

MORTHOS 1 **WARLOCK** _____ _____
 Character Name Level Class Paragon Path Epic Destiny Total XP
TIFFLING M 22 M 5'10" 165lbs unaligned
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company or Other Affiliations

INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
0	0	0	0

CONDITIONAL MODIFIERS _____

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR	CLASS	FEAT	ENH	MISC	MISC
16	AC	10	3					

CONDITIONAL BONUSES **LEATHER ARMOR**

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed	(Squares)	6	0

SPECIAL MOVEMENT _____

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	STR <small>Strength</small>	0	0
13	CON <small>Constitution</small>	1	1
10	DEX <small>Dexterity</small>	0	0
18	INT <small>Intelligence</small>	4	4
11	WIS <small>Wisdom</small>	0	0
19	CHA <small>Charisma</small>	4	4

FORTITUDE

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
11	FORT	10	1				

CONDITIONAL BONUSES _____

REFLECTION

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	10	4	1			

CONDITIONAL BONUSES _____

WILLPOWER

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	10	4	1			

CONDITIONAL BONUSES _____

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10	+
10	Passive Perception	10	+

SPECIAL SENSES **LOW LIGHT VISION**

ATTACK WORKSPACE

ABILITY: _____

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

ABILITY: _____

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

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
25	12	6	6	7

1/2 HP: _____ 1/4 HP: _____

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
0	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS _____

DAMAGE WORKSPACE

ABILITY: _____

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
0					

ABILITY: _____

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
0					

CURRENT HIT POINTS

CURRENT SURGE USES _____

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES _____

SAVING THROW MODS _____

RESISTANCES _____

CURRENT CONDITIONS AND EFFECTS _____

RACE FEATURES

ABILITY SCORE MODS **+2 INT +2 CHA**

BLOODMUNT

FIRE RESISTANCE 5

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
+2	vs AC	SPEAR	1d8
+2	vs AC	SLING	1d6
+4	vs W	EYEBITE	1d6 +4 (invis)
+4	vs R	ELD. BLAST	1d10 +4

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
0	Acrobatics	DEX	0		
9	Arcana	INT	4	X	n/a
0	Athletics	STR	0		
11	Bluff	CHA	4	X	+2
4	Diplomacy	CHA	4		n/a
0	Dungeoneering	WIS	0		n/a
1	Endurance	CON	1		
0	Heal	WIS	0		n/a
4	History	INT	4		n/a
0	Insight	WIS	0		n/a
9	Intimidate	CHA	4	X	n/a
0	Nature	WIS	0		n/a
0	Perception	WIS	0		n/a
9	Religion	INT	4	X	n/a
2	Stealth	DEX	0		+2
4	Streetwise	CHA	4		n/a
0	Thievery	DEX	0		

CLASS / PATH / DESTINY FEATURES

ELDRITCH BLAST

ELDRITCH PACT (FEY)

MISTY STEP

PRIME SHOT

SHADOW WALK

WARLOCK'S CURSE (+1d6)

FEATS

IMPROVED MISTY STEP

LANGUAGES KNOWN

COMMON

ELVEN

