

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA Robert

13

Level

Ilrué

Unaligned female Drow Warlock (Hexblade)

73 5'9" 130 lb. Medium Sehanine
Age Height Weight Size Deity

39000

Total XP 47000

Defenses

27	24	25	27
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 0

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Blade of Winter's Mourning (Iron...)

13	1d10+4
Strength vs. AC	Damage

Ranged

11	1d4+5
Dexterity vs. AC	Damage

Languages

Common, Elven



Abilities

Ability	Score	Check
STR Strength	9	5
CON Constitution	14	8
DEX Dexterity	21	11
INT Intelligence	11	6
WIS Wisdom	12	7
CHA Charisma	21	11

Skills

Skill	Ability	Score
Acrobatics	Dexterity	10
Arcana	Intelligence	6
Athletics	Strength	4
Bluff	Charisma	18 ✓
Diplomacy	Charisma	13
Dungeoneering	Wisdom	7
Endurance	Constitution	7
Heal	Wisdom	7
History	Intelligence	6
Insight	Wisdom	12 ✓
Intimidate	Charisma	13
Nature	Wisdom	12 ✓
Perception	Wisdom	7
Religion	Intelligence	6
Stealth	Dexterity	17 ✓
Streetwise	Charisma	16 ✓
Thievery	Dexterity	15 ✓

Hit Points

Max HP 86
(Bloodied 43)

Temp HP

Current Hit Points

Healing Surges

Surge Value Surges/Day

21 8

Current Conditions:

Combat Statistics and Senses

Initiative 11

Conditional Modifiers:

Speed 7

Passive Insight 22

Passive Perception 17

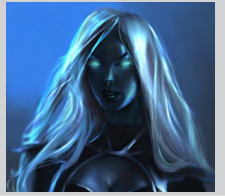
Special Senses: Darkvision

Robert

Player Name

Ilrué

Character Name



Character Details

Background

Early Life - Well-Loved

Theme

Elemental Initiate

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Wellspring

Other Notes

Equipment

Head

Neck

Cloak of Translocation +2

Arms

Bracers of Mighty Striking...

Hands

Gauntlets of Blood (heroic tier)

Rings

Rings

Off Hand

Main Hand

Waist

Armor

Summoned Tembo Hide Armor...

Feet

Tattoo

Ki Focus

Iron Body Ki Focus +3

Other Equipment

Blade of Winter's Mourning
Adventurer's Kit
Grappling Hook
Fine Clothing
Tent
Thieves' Tools
Gambling cheats

Total Weight (lbs.)

91

Carrying Capacity (lbs.)

Treasure

27 pp; 84 gp
0 gp banked

Normal

90

Heavy

180

Max

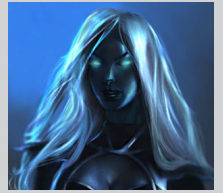
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Robert

Player Name

Ilrué

Character Name



Racial Features

Fey Origin

Your origin is fey, not natural

Lolthtouched

You have your choice of either the cloud of darkness or darkfire power

Trance (Drow)

Meditate aware 4 hours instead of sleep.

Class/Other Features

Elemental Initiate Starting Feature

Gain +2 proficiency bonus with unarmed attacks; unarmed attacks deal 1d6 damage; gain the disciplined counter power; gain proficiency with ki focuses

Fey Pact Reward

Gain (Dex 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.

Fey Pact Weapon

Gain the Blade of Winter Mourning item, Icy Skewer attack, and Piercing Shard attack.

Sneak Attack

Deal 2d6 extra damage to target granting you combat advantage with light blade, hand crossbow, shortbow, or sling; 3d6 at 11th level, 5d6 at 21st level

Improved Pact Weapon

You can use your pact weapon's encounter power twice per encounter.

Elemental Initiate Level 5 Feature

Gain training in Arcana, History, Nature, or Religion

Elemental Initiate Level 10 Feature

Gain a +1 power bonus to Will

Fey Pact Aspect

Gain a +2 bonus to Bluff checks and a +1 bonus to speed

Hexblade's Action (Fey)

Action Point (extra action): as a free action before or after the extra action, become invisible until your next turn starts, teleport up to (Dex mod) sq.

