

DUNGEONS & DRAGONS

CHARACTER SHEET

Player Name **Jake**

Equilibria **4** **Warlock** **yes** **3.785**
 Character Name Level Class Paragon Path Epic Destiny Total XP
Tiefling **M** **20** **F** **5'3"** **Unaligned** **Silvanus**
 Race Size Age Gender Height Weight Alignment Deity
 Adventuring Company or Other Affiliations

| INITIATIVE | | | |
|-----------------------|-----|-----------|------|
| SCORE | DEX | 1/2 LEVEL | MISC |
| 2 | | 2 | |
| CONDITIONAL MODIFIERS | | | |

| DEFENSES | | | | | | | |
|---------------------|-----------|-------------|-----------|-------|------|-----|------|
| SCORE | DEFENSE | 10+ 1/2 LVL | ARMOR/SHR | CLASS | FEAT | ENH | MISC |
| 17 | AC | 12 | 5 | | | | |
| CONDITIONAL REMARKS | | | | | | | |

| MOVEMENT | | | |
|------------------|------------------------|----------|------|
| SCORE | BASE | ARMOR | 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 | +4 |
| 11 | DEX Dexterity | +0 | +2 |
| 17 | INT Intelligence | +3 | +5 |
| 12 | WIS Wisdom | +1 | +3 |
| 19 | CHA Charisma | +4 | +6 |

| DEFENSES | | | | | | | |
|---------------------|-------------|-------------|----------|-------|------|-----|------|
| SCORE | DEFENSE | 10+ 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC |
| 14 | FORT | 12 | 2 | | | | |
| CONDITIONAL REMARKS | | | | | | | |

| DEFENSES | | | | | | | |
|---------------------|------------|-------------|----------|----------|------|-----|------|
| SCORE | DEFENSE | 10+ 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC |
| 16 | REF | 12 | 3 | 1 | | | |
| CONDITIONAL REMARKS | | | | | | | |

| DEFENSES | | | | | | | |
|---------------------|-------------|-------------|----------|----------|------|-----|------|
| SCORE | DEFENSE | 10+ 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC |
| 17 | WILL | 12 | 4 | 1 | | | |
| CONDITIONAL REMARKS | | | | | | | |

| SENSES | | | |
|---------------------------------|---------------------------|-------------|----------|
| SCORE | PASSIVE SCORE | SKILL BONUS | |
| 18 | Passive Insight | 10 | 8 |
| 13 | Passive Perception | 10 | 3 |
| SPECIAL SENSES Low-light | | | |

| ATTACK WORKSPACE | | | | | | | |
|------------------------------|--------------|----------|----------|-------|------|----------|----------|
| ABILITY | ATTACK BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH |
| Charisma Based Powers | +8 | 2 | 4 | | | 1 | 1 |

| ATTACK WORKSPACE | | | | | | | |
|----------------------------------|--------------|----------|-----------|-------|------|----------|-----|
| ABILITY | ATTACK BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH |
| Melee Attacks with Sickle | +3 | 2 | -1 | | | 2 | |

| HIT POINTS | | | |
|--------------------|-----------|----------------|----------|
| MAX HP | BLOODED | HEALING SURGES | |
| 41 | 20 | 10 | 8 |
| CURRENT HIT POINTS | | | |

| ACTION POINTS | | |
|-----------------------------------------------|-------------|---------------|
| Action Points | MILESTONES | ACTION POINTS |
| | 0 1 2 | 1 2 3 |
| ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS | | |

| DAMAGE WORKSPACE | | | | |
|------------------------------|-----------|----------|----------|-----|
| ABILITY | DAMAGE | ABIL | FEAT | ENH |
| Charisma Based Powers | +5 | 4 | 1 | |

| DAMAGE WORKSPACE | | | | |
|----------------------------------|--------------|-----------|------|-----|
| ABILITY | DAMAGE | ABIL | FEAT | ENH |
| Melee Attacks with Sickle | 1d6+1 | -1 | | |

| HEALING SURGES | |
|------------------------------------------------------|------------|
| SURGE VALUE | SURGES DAY |
| 10 | 8 |
| CURRENT SURGE USES | |
| SECOND WIND 1/ENCOUNTER <input type="checkbox"/> | |
| TEMPORARY HIT POINTS | |
| DEATH SAVING THROW FAILURES <input type="checkbox"/> | |
| SAVING THROW MODIFIERS | |
| RESISTANCES Fire: 7 | |
| CURRENT CONDITIONS AND EFFECTS | |

| 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 | | DAMAGE |
| +4 | AC | Sickle | 1d6+0 |
| | | | |
| | | | |
| | | | |

| SKILLS | | | | | |
|-----------|---------------|--------------------|-----------|---------------|-----------|
| BONUS | SKILL NAME | ABIL MOD + 1/2 LVL | TRND (+5) | ARMOR PENALTY | MISC |
| 2 | Acrobatics | DEX | 2 | | |
| 5 | Arcana | INT | 5 | | n/a |
| 6 | Athletics | STR | 1 | X | |
| 13 | Bluff | CHA | 6 | X | +2 |
| 6 | Diplomacy | CHA | 6 | | n/a |
| 3 | Dungeoneering | WIS | 3 | | n/a |
| 4 | Endurance | CON | 4 | | |
| 3 | Heal | WIS | 3 | | n/a |
| 5 | History | INT | 5 | | n/a |
| 8 | Insight | WIS | 3 | X | n/a |
| 11 | Intimidate | CHA | 6 | X | n/a |
| 8 | Nature | WIS | 3 | X | n/a |
| 3 | Perception | WIS | 3 | | n/a |
| 5 | Religion | INT | 5 | | n/a |
| 4 | Stealth | DEX | 2 | | +2 |
| 6 | Streetwise | CHA | 6 | | n/a |
| 2 | Thievery | DEX | 2 | | |

| 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 | |

| FEATS | |
|-----------------------------------------------------------|--|
| Improved Misty Step | |
| additional 2 teleport | |
| Implement Expertise Wand | |
| +1 to attack | |
| Distant Advantage | |
| Gain CA on ranged and area against flanked enemies | |

| 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

ENCOUNTER POWERS

1 Witchfire

3 Eldritch Rain

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

Parchment notes from Keep

COINS AND OTHER WEALTH

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

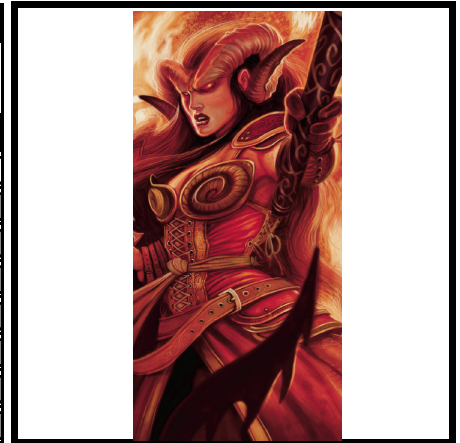
Daily Item Powers Per Day

Heroic (1-10) Milestone

Paragon (11-20) Milestone

Epic (21-30) Milestone

RITUALS



PERSONALITY TRAITS

COMPANIONS AND ALLIES

NAME NOTES

NAME NOTES

NAME NOTES

NAME NOTES

NAME NOTES

NAME NOTES

NAME NOTES

NAME NOTES

NAME NOTES

NAME NOTES

SESSION AND CAMPAIGN NOTES