

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

10

Level

Nefis Turniel

Unaligned male Eladrin Warlock

Age 6'1" Height 180 Weight Medium Size Deity

20500

Total XP

26000

Defenses

21

21

20

23

AC

FORT

REF

WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 38) 76

Temp HP

Current Hit Points

Healing Surges

Surge Value

Surges/Day

19

10

Current Conditions:

Action Points

Action Points	Milestones	Action Points
<div></div>	0	1
	1	2
	2	3

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Second Wind (one per encounter)

☐ Used

Effect: You spend a healing surge and regain hit points equal to your surge value. You gain a +2 bonus to all defenses until the start of your next turn.

Death Saving Throw Failures

☐ ☐ ☐

Saving Throw Mods 0

+5 Saving Throws against charm effects

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Ashurta's Blade Longsword

10

Strength vs. AC

1d8+5

Damage

Ranged

Ashurta's Blade Dagger

10

Dexterity vs. AC

1d4+2

Damage

Languages

Common, Deep Speech, Elven



Abilities

		Check
STR	Strength	8 4
CON	Constitution	19 9
DEX	Dexterity	10 5
INT	Intelligence	14 7
WIS	Wisdom	10 5
CHA	Charisma	19 9

Skills

Acrobatics	Dexterity	7
Arcana	Intelligence	✓ 14
Athletics	Strength	6
Bluff	Charisma	13
Diplomacy	Charisma	11
Dungeoneering	Wisdom	7
Endurance	Constitution	11
Heal	Wisdom	7
History	Intelligence	✓ 14
Insight	Wisdom	✓ 10
Intimidate	Charisma	13
Nature	Wisdom	7
Perception	Wisdom	✓ 12
Religion	Intelligence	9
Stealth	Dexterity	7
Streetwise	Charisma	✓ 14
Thievery	Dexterity	7

Combat Statistics and Senses

Initiative

5

Conditional Modifiers:

Speed

6

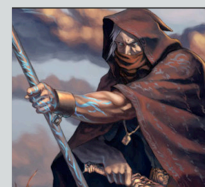
Passive Insight

20

Passive Perception

22

Special Senses: Low-light



Nefis Turniel
Character Name

Player Name

Character Details

Background

High Imaskar

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Cannith Goggles

Neck

Sustaining Cloak +2

Arms

Bracers of Mighty Striking...

Hands

Blackleaf Gloves

Rings

Rings

Off Hand

Rod of Corruption +1

Main Hand

Ashurta's Blade Longsword

Waist

Armor

Leather Armor of Dark Majesty...

Feet

Catstep Boots

Tattoo

Ki Focus

Other Equipment

Adventurer's Kit
Potion of Healing (2)
Life Shroud
Nail of Sealing
Ashurta's Blade Broadsword
Ashurta's Blade Dagger
Ashurta's Blade Short sword
Ashurta's Blade Shuriken
Potion of Vigor (heroic tier)

Total Weight (lbs.)

63

Carrying Capacity
(lbs.)

Treasure

155 gp
0 gp banked

Normal

80

Heavy

160

Max

400

Nefis Turniel

Player Name

Character Name



Racial Features

Eladrin Education

Training in any one additional skill.

Eladrin Weapon Proficiency

Proficient with longsword.

Eladrin Will

+1 Will; +5 to saving throws against charm.

Fey Origin

Your origin is fey, not natural

Fey Step

Use fey step as an encounter power.

Trance

Meditate aware 4 hours instead of sleep.

Class/Other Features

Eldritch Blast

Use eldritch blast as an at-will power and as a basic attack

Eldritch Pact

Choose a pact, which determines an at-will spell, your pact boon, and bonuses to certain powers.

Eldritch Strike Constitution

Use CON for Eldritch Strike

Prime Shot

If no allies are closer to target than you, get +1 on ranged attacks against that target.

Shadow Walk

On your turn, if you move 3+ squares from starting square, gain concealment until end of your next turn

Star Pact

Dire radiance spell; Fate of the Void boon: cursed foe dropped to 0 hp gives you +1 on one d20 roll before end of next turn (+2 for two foes, etc.).