Feats

Ki Focus Expertise

+1/2/3 (by tier) to implement/weapon attack rolls made w/ ki focus. +1/2/3 (by tier) to dmg rolls of attacks made w/ ki focus vs. bloodied enemy

Sneak of Shadows

Rogue: Thievery skill, Sneak Attack 1/encounter

Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

Silvery Glow

+2 damage with cold and radiant powers; +3 at 11th, +4 at 21st

White Lotus Riposte

When an enemy attacks you before the start of your next turn after you hit it with an arcane at-will attack power, it takes damage (of the same type) equal to that power's ability modifier.

Lasting Frost

Target hit with cold power gains vulnerable cold 5

White Lotus Master Riposte

When an enemy you hit with an arcane at-will attack power but have not marked attacks you before the start of your next turn, repeat the attack against that enemy as an immediate reaction.

Wintertouched

Gain combat advantage against foe vulnerable to cold

Ilrué

Level 13 Drow Warlock (Hexblade)

HP 86	SCORE	ABILITY	MOD	AC 27
	9	STR	-1	
Spd 7	14	CON	2	Fort 24
	21	DEX	5	
Init +11	11	INT	0	Ref 25
	12	WIS	1	
	21	CHA	5	Will 27

- 22 Passive Insight
- 17 Passive Perception

Player Name: Robert

Skills

Acrobatics	Dexterity	10
Arcana	Intelligence	6
Athletics	Strength	4
Bluff	Charisma	• 18
Diplomacy	Charisma	13
Dungeoneering	Wisdom	7
Endurance	Constitution	7
Heal	Wisdom	7
History	Intelligence	6
Insight	Wisdom	• 12
Intimidate	Charisma	13
Nature	Wisdom	• 12
Perception	Wisdom	7
Religion	Intelligence	6
Stealth	Dexterity	• 17
Streetwise	Charisma	• 16
Thievery	Dexterity	• 15

• indicates a trained skill.

Action Point

Base action points: 1

Hexblade's Action (Fey): When you spend an action point to take an extra action, you can take a free action to become invisible and teleport a number of squares up to your Dexterity modifier, either before or after that action. You remain invisible until the start of your next turn.



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

Icy Skewer

At-Will ♦ Standard Action

Blade of Winter's Mourning (Iron Body +3): +19 vs. AC, 1d10+20 damage

Melee weapon **Target:** One creature

Your strike imparts the deathly chill of winter on the target, hindering its attacks.

Keywords: Arcane, Cold, Implement, Weapon

Requirement: You must use this power with your blade of winter's mourning.

Attack: Charisma vs. AC

Hit: 1[W] + Cha modifier (+5) cold damage. You gain a +2 power bonus to all defenses against the target's attacks until the end of your next turn.

Special: You can use this power as a melee basic attack.

Additional Effects

- +3d6 to damage once per encounter (Sneak Attack)
- +2 to damage rolls against a bloodied enemy - Ki Focus Expertise.
- +2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Warlock Attack

Melee Basic Attack

At-Will ♦ Standard Action

Blade of Winter's Mourning (Iron Body +3): +13 vs. AC, 1d10+4 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 (-1) damage.

Level 21: 2[W] + Str modifier (-1) damage.

Additional Effects

- +3d6 to damage once per encounter (Sneak Attack)
- +2 to damage rolls against a bloodied enemy - Ki Focus Expertise.
- +2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +11 vs. AC, 1d4+5 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 (+5) damage.

Level 21: 2[W] + Dex modifier (+5) damage.

Additional Effects

- +2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Basic Attack

Eldritch Bolt

At-Will ♦ Standard Action

Iron Body Ki Focus +3: +16 vs. Reflex, 1d10+15 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 (+5) force damage.

Special: You can use this power as a ranged basic attack.

Additional Effects

- +2 to damage rolls against a bloodied enemy - Ki Focus Expertise.
- +2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Warlock Attack 1

Disciplined Counter

Encounter ♦ Immediate Reaction

Blade of Winter's Mourning (Iron Body +3): +19 vs. Reflex, 2d10+3 damage

Melee 1 **Target:** The triggering enemy

An enemy's miss allows you to rebalance the flow of energy by making an instant counterattack.

Keywords: Elemental, Psionic, Weapon

Trigger: An adjacent enemy misses you with a melee attack.

Attack: Highest ability modifier vs. Reflex

Hit: 1[W] damage, and you slide the target up to 2 squares. The target grants combat advantage until the end of your next turn.

Level 11: 2[W] damage.

