

Character Sheet

Player Name/RPGA

Nefis Turniel

Unaligned male Eladrin Warlock

	6'1"	180	Medium
Age	Height	Weight	Size

20500

Total XP

26000

Defenses



AC	FUR
Condition	al Bonuses

Action Points

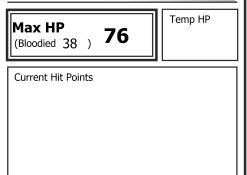
Action Points	Milestones	Action Points
	0	1
	1	2
	2	3

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.

Abilities

Deity

Hit Points



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



Basic Attacks

10 Strength vs. AC

Ashurta's Blade Longsword

Melee

20

22

Saving Throw Mods

+5 Saving Throws against charm effects

0

1d8+5

Damage

Resistances/Vulnerabilities

Current Conditions and Effects

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

Healing Surges

Current Conditions:

Passive Insight

Special Senses:

Passive Perception

Surges/Day

10

Surge Value

19

Combat Statistics and Se	nses
Initiative	5
Conditional Modifiers:	
Speed	6

Low-light

Kanged			
Ashurta's Blade Dagger			
10	1d4+2		
Dexterity vs. AC	Damage		
Languages			

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

Nefis Turniel Character Name

Player Name

Character Details	Equipment	5
Background	Head	
High Imaskar	Cannith Goggles	Neck
Theme		Sustaining Cloak +2
Theme	Arms Bracers of Mighty Striking	Hands
Monnovigues and Annoques	Bracers of Mighty Striking	Blackleaf Gloves
Mannerisms and Appearance	Rings	Rings
		Kings
		Off Hand
Personality Traits	Main Hand	Rod of Corruption +1
	Ashurta's Blade Longsword	Waist
	/	Anmon
		Armor Leather Armor of Dark Majesty
	-1	
Adventuring Company	Feet	Tattoo
	Catstep Boots	
		Ki Focus
Companions and Allies	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	
Session and Campaign Notes	Potion of Vigor (heroic tier)	
	_	
Other Notes	\neg	
		Carrying Capacit
	Total Weight (lbs.)	63 (lbs.)
	Treasure	Normal 80
	155 gp	1,0111101
	o gp banked	Heavy 160
	 	11cavy 100

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 Warlock's curse dice increase from d6 to d8 spears

Implement Expertise (Heavy Blade)

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

Killing Curse

Weapon Expertise (Heavy Blade)

Gain bonus to attack rolls with heavy blades.

Blade Initiate

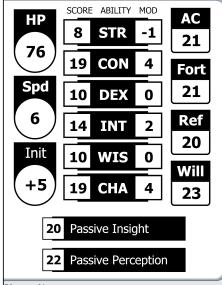
Swordmage: Arcana skill, Swordmage Warding 1/day

Jack of All Trades

+2 to untrained skill checks

Nefis Turniel

Level 10 Eladrin Warlock



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.			

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

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.

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)

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

+1 to attack rolls if none of your allies are closer to the

damage.

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

Additional Effects

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

Basic Attack

Dreadful Word

target - Prime Shot.

Basic Attack

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

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

Target: One

creature

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).

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

Hands of Ihbar

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

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).

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

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

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.

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

Pain to Pleasure

Encounter • Standard Action

Ashurta's Blade Longsword: +12 vs. Reflex,

1d10+8 damage Rod of Corruption +1: +10 vs. Reflex, 1d10+5

damage

Ranged 10

You unleash the dark magic of Belial, drawing strength and pleasure from your enemy's tormented screams

Keywords: Arcane, Fire, Healing, Implement

Primary Target: One creature

Primary Attack: Charisma vs. Reflex. Make two attack rolls. If either of them hits, olve them as a single hit, and both of them must miss for the attack to miss

Hit: 1d10 + Cha modifier (*4) fire damage if one attack roll hits, or 2d10 + Cha modifier (+4) fire damage if two hit. If at least one attack roll hits, you regain hit points equal to your Int modifier (+2).

Infernal Pact: You regain additional hit points equal to your Cha modifier (+4). Miss: You regain additional hit points equal to your Cha modifier (+4).

Secondary Target: One creature other than the primary target

Secondary Attack: Charisma vs. Reflex. Make two attack rolls. If either of them hits, resolve them as a single hit, and both of them must miss for the attack to

Hit: One-half of 1d10 + Cha modifier (+4) fire damage if one attack roll hits, or 2d10 + Cha modifier (+4) fire damage if two hit. If at least one attack roll hits, you regain hit points equal to 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.

Warlock Attack 7

Used □

Vile Brand

Ashurta's Blade Longsword: +12 vs. Will. 3d10+8 damage

Rod of Corruption +1: +10 vs. Will, 3d10+5 damage

Ranged 20 Target: One enemy

With only a word, you cause a distant enemy's hide to blacken and form a brand that decreases your foe's ability to strike

Keywords: Arcane, Fear, Implement, Psychic

Attack: Constitution vs. Will

Hit: 3d10 + Con modifier (+4) psychic damage, and the target and any enemy adjacent to the target takes a -2 penalty to attack rolls until the end of your next turn.

