

Player Name _____

Ugo 1 Warlock 0
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Elf Medium Male Evil
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company or Other Affiliations

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
5	1		4

DEFENSES								
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
12	AC	10	2					

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	7		

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	0
11	CON Constitution	0	0
12	DEX Dexterity	1	1
14	INT Intelligence	2	2
10	WIS Wisdom	0	0
18	CHA Charisma	4	4

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

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

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

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10	5
12	Passive Perception	10	2

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE									
ABILITY: Eldritch Blast - Arcane Implement, Rod									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC		
+ 0	0	0							

ABILITY: Melee Basic Attack - Dagger									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC		
+ 3	0	0		3					

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
23	11	5	6

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER	USED
	<input type="checkbox"/>

DEATH SAVING THROW FAILURES
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS		
MILESTONES	ACTION POINTS	
0	1	
1	2	
2	3	

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES	
Elven Weapon Proficiency - Proficient with longbow and shortbow.	
Group Awareness - Non-elf allies within 5 get +1 to Perception.	
Elven Accuracy - Use elven accuracy as an encounter power.	
Fey Origin - Your origin is fey, not natural.	
Wild Step - Ignore difficult terrain when shifting (even when shifting multiple squares).	

DAMAGE WORKSPACE					
ABILITY: Eldritch Blast - Arcane Implement, Rod					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10	0				

ABILITY: Melee Basic Attack - Dagger					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
0	Ref	Eldritch Blast (Arcane I)	1d10
3	AC	Dagger (Melee)	1d4
4	AC	Dagger (Range)	1d4+1

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

FEATS	
Improved Initiative - +4 to initiative checks	

CHARACTER NAME
Ugo

PLAYER NAME

RACE Elf CLASS Warlock LEVEL 1

HP 23	10 STR	Fort 10
AC 12	11 CON	Ref 13
Speed 7	12 DEX	Will 15
Init +5	14 INT	
	10 WIS	
	18 CHA	
15 Passive Insight	12 Passive Perception	



Second Wind

KEYWORDS

Standard	10	Personal
ACTION	RANGE	
vs		Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 5 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL BOOK *PH*

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

ENCOUNTER ACTION DUNGEONS & DRAGONS

Eldritch Blast

KEYWORDS Arcane, Implement USED

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

Attac

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
+1d6 to damage once per round (Warlock's Curse)

CLASS Warlock LEVEL 1 BOOK *PH*

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 psychic damage, and you are invisible to the target until the start of your next turn.
Increase damage to 2d6 + Charisma modifier at 21st level.

Your stats using Arcane Implement, Rod:
+4 attack bonus, 1d6+4 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
+1d6 to damage once per round (Warlock's Curse)

CLASS Warlock LEVEL 1 BOOK *PH*

Misty Step

KEYWORDS

Free Action		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 FROM RACE, CLASS, FEAT, ETC.

CLASS Warlock LEVEL 1 BOOK *PH*

AT-WILL POWER DUNGEONS & DRAGONS

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AT-WILL POWER DUNGEONS & DRAGONS

Warlock's Curse

KEYWORDS

Minor		
ACTION	RANGE	
vs		
ATTACK	DEFENSE	TARGET

Effect: 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 FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL * BOOK *PH*

Elven Accuracy

KEYWORDS

Free Action		Personal
ACTION	RANGE	
vs		
ATTACK	DEFENSE	TARGET

Effect: Reroll an attack roll. Use the second roll, even if it's lower.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Racial Power LEVEL * BOOK *PH*

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 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.

Your stats using Arcane Implement, Rod:
+4 attack bonus, 2d6+4 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
+1d6 to damage once per round (Warlock's Curse)

CLASS Warlock LEVEL 1 BOOK *PH*

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

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12	AC	10	2					

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	7		

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	0
11	CON Constitution	0	0
12	DEX Dexterity	1	1
14	INT Intelligence	2	2
10	WIS Wisdom	0	0
18	CHA Charisma	4	4

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

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

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

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
15	Passive Insight	10	5
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SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE								
ABILITY: Eldritch Blast - Arcane Implement, Rod								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC
+ 0	0	0						

ABILITY: Melee Basic Attack - Dagger								
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC
+ 3	0	0		3				

HIT POINTS			
MAX HP	BLOODIED	HEALING SURGES	SURGES/DAY
23	11	5	6

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER	USED

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SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS		
MILESTONES	ACTION POINTS	
0	1	1
1	2	2
2	3	3

RACE FEATURES

Elven Weapon Proficiency - Proficient with longbow and shortbow.

Group Awareness - Non-elf allies within 5 get +1 to Perception.

Elven Accuracy - Use elven accuracy as an encounter power.

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DAMAGE WORKSPACE					
ABILITY: Eldritch Blast - Arcane Implement, Rod					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10	0				

ABILITY: Melee Basic Attack - Dagger					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
0	Ref	Eldritch Blast (Arcane I)	1d10
3	AC	Dagger (Melee)	1d4
4	AC	Dagger (Range)	1d4+1

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

FEATS

Improved Initiative - +4 to initiative checks

CHARACTER NAME
Ugo

PLAYER NAME

RACE Elf CLASS Warlock LEVEL 1

HP 23	10 STR	Fort 10
AC 12	11 CON	Ref 13
Speed 7	12 DEX	Will 15
Init +5	14 INT	
	10 WIS	
	18 CHA	
15 Passive Insight	12 Passive Perception	



Second Wind

KEYWORDS

Standard	10	Personal
ACTION	RANGE	
vs		Self
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge and regain 5 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL BOOK *PH*

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

ENCOUNTER ACTION DUNGEONS & DRAGONS

Eldritch Blast

KEYWORDS Arcane, Implement USED

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

Attac

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
+1d6 to damage once per round (Warlock's Curse)

CLASS Warlock LEVEL 1 BOOK *PH*

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 psychic damage, and you are invisible to the target until the start of your next turn.
Increase damage to 2d6 + Charisma modifier at 21st level.

Your stats using Arcane Implement, Rod:
+4 attack bonus, 1d6+4 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
+1d6 to damage once per round (Warlock's Curse)

CLASS Warlock LEVEL 1 BOOK *PH*

Misty Step

KEYWORDS

Free Action		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 FROM RACE, CLASS, FEAT, ETC.

CLASS Warlock LEVEL 1 BOOK *PH*

AT-WILL POWER DUNGEONS & DRAGONS

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AT-WILL POWER DUNGEONS & DRAGONS

Warlock's Curse

KEYWORDS

Minor		
ACTION	RANGE	
vs		
ATTACK	DEFENSE	TARGET

Effect: 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 FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL * BOOK *PH*

Elven Accuracy

KEYWORDS

Free Action		Personal
ACTION	RANGE	
vs		
ATTACK	DEFENSE	TARGET

Effect: Reroll an attack roll. Use the second roll, even if it's lower.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS Racial Power LEVEL * BOOK *PH*

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 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.

Your stats using Arcane Implement, Rod:
+4 attack bonus, 2d6+4 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
+1d6 to damage once per round (Warlock's Curse)

CLASS Warlock LEVEL 1 BOOK *PH*





AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Curse of the Dark Dream

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: 3d8 + Charisma modifier psychic damage, and you slide the target 3 squares.
Sustain Minor: You slide the target 1 square, whether you hit or miss (save ends).

Your stats using Arcane Implement, Rod:
+4 attack bonus, 3d8+4 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
+1d6 to damage once per round (Warlock's Curse)

CLASS Warlock LEVEL 1 BOOK *PH*