

Character Name

Aasimar

Race

Warlock 3

Class & Level

Height & Weight

Age & Sex

8 STR **-1**

Initiative

16 INT **+3****14** CON **+2****2**

Level + Dex

14 WIS **+2****8** DEX **-1****18** CHA **+4**

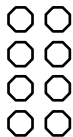
Hit Points

40

Maximum

Current

Recoveries

8**3d6+2**

Death

Saves



PD

1311 + Level +
Str/Con/Dex

AC

1611 + Level +
Con/Dex/Wis

MD

1711 + Level +
Int/Wis/Cha

Warlock Curse

Save DC

15+

10 + Int +

Icon Relationships

The Priestess (positive 1)**Prince of Shadows (positive 1)****The Crusader (conflicted 1)**

One Unique Thing

Backgrounds

Dungeon Keeper in the Cathedral +4**Ordained Priest of the Masked God +4**

Talents & Features & Basic Attacks

Halo (Racial Power)

Once per battle as a free action during your turn, gain a +2 bonus to all defenses until you are hit by an attack (or until the battle ends).

Malediction (Class Feature)

Cursed enemies are vulnerable to your attacks (+2 to your critical threat range).

Divine Pact (Class Feature)

Benevolence: Once per battle, when the escalation die is 3+, you can cast a hex spell on yourself and grant the same effect to a nearby ally.

Blood Prophet (Talent)

At the start of each battle, roll a d6. Once during the battle, when the escalation die is equal to that number or higher, announce that you will pay in blood before casting a spell. When paying in blood, spend a recovery without regaining hit points. Double all damage you deal with the spell. In the case of a critical hit, deal triple damage.

Child of Doom (Talent)

When you cast a curse spell, increase the difficulty of the save by 2.

Adventurer Feat: Your curse spells deal miss damage equal to your Intelligence modifier.

Quick Curse (Talent)

Once per battle, when the escalation die is 3+, cast a curse spell as a quick action.

Iron Staff (Melee attack)

Attack: 1d20+2 vs. AC

Hit: 3d8-1 damage

Miss: 3 damage



Spells

Whispering Wisps (Hex)

Close-quarters spell; At-will

Effect: You summon a swarm of small wisps that you can direct. The wisps give out a dim light that can provide illumination in the darkness. You can direct the wisps to surround a nearby enemy. Surrounded enemies lose the benefit of stealth, blur, and invisibility effects, and their save difficulty against your curses increases by 1.

Spells

Hungry Shadows (Blast)

Ranged spell; At-will

Attack: 1d20+7 vs. PD

Hit: 3d8+6 negative energy damage. Against a cursed target, increase the damage dice to d12s.

Miss: 5 negative energy damage (Adv. feat)

Curse of Clumsiness (Curse)

Close-quarters spell; At-will

Attack: 1d20+7 vs. PD

Hit: 3d6 + 4 psychic damage and the target is clumsy (trigger once — the target is cursed until you trigger the effect).

Clumsy: When the target rolls a natural 5 or lower on its attack roll, it hits a random ally instead.

Miss: 3 damage

Frail Body (Curse)

Close-quarters spell; At-will

Attack: 1d20+7 vs. PD

Hit: 3d6+4 negative energy damage and the target takes a -2 penalty to AC and PD (save 15+ ends)

Miss: 3 damage

Screaming Curse

Close-quarters spell; At-will

Attack: 1d20+7 vs. MD

Hit: 3d4+4 thunder damage and the target is dazed (-4 to attack; save 15+ ends).

Miss: Deal thunder damage equal to your level to any ally engaged with the target.

Shroud of the Pact (Mantle Hex)

Close-quarters spell; At-will; Quick Action

Effect: When you are hit by an attack from a non-mook enemy, reduce the damage you take by your class level.