

Character Name

Aasimar

Race

Warlock 5

Class & Level

Height & Weight

Age & Sex

8 STR **-1****15** CON **+2****8** DEX **-1**

Initiative

4

Level + Dex

17 INT **+3****14** WIS **+2****19** CHA **+4**

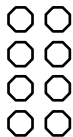
Hit Points

64

Maximum

Current

Recoveries

8**5d6+4**

Death

Saves



PD

1511 + Level +
Str/Con/Dex

AC

1811 + Level +
Con/Dex/Wis

MD

1911 + Level +
Int/Wis/Cha

Warlock Curse

Save DC

15+

10 + Int +

Icon Relationships

The Priestess (positive 2)**Prince of Shadows (positive 1)****The Crusader (conflicted 1)**

One Unique Thing

Backgrounds

Dungeon Keeper in the Cathedral +4**Ordained Priest of the Masked God +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 that number 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.

Adventurer Feat: When you pay in blood, reroll the attack roll once if it was an odd miss.

Child of Doom (Talent)

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

Adventurer Feat: Your curse spells deal miss damage equal to 2x your Intelligence modifier.

Quick Curse (Talent)

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



Basic Attacks

Iron Staff (Melee attack)

Attack: 1d20+4 vs. AC

Hit: 5d8-2 damage

Miss: 5 damage

Equipment

Feats

Gear, Equipment & Money

Magic Items

Adventurer: Child of Doom, Hungry Shadows, Screaming Curse, Blood Prophet

Champion: Screaming Curse

Spells

Draining Fangs (Blast)

Melee attack; At-will

Special: You can choose to cast this spell as a melee basic attack or an opportunity attack.

Attack: 1d20+9 vs. PD

Hit: 5d8+12 negative energy damage. You heal one hit point per level.

Natural 16+: You can heal using a recovery.

Miss: 5 negative energy damage

Hungry Shadows (Blast)

Ranged spell; At-will

Attack: 1d20+9 vs. PD

Hit: 5d8+12 negative energy damage. Against a cursed target, increase the damage dice to d12s.

Miss: 9 negative energy damage (Adv. feat)

Jinx (Curse)

Close-quarters spell; At-will

Attack: 1d20+9 vs. PD

Hit: 5d6 + 8 psychic damage and the target is jinxed (save 15+).

Jinxed: Attacks against the target automatically hit if the natural attack roll is odd.

Miss: 6 psychic damage

Frail Body (Curse)

Close-quarters spell; At-will

Attack: 1d20+9 vs. PD

Hit: 5d6+8 negative energy damage and the target takes a -2 penalty to AC and PD (save 15+ ends)

Miss: 6 negative energy damage

Screaming Curse

Close-quarters spell; At-will

Attack: 1d20+9 vs. MD

Hit: 5d4+8 thunder damage and the target is dazed (-4 to attack; save 15+ ends).

Miss: 6 thunder damage (Adv. feat)

Champion Feat: Gain a +2 bonus to hit if the target is not engaged with an ally.

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 5.

Leaking Soul (Mantle Hex)

Close-quarters spell; At-will; Quick action

Effect: At the start of your turn, all enemies engaged with you take 5 negative energy damage. Increase to 10 if the escalation die is 2+. You gain resist negative energy 15+.

Whispering Wisps (Hex)

Close-quarters spell; At-will

Effect: You summon a swarm of small wisps that you can direct. The wisps give out a dim light that can provide illumination in the darkness. You can direct the wisps to surround a nearby enemy. Surrounded enemies lose the benefit of stealth, blur, and invisibility effects, and their save difficulty against your curses increases by 1.