Warlock's Curse

Once per turn (minor), curse nearest foe you can see; deal extra damage to cursed foes.

Feats

Eladrin Soldier

+2 damage and proficiency with longswords and spears

Implement Expertise (Heavy Blade)

+1/+2/+3 feat bonus to attack rolls with Heavy Blades.

Killing Curse

Warlock's curse dice increase from d6 to d8

Weapon Expertise (Heavy Blade)

Gain bonus to attack rolls with heavy blades.

Blade Initiate

Swordmage: Arcana skill, Swordmage Warding 1/day

Jack of All Trades

+2 to untrained skill checks

Nefis Turniel

Level 10 Eladrin Warlock

HP	SCORE	ABILITY	MOD	AC
76	8	STR	-1	21
Spd	19	CON	4	Fort
6	10	DEX	0	21
Init	14	INT	2	Ref
+5	10	WIS	0	20
	19	CHA	4	Will
				23

20 Passive Insight

22 Passive Perception

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Ashurta's Blade Longsword: +10 vs. AC, 1d8+5 damage

Melee weapon

Target: One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (-1) damage.

Level 21: 2[W] + Str modifier (-1) damage.

Additional Effects

+1d8 to damage once per turn (Warlock's Curse)

Basic Attack

Skills

Acrobatics	Dexterity	7
Arcana	Intelligence	• 14
Athletics	Strength	6
Bluff	Charisma	13
Diplomacy	Charisma	11
Dungeoneering	Wisdom	7
Endurance	Constitution	11
Heal	Wisdom	7
History	Intelligence	• 14
Insight	Wisdom	• 10
Intimidate	Charisma	13
Nature	Wisdom	7
Perception	Wisdom	• 12
Religion	Intelligence	9
Stealth	Dexterity	7
Streetwise	Charisma	• 14
Thievery	Dexterity	7

• indicates a trained skill.

Ranged Basic Attack

At-Will ♦ Standard Action

Ashurta's Blade Dagger: +10 vs. AC, 1d4+2 damage

Ranged weapon

Target: One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+0) damage.

Level 21: 2[W] + Dex modifier (+0) damage.

Additional Effects

+1d8 to damage once per turn (Warlock's Curse)
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

Basic Attack

Action Point

Base action points: 1



Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Encounter Special

Dire Radiance

At-Will ♦ Standard Action

Ashurta's Blade Longsword: +12 vs. Fortitude, 1d6+8 damage

Rod of Corruption +1: +10 vs. Fortitude, 1d6+5 damage

Ranged 10

Target: One creature

You cause a shaft of brilliant, cold starlight to lance down from above, bathing your foe in excruciating light. The nearer he moves toward you, the brighter and more deadly the light becomes.

Keywords: Arcane, Fear, Implement, Radiant

Attack: Charisma or Constitution vs. Fortitude

Hit: 1d6 + Cha modifier (+4) or Con modifier (+4) radiant damage. The first time the target moves closer to you on its next turn, it takes an extra 1d6 + Cha modifier (+4) or Con modifier (+4) damage.

Additional Effects

+1d8 to damage once per turn (Warlock's Curse)
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

Warlock Attack 1

Eldritch Strike

At-Will ♦ Standard Action

Ashurta's Blade Longsword: +15 vs. AC, 1d8+10 damage

Melee weapon

Target: One creature

The dire power of your attack drives your enemy before you.

Keywords: Arcane, Weapon

Attack: Charisma or Constitution vs. AC

Hit: 1[W] + Charisma or Con modifier (+4) damage, and you slide the target 1 square.

Special: When you take this power, you determine whether you use Charisma or Constitution for the power's attack roll and damage roll. This choice remains throughout the character's life. This power counts as a melee basic attack. You can choose this power instead of eldritch blast as the power associated with your Eldritch Blast class feature.

Additional Effects

+1d8 to damage once per turn (Warlock's Curse)

Dreadful Word

Encounter ♦ Standard Action

Ashurta's Blade Longsword: +12 vs. Will, 2d8+8 damage

Rod of Corruption +1: +10 vs. Will, 2d8+5 damage

Ranged 5

Target: One creature

You whisper one word of an unthinkable cosmic secret to your foe. His mind reels in terror.

