

Character Name

**Aasimar**

Race

**Warlock 1**

Class & Level

Height & Weight

Age & Sex

**8** STR **-1**

**14** CON **+2**

**8** DEX **-1**

Initiative

**0**

Level + Dex

**16** INT **+3**

**14** WIS **+2**

**18** CHA **+4**



Hit Points

**24**

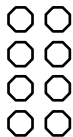
Maximum

Current

Recoveries

**8**

**1d6+2**



Death Saves



PD

**11**

11 + Level + Str/Con/Dex

AC

**14**

11 + Level + Con/Dex/Wis

MD

**15**

11 + Level + Int/Wis/Cha

Warlock Curse Save DC

**15+**

10 + Int +

Icon Relationships

**The Priestess (positive 1)**

**Prince of Shadows (positive 1)**

**The Crusader (conflicted 1)**

One Unique Thing

Backgrounds

**Dungeon Keeper in the Cathedral +4**

Talents & Features

#### Halo (Racial Power)

Once per battle as a free action during your turn, gain a +2 bonus to all defenses until you are hit by an attack (or until the battle ends).

#### Malediction (Class Feature)

Cursed enemies are vulnerable to your attacks (+2 to your critical threat range).

#### Divine Pact (Class Feature)

Benevolence: Once per battle, when the escalation die is 3+, you can cast a hex spell on yourself and grant the same effect to a nearby ally.

#### Blood Prophet (Talent)

At the start of each battle, roll a d6. Once during the battle, when the escalation die is equal to the number you rolled or higher, announce that you will pay in blood before casting a spell.

When paying in blood, spend a recovery without regaining hit points. Double all damage you deal with the spell. In the case of a critical hit, deal triple damage.

#### Child of Doom (Talent)

When you cast a curse spell, increase the difficulty of the save by 2.

#### Quick Curse (Talent)

Once per battle, when the escalation die is 3+, cast a curse spell as a quick action.



Equipment

Attacks and Spells

#### Iron Staff (Melee attack)

Attack: 1d20 vs. AC

Hit: 1d8-1 damage

Miss: 1 damage

#### Hungry Shadows (Blast)

Ranged spell; At-will

Attack: 1d20+5 vs. PD

Hit: 1d8+6 negative energy damage. Against a cursed target, increase the damage dice to d12s.

Miss: 3 negative energy damage (Adv. feat)

#### Frail Body (Curse)

Close-quarters spell; At-will

Attack: 1d20+5 vs. PD

Hit: 1d6+4 negative energy damage and the target takes a -2 penalty to AC and PD (save 15+ ends)

Miss: --

#### Screaming Curse

Close-quarters spell; At-will

Attack: 1d20+5 vs. MD

Hit: 1d4+4 thunder damage and the target is dazed (-4 to attack; save 15+ ends).

Miss: Deal 3 thunder damage to any ally engaged with the target.

#### Shroud of the Pact (Mantle Hex)

Close-quarters spell; At-will; Quick Action

Effect: When you are hit by an attack from a non-mook enemy, reduce the damage you take by 1.