

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power returns.

AT-WILL POWERS

Deo Reforge
1d10 + Int

Hellish Rebuke
1d10 + Con Five
(5)

ENCOUNTER POWERS

Vampiric Embrace

Range 10

Con vs Ref

2d6 + Con Five

(5)

DAILY POWERS

Flames of Phlegethos

Range 10

Con vs Ref

2d10 + Con Five

adding 5+1

UTILITY POWERS**OTHER EQUIPMENT****MAGIC ITEM INDEX**

List your powers below.
Check the box when the power is used.
Clear the box when the power returns.

MAGIC ITEMS

Weapon

Weapon

Weapon

Weapon

Armor

Armor

Item

Item

Food

Book

Ring

Ring

Wand

Daily Item Powers Per Day

Healed (1-10)

☐

Milestone

☐/0/☐

Paragon (11-20)

☐

Milestone

☐/0/☐

Epic (21-30)

☐

Milestone

☐/0/☐

RITUALS**COINS AND OTHER WEALTH**

Brian!
Jun' Ifer

PERSONALITY TRAITS**MANNERISMS AND APPEARANCE****CHARACTER BACKGROUND****COMPANIONS AND ALLIES**

Name

Notes

Name

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SESSION AND CAMPAIGN NOTES

CHARACTER NAME Jen' lfer		
PLAYER NAME		
RACE Tiefling	CLASS Warlock	LEVEL 1
HP 30	STR 13	AC 15
Spd 6	CON 18	Fort 14
Init +2	DEX 15	Ref 14
	INT 16	Will 15
	WIS 14	
	CHA 18	
17 Passive Insight		12 Passive Perception
PLAY DATA DUNGEONS & DRAGONS		

Eldritch Blast		
KEYWORDS Arcane, Implement		USED
Standard	10	Ranged 10
ACTION		RANGE
4	vs Reflex	One creature
ATTACK	DEFENSE	TARGET
Attack: Charisma or Constitution vs. Reflex Hit: 1d10 + Charisma or Constitution modifier damage. Increase damage to 2d10 + Charisma or Constitution modifier 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. Unarmed: +4 attack, 1d10+4 damage		
ADDITIONAL EFFECTS		
+1d6 to damage once per round (Warlock's Curse) +1 to attack rolls if none of your allies are closer to the target - Prime Shot. +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.		
CLASS Warlock	LEVEL 1	BOOK PH
AT-WILL POWER DUNGEONS & DRAGONS		

Hellish Rebuke		
KEYWORDS Arcane, Fire, Implement		USED
Standard	10	Ranged 10
ACTION		RANGE
5	vs Reflex	One creature
ATTACK	DEFENSE	TARGET
Attack: Constitution vs. Reflex Hit: 1d6 + Constitution modifier (+4) fire damage. If you take damage before the end of your next turn, the target takes an extra 1d6 + Constitution modifier (+4) fire damage. Increase damage and extra damage to 2d6 + Constitution modifier (+4) at 21st level. Unarmed: +5 attack, 1d6+5 damage		
ADDITIONAL EFFECTS		
1d6 to damage once per round (Warlock's Curse) 1 to attack rolls if none of your allies are closer to the target - Prime Shot. 1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.		
CLASS Warlock	LEVEL 1	BOOK PH
AT-WILL POWER DUNGEONS & DRAGONS		

Dark One's Blessing		
KEYWORDS		USED
Free		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 DUNGEONS & DRAGONS		

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 DUNGEONS & DRAGONS		

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 (+4) as extra damage.		
ADDITIONAL EFFECTS		
CLASS Racial Power	LEVEL	BOOK PH
ENCOUNTER POWER DUNGEONS & DRAGONS		

Flames of Phlegethos		
KEYWORDS Arcane, Fire, Implement		USED
Standard	10	Ranged 10
ACTION		RANGE
5	vs Reflex	One creature
ATTACK	DEFENSE	TARGET
Attack: Constitution vs. Reflex Hit: 3d10 + Constitution modifier (+4) fire damage. Effect: The target takes ongoing 5 fire damage (save ends). Unarmed: +5 attack, 3d10+5 damage		
ADDITIONAL EFFECTS		
+1d6 to damage once per round (Warlock's Curse) +1 to attack rolls if none of your allies are closer to the target - Prime Shot. +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.		
CLASS Warlock	LEVEL 1	BOOK PH
DAILY POWER DUNGEONS & DRAGONS		

Vampiric Embrace		
KEYWORDS Arcane, Implement, Necrotic		USED
Standard	5	Ranged 5
ACTION		RANGE
4	vs Will	One creature
ATTACK	DEFENSE	TARGET
Attack: Constitution vs. Will Hit: 2d8 + Constitution modifier (+4) necrotic damage, and you gain 5 temporary hit points. Infernal Pact: You gain temporary hit points equal to 5 + your Intelligence modifier (+3). Unarmed: +4 attack, 2d8+4 damage		
ADDITIONAL EFFECTS		
+1d6 to damage once per round (Warlock's Curse) +1 to attack rolls if none of your allies are closer to the target - Prime Shot. +1 Racial bonus to attack rolls against bloodied foes - Bloodhunt.		
CLASS Warlock	LEVEL 1	BOOK PH
ENCOUNTER POWER DUNGEONS & DRAGONS		

Second Wind		
KEYWORDS		USED
Standard		Personal
ACTION		RANGE
vs		Self
ATTACK	DEFENSE	TARGET
Effect: You spend a healing surge and regain 7 h points. You gain a +2 bonus to all defenses until the start of your next turn.		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK PH
ENCOUNTER ACTION DUNGEONS & DRAGONS		