Keywords: Arcane, Fear, Implement, Psychic

Attack: Charisma vs. Will

Hit: 2d8 + Cha modifier (+4) psychic damage, and the target takes a -1 penalty to Will defense until the end of your next turn.

Star Pact: The penalty to Will defense is equal to 1 + your Int modifier (+2).

Additional Effects

+1d8 to damage once per turn (Warlock's Curse)
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

Hands of Inbar

Encounter ♦ Standard Action

Ashurta's Blade Longsword: +12 vs. Will, 2d12+8 damage

Rod of Corruption +1: +10 vs. Will, 2d12+5 damage

Ranged 10

Target: One creature

Inky black, frigid tendrils emerge as if from your foe's own body. The tendrils curl and wind around their parent so tightly that blood flow and movements are hampered.

Keywords: Arcane, Cold, Implement

Attack: Charisma vs. Will

Hit: 2d12 + Cha modifier (+4) cold damage, and the target is slowed until the end of your next turn.

Star Pact: If the target has cold resistance, it is reduced by a number of points equal to your level (save ends).

Additional Effects

+1d8 to damage once per turn (Warlock's Curse)
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

Bond of Brotherhood

Daily ♦ Immediate Reaction

Unarmed:

Personal

An ancient enclave of eladrin shared in each other's triumphs and pain; you borrow their magic to benefit from your ally's healing.

Keywords: Arcane, Healing

Trigger: An ally within 10 squares of you spends a healing surge

Effect: You regain hit points equal to the amount the triggering ally regains.

Additional Effects

Warlock Utility 10

Used ☐

Ashurta's Blade Shuriken

Weapon ♦ Level 10

Damage: 1d4

Proficiency Bonus: 3

Range: 6/12

Properties: Light Thrown

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus, +1d10 damage per plus against aberrant creatures

Properties

You gain a +1 item bonus to all defenses against the attacks of aberrant creatures.

Power ♦ (Minor Action)

Effect: Ashurta's blade takes the shape of a broadsword (Adventurer's Vault, page 9), dagger, longsword, shuriken, or short sword. It takes on the statistics normal for that weapon until it changes shape into another weapon.

Power ♦ Daily (Free Action)

Trigger: You hit with an attack using the weapon.

Effect: A target of the attack is dazed until the end of your next turn. An aberrant creature is also restrained and cannot teleport until the end of your next turn.

Leather Armor of Dark...

Armor ♦ Level 9

Armor Bonus: 2

Enhancement: +2 AC

Property

♦ You gain an item bonus to Bluff and Intimidate checks equal to this armor's enhancement bonus.

♦ You gain a +2 item bonus to all defenses against enemies under your Warlock's Curse.

Power ♦ Daily (Minor Action)

Place your Warlock's Curse on any enemy you can see, rather than the nearest enemy.

Ashurta's Blade Short sword

Weapon ♦ Level 10

Damage: 1d6

Proficiency Bonus: 3

Properties: Off-Hand

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus, +1d10 damage per plus against aberrant creatures

Properties

You gain a +1 item bonus to all defenses against the attacks of aberrant creatures.

Power ♦ (Minor Action)

Effect: Ashurta's blade takes the shape of a broadsword (Adventurer's Vault, page 9), dagger, longsword, shuriken, or short sword. It takes on the statistics normal for that weapon until it changes shape into another weapon.

Power ♦ Daily (Free Action)

Trigger: You hit with an attack using the weapon.

Effect: A target of the attack is dazed until the end of your next turn. An aberrant creature is also restrained and cannot teleport until the end of your next turn.

Bracers of Mighty Striking...

Arms Slot Item ♦ Level 2

Properties

When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.

Potion of Vigor (heroic tier)

Consumable ♦ Level 9

Power ♦ Consumable (Minor Action)

Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain 15 temporary hit points.

