

Character Name

Aasimar

Race

Warlock 9

Class & Level

Height & Weight

Age & Sex

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

Initiative

8

Level + Dex

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

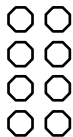
Hit Points

216

Maximum

Current

Recoveries

8**9d6+9**

Death

Saves



PD

1911 + Level +
Str/Con/Dex

AC

2211 + Level +
Con/Dex/Wis

MD

2411 + Level +
Int/Wis/Cha

Warlock Curse

Save DC

16+

10 + Int +

Icon Relationships

The Priestess (positive 2)**Prince of Shadows (positive 2)****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+8 vs. AC

Hit: 9d8-3 damage

Miss: 9 damage

Equipment

Feats

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

Champion: Screaming Curse, Halo, Draining Fangs

Epic Feats: Prisoner of the Void, Leaking Soul

Gear, Equipment & Money

Magic Items

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+14 vs. PD

Hit: 9d8+24 negative energy damage. You heal one hit point per level.

Natural 16+: You can heal using a recovery.

Miss: 9 negative energy damage

Champion Feat: Heal 9 hit points on a miss.

Hungry Shadows (Blast)

Ranged spell; At-will

Attack: 1d20+14 vs. PD

Hit: 9d8+24 negative energy damage. Against a cursed target, increase the damage dice to d12s.

Miss: 18 negative energy damage (Adv. feat)

Jinx (Curse)

Close-quarters spell; At-will

Attack: 1d20+14 vs. PD

Hit: 9d6+15 psychic damage and the target is jinxed (save 16+).

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

Miss: 12 psychic damage

Frail Body (Curse)

Close-quarters spell; At-will

Attack: 1d20+14 vs. PD

Hit: 9d6+15 negative energy damage and the target takes a -2 penalty to AC and PD (save 16+ ends)

Miss: 12 negative energy damage

Screaming Curse

Close-quarters spell; At-will

Attack: 1d20+14 vs. MD

Hit: 9d4+15 thunder damage and the target is dazed (-4 to attack; save 16+ ends).

Miss: 12 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+14 vs. MD

Hit: 9d4+15 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: 12 psychic damage

Prisoner of the Void (Curse)

Close-quarters spell; At-will

Attack: 1d20+14 vs. PD

Hit: 9d6+15 psychic damage. The target is removed from the map and teleported into a prison dimension, and takes 20 ongoing psychic damage (save 16+ ends both). (Epic feat)

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 9.

Leaking Soul (Mantle Hex)

Close-quarters spell; At-will; Quick action

Effect: At the start of your turn, all enemies engaged with you take 18 negative energy damage. Increase to 27 if the escalation die is 3+. You gain resist negative energy 19+. (Epic feat)

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.

Warlock Wings (Mantle Hex)

Close-quarters spell; At-will

Effect: You grow wings, which allow you to fly with the same speed and maneuverability as a large vulture. You cannot hover, and require Strength checks to stay aloft over long periods. While flying, you take a -2 penalty to your attacks and you are vulnerable to attacks.