

Tharnoz of the Dark

1 Warlock

652

Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP					
Tiefling	Medium	18	Male	5'4"	135	Unaligned	Deity	Keep on the Shadowfell	Adventuring Company	RPGA Number
Race	Size	Age	Gender	Height	Weight	Alignment	Deity			

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
15	AC	10	5					

CONDITIONAL BONUS

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	-1
17	CON Constitution	3	3
10	DEX Dexterity	0	0
16	INT Intelligence	3	3
10	WIS Wisdom	0	0
16	CHA Charisma	3	3

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
13	FORT	10	3					

CONDITIONAL BONUS

CONDITIONAL BONUS

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

CONDITIONAL BONUS

CONDITIONAL BONUS

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	WILL	10	3	1				

CONDITIONAL BONUS

CONDITIONAL BONUS

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Perception	10	+

SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Quarterstaff

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 1	0	-1	2				

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 1	0	-1	2				

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
29	14	7	9	

1/2 HP 1/4 HP

CURRENT HIT POINTS CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

 USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES Resist 5 Fire,

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Infernal Wrath - Use infernal wrath as an encounter power.

Fire Resistance - Resist fire 5 + 1/2 level.

Bloodhunt - +1 on attacks against bloodied foes.

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Quarterstaff

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8-1	-1				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4-1	-1				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
1	vs AC	Quarterstaff	1d8-1
1	vs AC	Unarmed (Melee)	1d4-1
2	vs AC	Unarmed (Range)	1d4
	vs		

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
0	Acrobatics	DEX	0	0	
9	Arcana	INT	3	5	n/a 1
-1	Athletics	STR	-1	0	
11	Bluff	CHA	3	5	n/a 3
3	Diplomacy	CHA	3	0	n/a
0	Dungeoneering	WIS	0	0	n/a
3	Endurance	CON	3	0	
0	Heal	WIS	0	0	n/a
8	History	INT	3	5	n/a
0	Insight	WIS	0	0	n/a
8	Intimidate	CHA	3	5	n/a
0	Nature	WIS	0	0	n/a
0	Perception	WIS	0	0	n/a
3	Religion	INT	3	0	n/a
2	Stealth	DEX	0	0	
3	Streetwise	CHA	3	0	n/a
0	Thievery	DEX	0	0	

CLASS / PATH / DESTINY FEATURES

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

Eldritch Blast Constitution - Use CON for Eldritch Blast

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

Infernal Pact - Hellish rebuke spell; Dark One's Blessing boon: When cursed foe is dropped to 0 hp, gain temporary hp equal to your level.

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.

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

LANGUAGES KNOWN

Common, Draconic

FEATS

Ritual Caster - Master and perform rituals

CHARACTER NAME
Tharnoz of the Dark

PLAYER NAME
DM Umli

RACE Tiefling CLASS Warlock LEVEL 1

HP 29	STR 8	AC 15
Spd 6	CON 17	Fort 13
Init +0	DEX 10	Ref 14
	INT 16	Will 14
	WIS 10	
	CHA 16	
10 Passive Insight	10 Passive Perception	



Second Wind

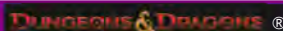
KEYWORDS	USED
Standard	Personal
ACTION	RANGE
vs	Self
ATTACK	DEFENSE
	TARGET

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Eldritch Blast

KEYWORDS	Arcane, Implement	USED
Standard	10	Ranged 10
ACTION	RANGE	
3	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma or Constitution vs. Reflex
Hit: 1d10 + Charisma or Constitution modifier (+3) damage. Increase damage to 2d10 + Charisma or Constitution modifier (+3) at 21st level.
Special: At 1st level, you determine whether you use Charisma or Constitution to attack with this power. Once you make that choice, you can't change it later.
This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

ADDITIONAL EFFECTS
+1d6 to damage once per round (Warlock's Curse)
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlock LEVEL 1 BOOK PH

AT-WILL POWER



Hellish Rebuke

KEYWORDS	Arcane, Fire, Implement	USED
Standard	10	Ranged 10
ACTION	RANGE	
3	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack: Constitution vs. Reflex
Hit: 1d6 + Constitution modifier (+3) fire damage. If you take damage before the end of your next turn, the target takes an extra 1d6 + Constitution modifier (+3) fire damage.
Increase damage and extra damage to 2d6 + Constitution modifier (+3) at 21st level.

ADDITIONAL EFFECTS
+1d6 to damage once per round (Warlock's Curse)
+1 to attack rolls against bloodied foes - Bloodhunt.

CLASS Warlock LEVEL 1 BOOK PH

AT-WILL POWER



Dark One's Blessing

KEYWORDS		USED
Free Action		Personal
ACTION	RANGE	
vs		
ATTACK	DEFENSE	TARGET

Prerequisite: Infernal Pact
Trigger: An enemy under your Warlock's Curse is reduced to 0 hit points or fewer
Effect: You immediately gain temporary hit points equal to your level.

ADDITIONAL EFFECTS

CLASS Warlock LEVEL 1 BOOK PH

AT-WILL POWER



Warlock's Curse

KEYWORDS		USED
Minor		Personal
ACTION	RANGE	
vs		
ATTACK	DEFENSE	TARGET

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 once per round, so if you have dealt Warlock's Curse damage since the start of your turn, you cannot deal it again until the start of your next turn.
: A Warlock's Curse remains in effect until the end of the encounter or until the cursed enemy is defeated.
: 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

CLASS LEVEL * BOOK PH

AT-WILL POWER



Infernal Wrath

KEYWORDS		USED
Minor		Personal
ACTION	RANGE	
vs		
ATTACK	DEFENSE	TARGET

Effect: You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, add your Charisma modifier (+3) as extra damage.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK PH

ENCOUNTER POWER



Diabolic Grasp

KEYWORDS	Arcane, Implement	USED
Standard	10	Ranged 10
ACTION	RANGE	
3	vs Fort	One creature of size Large or smaller
ATTACK	DEFENSE	TARGET

Attack: Constitution vs. Fortitude
Hit: 2d8 + Constitution modifier (+3) damage, and you slide the target 2 squares.
Infernal Pact: You slide the target a number of squares equal to 1 + your Intelligence modifier (+3).

ADDITIONAL EFFECTS
+1d6 to damage once per round (Warlock's Curse)
+1 to attack rolls against bloodied foes - Bloodhunt.





CLASS Warlock LEVEL 1 BOOK PH

ENCOUNTER POWER



Armor of Agathys

KEYWORDS Arcane, Cold USED

Standard	 	Personal
ACTION	 	RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You gain temporary hit points equal to 10 + your Intelligence modifier (+3). Until the end of the encounter, an enemy that starts its turn adjacent to you takes 1d6 + Constitution modifier (+3) cold damage.

ADDITIONAL EFFECTS

CLASS Warlock LEVEL 1 BOOK PH

DAILY POWER

