

Player Name **Jake**

**Equilibria**

**2** Level **Warlock** Class

**1,000** Total XP

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

### INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
<b>1</b>	<b>1</b>	<b>1</b>	

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	30+ 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>16</b>	<b>AC</b>	<b>11</b>	<b>5</b>					

CONDITIONAL REMARKS

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<b>6</b>	<b>Speed (Squares)</b>	<b>6</b>		

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>8</b>	<b>STR</b> Strength	<b>-1</b>	<b>+0</b>
<b>14</b>	<b>CON</b> Constitution	<b>+2</b>	<b>+3</b>
<b>11</b>	<b>DEX</b> Dexterity	<b>+0</b>	<b>+1</b>
<b>16</b>	<b>INT</b> Intelligence	<b>+3</b>	<b>+4</b>
<b>12</b>	<b>WIS</b> Wisdom	<b>+1</b>	<b>+2</b>
<b>18</b>	<b>CHA</b> Charisma	<b>+4</b>	<b>+5</b>

### DEFENSES

SCORE	DEFENSE	30+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>13</b>	<b>FORT</b>	<b>11</b>	<b>2</b>					

CONDITIONAL REMARKS

### DEFENSES

SCORE	DEFENSE	30+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>15</b>	<b>REF</b>	<b>11</b>	<b>3</b>	<b>1</b>				

CONDITIONAL REMARKS

### DEFENSES

SCORE	DEFENSE	30+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>16</b>	<b>WILL</b>	<b>11</b>	<b>4</b>	<b>1</b>				

CONDITIONAL REMARKS

### SENSES

SCORE	PASSIVE SCORE	SKILL BONUS
<b>17</b>	<b>Passive Insight</b>	<b>10 + 7</b>
<b>12</b>	<b>Passive Perception</b>	<b>10 + 2</b>

SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: **Charisma Based Powers**

ATTACK BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+6</b>	<b>1</b>	<b>4</b>					<b>1</b>

### ATTACK WORKSPACE

ABILITY: **Melee Attacks with Sickle**

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

### HIT POINTS

**MAX HP** **31**

**BLOODED** **15**

**HEALING SURGES**

SURGE VALUE	SURGES DAY
<b>7</b>	<b>8</b>

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
<b>1</b>	0 1 2

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### DAMAGE WORKSPACE

ABILITY: **Charisma Based Powers**

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>+5</b>	<b>4</b>	<b>1</b>			

ABILITY: **Melee Attacks with Sickle**

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d6+1</b>	<b>-1</b>				

### 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**

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>+3</b>	<b>AC</b>	<b>Sickle</b>	<b>1d8-1</b>

### SKILLS

BONUS	SKILL NAME	ABIL	MOD +1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
<b>1</b>	Acrobatics	DEX	<b>1</b>			
<b>4</b>	Arcana	INT	<b>4</b>		n/a	
<b>7</b>	Athletics	STR		<b>X</b>	<b>+2</b>	
<b>12</b>	Bluff	CHA	<b>5</b>	<b>X</b>	n/a	<b>+2</b>
<b>5</b>	Diplomacy	CHA	<b>5</b>		n/a	
<b>2</b>	Dungeoneering	WIS	<b>2</b>		n/a	
<b>3</b>	Endurance	CON	<b>3</b>			
<b>2</b>	Heal	WIS	<b>2</b>		n/a	
<b>4</b>	History	INT	<b>4</b>	-	n/a	
<b>7</b>	Insight	WIS	<b>2</b>	<b>X</b>	n/a	
<b>10</b>	Intimidate	CHA	<b>5</b>	<b>X</b>	n/a	
<b>7</b>	Nature	WIS	<b>2</b>	<b>X</b>	n/a	
<b>2</b>	Perception	WIS	<b>2</b>		n/a	
<b>4</b>	Religion	INT	<b>4</b>	-	n/a	
<b>3</b>	Stealth	DEX	<b>1</b>			<b>+2</b>
<b>5</b>	Streetwise	CHA	<b>5</b>	-	n/a	
<b>1</b>	Thievery	DEX	<b>1</b>	-		

### 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**

### FEATS

**Improved Misty Step**

**additional 2 teleport**

### LANGUAGES KNOWN

**Common**

**Draconic**

**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**

2 Ethereal Stride

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 Magic wand +1

Empty box for notes or character details.

**PERSONALITY TRAITS**

**MANNERISMS AND APPEARANCE**

**CHARACTER BACKGROUND**

**COMPANIONS AND ALLIES**

NAME NOTES

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**SESSION AND CAMPAIGN NOTES**

**COINS AND OTHER WEALTH**