

Player Name **Jake**

Equilibria

1 Warlock

0

Character Name **Tiefling** M **20** F **5'3"** **Unaligned** **Silvanus**
 Race Size Age Gender Height Weight Alignment Deity
 Paragon Path Epic Destiny Adventuring Company or Other Affiliations

INITIATIVE

SCORE DEX 1/2 LEVEL MISC

0 Initiative

CONDITIONAL MODIFIERS

DEFENSES

SCORE DEFENSE 30+ 1/2 LVL ARMOR/ ABIL CLASS FEAT ENH MISC MISC

15 AC **10** **5**

CONDITIONAL REMARKS

MOVEMENT

SCORE BASE ARMOR ITEM MISC

6 Speed (Squares) **6**

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
8	STR Strength	-1	-1
14	CON Constitution	+2	+2
11	DEX Dexterity	+0	+0
16	INT Intelligence	+3	+3
12	WIS Wisdom	+1	+1
18	CHA Charisma	+4	+4

DEFENSES (Cont.)

DEFENSE 30+ 1/2 LVL ABIL CLASS FEAT ENH MISC MISC

12 FORT **10** **2**

CONDITIONAL REMARKS

DEFENSES (Cont.)

DEFENSE 30+ 1/2 LVL ABIL CLASS FEAT ENH MISC MISC

14 REF **10** **3** **1**

CONDITIONAL REMARKS

DEFENSES (Cont.)

DEFENSE 30+ 1/2 LVL ABIL CLASS FEAT ENH MISC MISC

15 WILL **10** **4** **1**

CONDITIONAL REMARKS

SENSES

SCORE PASSIVE SCORE SKILL BONUS

16 Passive Insight **10** + **6**

11 Passive Perception **10** + **1**

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: **Charisma Based Powers**

ATTACK BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+4		4					

ABILITY: **Melee Attacks with Sickle**

ATTACK BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+1		-1		2			

HIT POINTS

MAX HP **26**

BLOODED **13**

HEALING SURGES

SURGE VALUE	SURGES DAY
6	8

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODIFIERS

RESISTANCES

Fire: 5 + 1/2 lvl

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points

MILESTONES

0	1	2

ACTION POINTS

1	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY: **Charisma Based Powers**

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
+4	4				

ABILITY: **Melee Attacks with Sickle**

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+1	-1				

SKILLS **-1**

BONUS	SKILL NAME	ABIL MOD +1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
0	Acrobatics	DEX			
3	Arcana	INT	3		n/a
6	Athletics	STR	-1	X	+2
11	Bluff	CHA	4	X	n/a +2
4	Diplomacy	CHA	4		n/a
1	Dungeoneering	WIS	1		n/a
2	Endurance	CON	2		
1	Heal	WIS	1		n/a
3	History	INT	3		n/a
6	Insight	WIS	1	X	n/a
9	Intimidate	CHA	4	X	n/a
6	Nature	WIS	1	X	n/a
1	Perception	WIS	1		n/a
3	Religion	INT	3		n/a
2	Stealth	DEX			+2
4	Streetwise	CHA	4		n/a
0	Thievery	DEX			

RACE FEATURES

ABILITY SCORE MODS

Bloodhunt: +1 Attack vs. bloodied foes

Fire Resistance: Resist Fire 5 + 1/2 Level

Infernal Wrath: +1 vs. foe that hit you last turn, add CHA damage

Lowlight vision

CLASS / PATH / DESTINY FEATURES

Eldritch Blast

Eldritch Pact

Prime Shot: +1 Ranged if you're closest

Shadow Walk: Move 3 to gain concealment

Warlock's Curse: Curses nearest enemy, deals +1d6 damage when hitting cursed foes.

Fey Pact

Shadow Walk: Move 3 to gain concealment

Prime Shot: +1 Ranged if you're closest

Bloodhunt: +1 Attack vs. bloodied foes

Infernal Wrath: +1 vs. foe that hit you last turn, add CHA damage

LANGUAGES KNOWN

Common

Draconic

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
+3	AC	Sickle	1d8-1

FEATS

Improved Misty Step

additional 2 teleport

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Eldritch Blast

Eyebite

ENCOUNTER POWERS

1 Witchfire

PATH

CLASS

RACIAL **Infernal Wrath**

MULTICLASS

SPECIAL

DAILY POWERS

1 Curse of the Dark Dream

PATH

SPELL RECALL

UTILITY POWERS

PATH

EPIC

OTHER EQUIPMENT

Rod

Std. Adventurer Kit

Sickle

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON **Sickle**

WEAPON

WEAPON

WEAPON

ARMOR **Leather**

ARMS

FEET

HANDS

HEAD

NECK

RING

RING

WAIST

IMPLEMENT

Empty box for notes or character details.

PERSONALITY TRAITS

Five horizontal lines for personality traits.

MANNERISMS AND APPEARANCE

Five horizontal lines for mannerisms and appearance.

CHARACTER BACKGROUND

Five horizontal lines for character background.

COMPANIONS AND ALLIES

Table with columns for NAME and NOTES, containing six rows.

SESSION AND CAMPAIGN NOTES

Multiple horizontal lines for session and campaign notes.

COINS AND OTHER WEALTH

Large empty box for coins and other wealth.