

DUNGEONS & DRAGONS

CHARACTER SHEET

Player Name **Jake**

Character Name **Equilibria** Level **3** Class **Warlock** Paragon Path **yes** Epic Destiny **2.890**
 Race **Tiefling** Size **M** Age **20** Gender **F** Height **5'3"** Weight **Unaligned** Alignment **Silvanus** Deity **Silvanus**
 Adventuring Company or Other Affiliations

INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
1		1	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10+ 1/2 LVL	ARMOR/ PROF	CLASS	FEAT	ENH	MISC	MISC
16	AC	11	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	+0
14	CON Constitution	+2	+3
11	DEX Dexterity	+0	+1
16	INT Intelligence	+3	+4
12	WIS Wisdom	+1	+2
18	CHA Charisma	+4	+5

DEFENSES

SCORE	DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	FORT	11	2					

CONDITIONAL REMARKS

DEFENSES

SCORE	DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	11	3	1				

CONDITIONAL REMARKS

DEFENSES

SCORE	DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	WILL	11	4	1				

CONDITIONAL REMARKS

SENSES

SCORE PASSIVE SCORE SKILL BONUS

17	Passive Insight	10	+	7
12	Passive Perception	10	+	2

SPECIAL SENSES **Low-light**

ATTACK WORKSPACE

ABILITY: **Charisma Based Powers**

ATTACK BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+5	1	4					

ATTACK WORKSPACE

ABILITY: **Melee Attacks with Sickle**

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES DAY
36	18	9	8	

HIT POINTS

CURRENT HIT POINTS CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODIFIERS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0 1 2	1 2 3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

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: Cursed enemy has 0 hp:

teleport 3 squares as free action

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

Prime Shot: +1 Ranged if you're closest

LANGUAGES KNOWN

Common

Draconic

DAMAGE WORKSPACE

ABILITY: **Charisma Based Powers**

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
#N/B	4	##			

DAMAGE WORKSPACE

ABILITY: **Melee Attacks with Sickle**

DAMAGE

1d6+1

-1

BASIC ATTACKS

ATTACK DEFENSE DAMAGE

+3 vs **AC** Sickle **1d6+0**

FEATS

Improved Misty Step

additional 2 teleport

Implement Expertise Wand

+1 to attack

SKILLS **-1**

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

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

ENCOUNTER POWERS

1 Witchfire

3 Eldritch Rain

DAILY POWERS

1 Curse of the Dark Dream

UTILITY POWERS

2 Ethereal Stride

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

WEAPON

ARMOR Leather

ARMS

FEET

HANDS

HEAD

NECK

RING

RING

RING

WAIST

IMPLEMENT Magic wand +1

Daily Item Powers Per Day

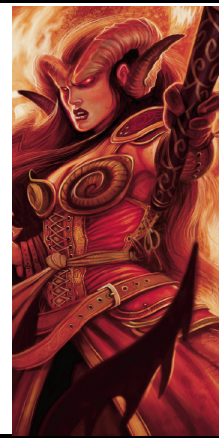
Heroic (1-10) Milestone

Paragon (11-20) Milestone

Epic (21-30) Milestone

RITUALS

COINS AND OTHER WEALTH



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

NAME	NOTES
NAME	NOTES
NAME	NOTES
NAME	NOTES
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SESSION AND CAMPAIGN NOTES

