

Character Name

**Tiefling**

Race

**Warlock 1**

Class & Level

Height & Weight

Age & Sex

**8** STR **-1**

**14** CON **+2**

**12** DEX **+1**

Initiative

**+2**

Level + Dex

**16** INT **+3**

**8** WIS **-1**

**18** CHA **+4**



Hit Points

**24**

Maximum

Current

Recoveries

**8**

**1d6+2**



Death Saves



PD

**13**

11 + Level + Str/Con/Dex

AC

**14**

12 + Level + Con/Dex/Wis

MD

**15**

11 + Level + Int/Wis/Cha

Warlock Curse Save DC

**15+**

10 + Int +

Guild Relationships

**Rakdos Cult**

One Unique Thing

Backgrounds

**Rakdos Halftime Clown +4**

**Dungeon Keeper +4**

Talents & Features

**Curse of Chaos (Guild Power)**

Once per battle as a free action when a nearby enemy rolls a natural 1–5 on an attack or a save, turn their roll into a natural 1 and improvise a further curse that shows how their attempt backfires horribly.

**Malediction (Class Feature)**

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

**Infernal Pact (Class Feature)**

**Abyssal Flames:** Once per battle, when the escalation die is 3+, treat an odd hit with a spell as a critical hit.

**Blood Prophet (Talent)**

At the start of each battle, roll a d6. Once during the battle, when the escalation die is equal to the number you rolled 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.

**Hex Blade (Talent)**

You use Charisma instead of Dexterity or Strength with your basic melee attacks. When you attack a cursed enemy, increase your melee weapon damage dice to d10s. Increase your base armor class in light armor to 12.



Spells

**Vitriolic Blast (Blast)**

Ranged spell; At-will  
**Attack:** 1d20+5 vs. PD  
**Hit:** 1d8+6 acid damage.

*Natural even hit:* Deal 3 acid damage to a different nearby enemy.

**Miss:** 1 acid damage

**Burning Retribution (Curse)**

Close-quarters spell, At-will  
**Attack:** Charisma + Level vs. PD  
**Hit:** 1d6+4 fire damage, and you put burning retribution on the target (trigger once – the target is cursed until you trigger the effect).  
*Burning retribution:* The next time the target deals damage to you, deal fire damage equal to half of the hit points you lost. Do not count temporary hit points.  
*Adventurer feat:* Once per battle, cast this spell as an Interrupt when you are attacked by an enemy. The spell resolves before the enemy attack.

**Screaming Curse**

Close-quarters spell; At-will  
**Attack:** 1d20+5 vs. MD  
**Hit:** 1d4+4 thunder damage and the target is dazed (-4 to attack; save 15+ ends).  
**Miss:** Deal 1 thunder damage to any ally engaged with the target.

**Hell Torch (Weapon Hex)**

Close-quarters spell, At-will, Quick Action  
**Effect:** On a hit, your weapon does extra fire damage equal to twice your level.

Attacks

**Thorn Whip (Melee attack)**

**Attack:** 1d20+5 vs. AC  
**Hit:** 1d6+4 damage / 1d10+4 vs. cursed enemies  
**Miss:** 1 damage

**Throwing Knives (Ranged attack)**

**Attack:** 1d20+3 vs. AC  
**Hit:** 1d6+2 damage  
**Miss:** —

*Feats*

*Gear, Equipment & Money*

*Magic Items*

Adventurer Feat:

--

--

--

