

Character Name

Aasimar

Race

Warlock 7

Class & Level

Height & Weight

Age & Sex

8 STR **-1****16** CON **+3****8** DEX **-1**

Initiative

6

Level + Dex

18 INT **+4****14** WIS **+2****20** CHA **+5**

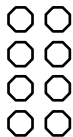
Hit Points

108

Maximum

Current

Recoveries

8**7d6+6**

Death Saves



PD

1711 + Level +
Str/Con/Dex

AC

2011 + Level +
Con/Dex/Wis

MD

2211 + Level +
Int/Wis/ChaWarlock Curse
Save DC**16+**

10 + Int +

Icon Relationships

The Priestess (positive 2)**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

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).

Champion Feat: Halo also activates automatically any time you heal using a recovery.

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.

Adventurer Feat: When you pay in blood, reroll the attack roll once if it was an odd miss.

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 2x your Intelligence modifier.

Quick Curse (Talent)

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



Basic Attacks

Iron Staff (Melee attack)

Attack: 1d20+6 vs. AC

Hit: 7d8-2 damage

Miss: 7 damage

Equipment

Feats

Gear, Equipment & Money

Magic Items

Adventurer: Child of Doom, Hungry Shadows, Screaming Curse, Blood Prophet

Champion: Screaming Curse, Halo, Draining Fangs

Spells

Draining Fangs (Blast)

Melee attack; At-will

Special: You can choose to cast this spell as a melee basic attack or an opportunity attack.

Attack: 1d20+12 vs. PD

Hit: 7d8+16 negative energy damage. You heal one hit point per level.

Natural 16+: You can heal using a recovery.

Miss: 7 negative energy damage

Champion Feat: Heal 7 hit points on a miss.

Hungry Shadows (Blast)

Ranged spell; At-will

Attack: 1d20+12 vs. PD

Hit: 7d8+16 negative energy damage. Against a cursed target, increase the damage dice to d12s.

Miss: 13 negative energy damage (Adv. feat)

Jinx (Curse)

Close-quarters spell; At-will

Attack: 1d20+12 vs. PD

Hit: 7d6+10 psychic damage and the target is jinxed (save 16+).

Jinxed: Attacks against the target automatically hit if the natural attack roll is odd.

Miss: 8 psychic damage

Frail Body (Curse)

Close-quarters spell; At-will

Attack: 1d20+12 vs. PD

Hit: 7d6+10 negative energy damage and the target takes a -2 penalty to AC and PD (save 16+ ends)

Miss: 8 negative energy damage

Screaming Curse

Close-quarters spell; At-will

Attack: 1d20+12 vs. MD

Hit: 7d4+10 thunder damage and the target is dazed (-4 to attack; save 16+ ends).

Miss: 8 thunder damage (Adv. feat)

Champion Feat: Gain a +2 bonus to hit if the target is not engaged with an ally.

Contagious Heresy (Curse)

Close-quarters spell; At-will

Attack: 1d20+12 vs. MD

Hit: 7d4+10 psychic damage, and the target is infected (save 16+ ends).

Infected: At the start of your turn, if at least one infected opponent is nearby, use Contagious Heresy against one non-infected enemy as a free action.

Miss: 8 psychic damage

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 7.

Leaking Soul (Mantle Hex)

Close-quarters spell; At-will; Quick action

Effect: At the start of your turn, all enemies engaged with you take 7 negative energy damage. Increase to 14 if the escalation die is 2+. You gain resist negative energy 17+.

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.

Duplicity (Hex)

Close-quarters spell; At-will

Special: This spell requires a few drops of blood to cast. You take damage equal to your level.

Target: You

Effect: Teleport to a location you can see. You leave a mirror image of yourself behind. The mirror image is an illusion effect. It mimics all of your movements and gestures. If it takes damage, it disappears.