Additional Effects

- +3d6 to damage once per encounter (Sneak Attack)
- +2 to damage rolls against a bloodied enemy - Ki Focus Expertise.
- +2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Elemental Initiate Attack

Used

Piercing Shard

Encounter ♦ Standard Action

Blade of Winter's Mourning (Iron Body +3): +19 vs. Will, 3d10+18 damage

Melee weapon **Target:** One creature

As you pierce your enemy's defenses, its perceptions of reality become twisted, cloaking you from its sight.

Keywords: Arcane, Cold, Illusion, Implement, Psychic, Weapon

Requirement: You must use this power with your blade of winter's mourning.

Attack: Charisma vs. Will

Hit: 2[W] + Cha modifier (+5) cold and psychic damage.

Level 13: 3[W] + Cha modifier (+5) cold and psychic damage.

Effect: You are invisible to the target until the start of your next turn.

Additional Effects

- +3d6 to damage once per encounter (Sneak Attack)
- +2 to damage rolls against a bloodied enemy - Ki Focus Expertise.
- +2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Warlock Attack

Used

Winter's Retributive Escape

Encounter ♦ Immediate Reaction

Melee 1

Target: The triggering enemy

You lash out with the fury of a winter storm, leaving your foe frozen in your wake as you swirl away.

Keywords: Arcane, Cold, Psychic, Teleportation

Requirement: You must be holding your blade of winter's mourning.

Trigger: An enemy attacks you.

Effect: The target takes 5 + your Cha modifier (+5) cold and psychic damage, and you teleport a number of squares up to your Dex modifier (+5).

Additional Effects

Warlock Attack 7

Used

Curse of Shattered Armor

Encounter ♦ Standard Action

Iron Body Ki Focus +3: +16 vs. Fortitude, 3d10+8 damage

Ranged 5

Target: One enemy

Tendrils of vegetation suddenly grow from your enemy's body, wracking it with pain and creating gaps in its armor that you can exploit.

Keywords: Arcane, Implement

Attack: Charisma vs. Fortitude

Hit: 3d10 + Cha modifier (+5) damage.

Effect: The target grants combat advantage until the end of your next turn.

Additional Effects

+2 to damage rolls against a bloodied enemy - Ki Focus Expertise.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Legendary Hexblade Attack 11

Used

Armor of Agathys

Daily ♦ Standard Action

Personal

You surround yourself in a sheath of black ice from a dark and doleful realm. It protects you from attack and radiates fierce cold.

Keywords: Arcane, Cold

Effect: You gain temporary hit points equal to 10 + your Int modifier (+0). Until the end of the encounter, an enemy that starts its turn adjacent to you takes 1d6 + Con modifier (+2) cold damage.

Additional Effects

Warlock Attack 1

Used

Tentacles of Cryonax

Daily ♦ Standard Action

Close burst 10

The temperature plummets as two ghastly, white tentacles emerge from out of nowhere to grab your enemies.

Keywords: Arcane, Cold, Conjunction, Elemental

Effect: You conjure two icy tentacles, each in an unoccupied square in the burst. The tentacles persist until the end of your next turn. Each creature other than you that starts its turn adjacent to a tentacle takes 5 cold damage, and it is slowed until the end of its next turn. While a tentacle persists, you can use the secondary power through it.

Sustain Minor: Roll a d6. On a 1, remove one tentacle. On a 6, add one tentacle to an unoccupied square within 10 squares of you. If you have one or more tentacles remaining, the effect persists until the end of your next turn. Otherwise, the effect ends.

Additional Effects

Warlock Attack 5

Used

Summon Warlock's Ally

Daily ♦ Minor Action

Ranged 5

A sudden gust of wind, the smell of brimstone, and a flash of light herald the arrival of a creature from the planes, pulled into your presence to serve you.

Keywords: Arcane, Summoning

Effect: You summon a creature associated with your pact in an unoccupied space within range. The creature is an ally to you and your allies.

The creature lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in the creature's description. You must have line of effect to the creature to command it. When you command the creature, you and the creature share knowledge but not senses.

When the creature makes a check, you make the roll using your game statistics, not including any temporary bonuses or penalties.

The creature lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

Additional Effects

Warlock Attack 9

Used

Soul Step

At-Will ♦ Free Action

Personal

As your enemy falls, you become a creature of wind and mist.

Keywords: Arcane, Teleportation

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

Effect: You teleport a number of squares up to your Dex modifier (+5).

