



TIRA DUSKMEADOW

FEMALE HALF-ELF WARLOCK



LEVEL 1 UNALIGNED

"My unseen masters whisper their secrets while I sleep."

Ability Score	Value	Modifier		
STRENGTH	10	+0	ARMOR CLASS	15
CONSTITUTION	16	+3	FORTITUDE DEFENSE	13
DEXTERITY	11	+0	REFLEX DEFENSE	13
INTELLIGENCE	15	+2	WILL DEFENSE	15
WISDOM	8	-1	INITIATIVE	+0
CHARISMA	18	+4	SPEED (SQUARES)	6

HIT POINTS	28	HEALING SURGE HP HEALED	7	SECOND WIND	<input type="checkbox"/>
BLOODIED	14	HEALING SURGES/DAY	9	(Use second wind up to 1/encounter)	

<i>Current Hit Points</i>	<i>Current Surge Uses</i>
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Basic Attack Name	Attack Bonus	Damage	Range/Properties
Dagger	+3 vs. AC (+3 thrown)	1d4	5 squares normal/10 squares max
Eldritch blast	+4 vs. Reflex	1d10+4	10 squares

FEATS

Action Surge (+3 to attacks on actions gained from action points)

SKILLS

Passive Insight	16
Passive Perception	9
Acrobatics	+0
Athletics	+0
Bluff	+9
Insight	+6
Perception	-1
Stealth	+0
Streetwise	+9
Thievery	+5

SPELLS (Arcane Powers)

See back of character sheet.

EQUIPMENT

Leather armor, 3 daggers, wand, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

Group Diplomacy (grant allies within 10 squares a +1 racial bonus to Diplomacy skill checks)

Fey Pact (Misty Step - when you reduce an enemy under your Warlock's Curse to 0 hit points or fewer, you can teleport 3 squares as a free action)

Prime Shot (if none of your allies are nearer to your target than you are, gain a +1 to ranged attacks against the target)

Shadow Walk (move 3+ squares away on your turn, gain concealment until the end of your next turn)

Warlock's Curse (once per turn as a minor action, place a curse on the enemy nearest you; you do +1d6 damage on enemy; lasts until end of encounter or enemy is defeated)

Languages: Common, Elven, and Goblin

Low-Light Vision

Note: Some race and class features are already added into the character's statistics and are not listed on the sheet.

SPELLS (ARCANES POWERS)

Your powers are called spells, since they are from the arcane power source. Your powers require you to have your wand (also called an implement) in hand.

At-Will Powers

Eldritch Blast Warlock (All) Attack 1

You fire a bolt of dark, crackling eldritch energy at your foe.

At-Will ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: +4 vs. Reflex

Hit: 1d10 + 4 damage.

Special: This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

Eyebite Warlock (Fey) Attack 1

You glare at your enemy, and your eyes briefly gleam with brilliant colors. Your foe reels under your mental assault, and you vanish from his sight.

At-Will ♦ Arcane, Charm, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: +4 vs. Will

Hit: 1d6 + 4 psychic damage, and you are invisible to the target until the start of your next turn.

Ray of Frost Wizard Attack 1

A blisteringly cold ray of white frost streaks to your target.

At-Will ♦ Arcane, Cold, Implement

Standard Action Ranged 10

Target: One creature

Attack: +2 vs. Fortitude

Hit: 1d6 + 2 cold damage, and the target is slowed until the end of your next turn.

Encounter Power

Witchfire Warlock (Fey) Attack 1

From the mystic energy of the Feywild, you draw a brilliant white flame and set it in your enemy's mind and body. Rivulets of argent fire stream up into the air from his eyes, mouth, and hands; agony disrupts his very thoughts.

Encounter ♦ Arcane, Fire, Implement

Standard Action Ranged 10

Target: One creature

Attack: +4 vs. Reflex

Hit: 2d6 + 4 fire damage, and the target takes a -4 penalty to attack rolls until the end of your next turn.

Daily Power

Curse of the Dark Dream Warlock (Fey) Attack 1

You inflict a waking nightmare upon your enemy so that he can no longer tell what is real and what exists only in his mind. Under its influence he staggers about, trying to avoid falling from imaginary heights or stepping on unreal serpents.

Daily ♦ Arcane, Charm, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: +4 vs. Will

Hit: 3d8 + 4 psychic damage, and you slide the target 3 squares.

Sustain Minor: You slide the target 1 square, whether you hit or miss (save ends).