

Character Name

**Aasimar**

Race

**Warlock N1**

Class & Level

Height & Weight

Age & Sex

**7** STR **-2**

**13** CON **+1**

**7** DEX **-2**

Initiative

**-2**

Level + Dex

**15** INT **+2**

**13** WIS **+1**

**17** CHA **+3**



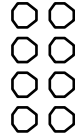
Hit Points

<b>11</b>	
Maximum	Current

Recoveries

**4**

**1d6+1**



Death Saves



PD

**9**

11 + Level + Str/Con/Dex

AC

**12**

11 + Level + Con/Dex/Wis

MD

**13**

11 + Level + Int/Wis/Cha

Warlock Curse Save DC

**14+**

10 + Int +

Icon Relationships

**The Priestess (positive 1)**

One Unique Thing

Backgrounds

**Dungeon Keeper in the Cathedral +4**

**Voices in my Head +2**

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).

**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.

**Child of Doom (Talent)**

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



Equipment



Attacks and Spells

**Iron Staff (Melee attack)**

Attack: 1d20-2 vs. AC  
Hit: 1d8-2 damage  
Miss: —

**Hungry Shadows (Blast)**

Ranged spell; At-will  
Attack: 1d20+3 vs. PD  
Hit: 1d8+4 negative energy damage. Against a cursed target, increase the damage dice to d12s.  
Miss: —

**Screaming Curse**

Close-quarters spell; At-will  
Attack: 1d20+3 vs. MD  
Hit: 1d4+3 thunder damage and the target is dazed (-4 to attack; save 14+ ends).  
Miss: Deal 3 thunder damage to any ally engaged with the target.