipment

Potion of Healing  
Potion of Eladrin Shape  
Adventurer's Kit  
Disguise Kit  
Riding Horse

Total Weight (lbs.)

78

Carrying Capacity (lbs.)

Treasure

1 pp; 25 gp  
0 gp banked

Normal

100

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)

HP	SCORE	ABILITY	MOD	AC
40	10	STR	0	19
	18	CON	4	
Spd	9	DEX	-1	
5	13	INT	1	
	10	WIS	0	
Init	18	CHA	4	
+0				

11 Passive Insight

11 Passive Perception

## Skills

Acrobatics	Dexterity	0
Arcana	Intelligence	2
Athletics	Strength	0
Bluff	Charisma	• 14
Diplomacy	Charisma	5
Dungeoneering	Wisdom	1
Endurance	Constitution	4
Heal	Wisdom	1
History	Intelligence	2
Insight	Wisdom	1
Intimidate	Charisma	• 10
Nature	Wisdom	1
Perception	Wisdom	1
Religion	Intelligence	2
Stealth	Dexterity	• 6
Streetwise	Charisma	• 10
Thievery	Dexterity	-1

• 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

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

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** **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 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

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.

Warlock Attack 1

Used ☐

### 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

Warlock Utility

### 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

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

Consumable ♦ Level 5

**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

Consumable ♦ Level 2

**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, and Will

### Acrobat Boots

Feet Slot Item ♦ Level 2

#### Properties

You gain a +1 item bonus to Acrobatics checks.

**Power ♦ At-Will (Minor Action)**

You stand up from prone.

### Ebon Chainmail +1

Armor ♦ Level 3

**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.

### 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 ♦ Level

**Damage:** 1d12

**Proficiency Bonus:** 2