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

Additional Effects

Warlock Utility

Ethereal Sidestep

At-Will ♦ Move Action

Personal

You slip through a rift in reality and appear a few feet away.

Keywords: Arcane, Teleportation

Effect: You teleport 1 square.

Additional Effects

Warlock Utility 10

Cloud of Darkness

Encounter ♦ Minor Action

Close burst 1

A shroud of blackness descends around you, hiding you from sight.

Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

Additional Effects

Drow Racial Power

Used

Spectral Fade

Encounter ♦ Minor Action

Personal

You become misty and transparent, fading from your enemies' view for a moment.

Keywords: Arcane, Illusion

Effect: You become invisible until the end of your turn.

Additional Effects

Warlock Utility 2

Used

Shadowslip

Encounter ♦ Immediate Reaction

Personal

They wanted blood. You give them shadow.

Keywords: Arcane, Teleportation

Trigger: An enemy misses you with a melee or a ranged attack

Effect: Teleport a number of squares equal to your Charisma Modifier.

Additional Effects

Warlock Utility 6

Used

Tentacles of Cryonax...

Daily ♦ Standard Action

Iron Body Ki Focus +3: +16 vs. Reflex, 3d6+18 damage

Melee 2 **Target:** One enemy

Keywords: Arcane, Cold, Elemental, Implement

Requirement: The power Tentacles of Cryonax must be active in order to use this power.

Attack: Charisma vs. Reflex

Hit: 3d6 + Cha modifier (+5) cold damage, the tentacle pulls the target 1 square, and the target is grabbed (save ends).

Each Failed Saving Throw: 5 cold damage.

Miss: Half damage.

Additional Effects

+2 to damage rolls against a bloodied enemy - Ki Focus Expertise.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Used

Lesser Planar Ally

Daily ♦ Standard Action

Melee 1

The air around you ripples and becomes heavy as you call forth a spirit of the planes to serve you.

Keywords: Arcane, Conjuraton

Effect: You conjure the Tiny spirit of a planar being in a square adjacent to you. The spirit is an invisible conjuration that lasts until it is dismissed as a free action or until it completes its task, which can take no longer than 1 hour. You command the spirit to attempt one of the following tasks.

* Locate an Object or a Person: The spirit can locate a specific object or creature within 5 miles of you that you have seen or touched. When it completes the task, the spirit returns to you and describes the direction, distance, and location of the object or creature.

* Explore an Area: The spirit can provide a rough description of an area up to 20 squares on a side, including obvious physical features. The spirit cannot open doors or breach physical or magical barriers, so it cannot explore any area that a Tiny creature couldn't reach. It cannot notice anything that requires a Perception check to detect. When it completes the task, the spirit returns to you and telepathically provides a mental image of the area.

Additional Effects

Warlock Utility 4

Used

Fey Invocation

Daily ♦ Minor Action

Personal

You call upon the luck of the fey lords, but their favor can be as fickle as the cast of a die.

Keyword: Arcane

Effect: Until the end of the encounter, whenever you take damage, roll a d20. On a 10 or higher, you take only half damage. On a 1 or a 2, you take double damage. Otherwise, you take the damage as normal.

Additional Effects

Legendary Hexblade Utility 12

Used

Summoned Tembo Hide...

Armor ♦ Level 11

Armor Bonus: 3

Check: -1

Special: +1 Fortitude

Enhancement: +3 AC

Power ♦ (Minor Action)

You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.

Gauntlets of Blood (heroic...

Hands Slot Item ♦ Level 4

Properties

You gain a +2 bonus to damage rolls against bloodied targets.

Iron Body Ki Focus +3

Ki Focus ♦ Level 15

Enhancement: +3 attack rolls and damage rolls

Critical: +1d10 damage per plus

Properties

If you hit an opponent with an attack using this ki focus, you gain resistance to all of that target's attacks equal to 2 + this implement's enhancement bonus until the end of your next turn.

Bracers of Mighty Striking...

Arms Slot Item ♦ Level 2

Properties

When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.

Cloak of Translocation +2

Neck Slot Item ♦ Level 9

Enhancement: +2 Fortitude, Reflex, and Will

Properties

When you use a teleportation power, you gain a +2 bonus to AC and Reflex until the end of your next turn.

Power ♦ Daily (Minor Action)

You regain the use of an encounter teleportation power that you have already used during this encounter.

Blade of Winter's Mourning

Weapon ♦ Level

Damage: 1d10

Proficiency Bonus: 3