Infernal Pact: Any enemy within 2 squares of you also takes a 2 penalty to attack rolls until the end of your next turn

Miss: By choosing to take psychic damage equal to 5 + one-half your level, you do not expend this power and you gain a +4 power bonus to the attack roll with this power against the same target before the end of your next turn. You cannot reduce the damage you take in any way.

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

Used □

Warlock Attack 5

Hunger of Hadar

1d6+8 damage

Area burst 1 within 10 squares

life force of creatures caught within.

turn, and you make a secondary attack.

Keywords: Arcane, Implement, Necrotic, Zone

creature can take this damage only once per turn)

Secondary Target: Each creature within the zone

Secondary Attack: Constitution vs. Fortitude

Hit: 1d6 + Con modifier (+4) necrotic damage.

damage

Ashurta's Blade Longsword: +12 vs. Fortitude,

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

You create a zone of complete, impermeable darkness filled with

flying, fluttering, fanged shadows. The shadows rend at the very

Effect: The burst creates a zone of darkness until the end of

your next turn, blocking line of sight. Creatures that enter or start their turns in the zone take 2d10 necrotic damage (a

Sustain Minor: The zone persists until the end of your next

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

Used □

Feast of Souls

Daily • Standard Action

Ashurta's Blade Longsword: +12 vs. Will, 1d8+8 damage

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

Area burst 1 within 10 squares

Target: Each creature in the burst

Souls trapped in the Nine Hells are hungry for life. Opening a temporary rift, you give them a taste of your foes' vitality.

Keywords: Arcane, Implement, Psychic, Zone

Attack: Constitution vs. Will

Hit: 1d8 + Con modifier (+4) psychic damage, and the target is dazed (save ends).

Effect: The burst creates a zone of hungry spirits that lasts until the end of your next turn. The zone is difficult terrain. Each creature that enters the zone or starts its turn there takes 1d8 + your Con modifier (+4) cold damage (a creature can take this damage only once per turn). As a move action, you can move the zone 2 squares.

Sustain Minor: The zone persists.

Encounter + Move Action

reappearing somewhere else.

Effect: Teleport up to 5 squares.

Keyword: Teleportation

Additional Effects

Fey Step

Personal

Warlock Attack 9

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

You step through the boundary between the planes, disappearing for a moment before

Warlock's Curse

At-Will ♦ Minor Action

Effect: Once per turn as a minor action, you can place a Warlock's Curse on the enemy nearest to you that you can see. A cursed enemy is more vulnerable to your attacks. If you hit a cursed enemy with an attack, you deal extra damage. You decide whether to apply the extra damage after making the damage roll. You can deal this extra damage only once per turn.

A Warlock's Curse remains in effect until the end of the encounter or until the cursed enemy drops to 0 hit points or fewer.

You can place a Warlock's Curse on multiple targets over the course of an encounter; each curse requires the use of a minor action. You can't place a Warlock's Curse on a creature that is already affected by your or another character's Warlock's Curse.

As you advance in level, your extra damage increases.

Level Warlock's Curse Extra Damage

1st-10th +1d6 11th-20th +2d6 21st-30th +3d6

Additional Effects

Warlock's Curse Power

Used □ **Ethereal Stride**

Encounter ◆ Move Action

Personal

You shift your body out of phase with the world for an instant, teleporting a short distance. When you reappear, you are still somewhat out of phase and difficult to harm or hinder for a short time.

Keywords: Arcane, Teleportation

Effect: You can teleport 3 squares, and you gain a +2 power bonus to all defenses until the end of your next turn.

Additional Effects

Curse)

At-Will ♦ Free Action

Fate of the Void

Personal

Your curse intermingles with the lost vitality of a cursed enemy to reveal a glimpse of the future to you.

Prerequisite: Star Pact

Trigger: An enemy under your Warlock's Curse is reduced to 0 hit points or fewer

Effect: You gain a +1 bonus to any single d20 roll you make during your next turn (attack roll, saving throw, skill check, or ability check). If you don't use this bonus by the end of your turn, it is lost.

This bonus is cumulative; if three cursed enemies drop to 0 hit points or fewer before your next turn, you gain a +3 bonus to a d20 roll during your turn.

Additional Effects

Personal

Warlock Pact Boon 1

Fate's Frayed Thread

Encounter • Immediate Reaction

Target: The triggering enemy

With one miss, the fates collude against your enemy, heralding its ultimate doom.

Kevword: Arcane

Trigger: An enemy misses you with an attack

Effect: You place your Warlock's Curse on the target. Also, until the end of your next turn, the target takes a -2 penalty to attack rolls against you and grants combat advantage to you.

Additional Effects

Additional Effects

Additional Effects























Bond of Brotherhood

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

Ashurta's Blade Short sword

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.

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.

Bracers of Mighty Striking... Arms Slot Item A Level 2

Properties

Used □

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

Potion of Vigor (heroic tier)

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

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

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

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

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

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.