Potion of Healing

Consumable ♦ Level 5

Power (Healing) ♦ Consumable (Minor Action)

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

Ashurta's Blade Longsword

Weapon ♦ Level 10

Damage: 1d8

Proficiency Bonus: 3

Properties: Versatile

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus, +1d10 damage per plus against aberrant creatures

Properties

You gain a +1 item bonus to all defenses against the attacks of aberrant creatures.

Power ♦ (Minor Action)

Effect: Ashurta's blade takes the shape of a broadsword (Adventurer's Vault, page 9), dagger, longsword, shuriken, or short sword. It takes on the statistics normal for that weapon until it changes shape into another weapon.

Power ♦ Daily (Free Action)

Trigger: You hit with an attack using the weapon.

Effect: A target of the attack is dazed until the end of your next turn. An aberrant creature is also restrained and cannot teleport until the end of

Ashurta's Blade Dagger

Weapon ♦ Level 10

Damage: 1d4

Proficiency Bonus: 3

Range: 5/10

Properties: Light Thrown, Off-Hand

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus, +1d10 damage per plus against aberrant creatures

Properties

You gain a +1 item bonus to all defenses against the attacks of aberrant creatures.

Power ♦ (Minor Action)

Effect: Ashurta's blade takes the shape of a broadsword (Adventurer's Vault, page 9), dagger, longsword, shuriken, or short sword. It takes on the statistics normal for that weapon until it changes shape into another weapon.

Power ♦ Daily (Free Action)

Trigger: You hit with an attack using the weapon.

Effect: A target of the attack is dazed until the end of your next turn. An aberrant creature is also

Sustaining Cloak +2

Neck Slot Item ♦ Level 7

Enhancement: +2 Fortitude, Reflex, and Will

Power ♦ Encounter (No Action)

Trigger: A power or effect you could sustain would end.

Effect: You sustain that power without using the action normally required (sustaining it for subsequent rounds still requires the appropriate action).

Nail of Sealing

Consumable ♦ Level 4

Power ♦ Consumable (Standard Action)

When you push this nail into a door, chest, or other closeable object, it magically sinks into the material of that object and seals it shut. Treat this as if you had used an Arcane Lock ritual with an Arcana check result of 25.

Rod of Corruption +1

Rod ♦ Level 3

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage per plus

Properties

Whenever your pact boon is triggered, instead of taking its normal benefit you can transfer your Warlock's Curse to each enemy within 5 squares of the original target.

Life Shroud

Consumable ♦ Level 4

Properties

A corpse wrapped in this shroud does not decay, can't be touched by an undead creature, and can't become undead. Once wrapped about a body, a shroud turns to dust after 1 week.

Cannith Goggles

Head Slot Item ♦ Level 11

Properties

You gain a +2 item bonus to Perception checks.

Power ♦ Daily (Minor Action)

Expend an arcane encounter attack power or daily attack power. You gain darkvision until the end of the encounter or for 5 minutes if you expended an encounter power or until the end of your next extended rest if you expended a daily power.

Catstep Boots

Feet Slot Item ♦ Level 3

Properties

When you fall or jump down, you take only half normal falling damage and always land on your feet.

Power ♦ Daily (Free Action)

Gain a +5 power bonus to your next Acrobatics check or Athletics check.

Ashurta's Blade Broadsword

Weapon ♦ Level 10

Damage: 1d10

Proficiency Bonus: 2

Properties: Versatile

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus, +1d10 damage per plus against aberrant creatures

Properties

You gain a +1 item bonus to all defenses against the attacks of aberrant creatures.

Power ♦ (Minor Action)

Effect: Ashurta's blade takes the shape of a broadsword (Adventurer's Vault, page 9), dagger, longsword, shuriken, or short sword. It takes on the statistics normal for that weapon until it changes shape into another weapon.

Power ♦ Daily (Free Action)

Trigger: You hit with an attack using the weapon.

Effect: A target of the attack is dazed until the end of your next turn. An aberrant creature is also restrained and cannot teleport until the end of

Blackleaf Gloves

Hands Slot Item ♦ Level 4

Power (Teleportation) ♦ Encounter (Free Action)

Trigger: Your pact boon triggers.

Effect: You teleport 3 squares in addition to the other effect of your pact boon.