



CORWIK THE CRAFTY MALE HALFLING WARLOCK



LEVEL 3 UNALIGNED

"I talk to the folk of the Feywild, and they say they don't like you much."

Ability Score	Value	Modifier		
STRENGTH	8	-1	ARMOR CLASS	16
CONSTITUTION	12	+1	FORTITUDE DEFENSE	13
DEXTERITY	14	+2	REFLEX DEFENSE	16
INTELLIGENCE	16	+3	WILL DEFENSE	17
WISDOM	10	+0	INITIATIVE	+7
CHARISMA	18	+4	SPEED (SQUARES)	6
HIT POINTS	34		HEALING SURGE HP HEALED	8
BLOODIED	17		HEALING SURGES/DAY	7
			SECOND WIND	<input type="checkbox"/>

(Use second wind up to 1/encounter)

Current Hit Points

Current Surge Uses

Basic Attack Name	Attack Bonus	Damage	Range/Properties
+1 pact blade	+4 vs. AC (+7 thrown)	1d4 (1d4+3 thrown)	5 squares normal/10 squares max
Eldritch blast	+6 vs. Reflex	1d10+5	10 squares, +1d6 critical

FEATS

Halfling Agility (opponent gets -2 attack with *second chance* reroll)
Improved Initiative (already added)

SKILLS (For skills not listed, bonus is 1 + ability modifier)

Passive Insight	11
Passive Perception	11
Acrobatics	+5
Arcana	+9
Bluff	+10
Insight	+1
Intimidate	+10
Perception	+1
Thievery	+10

SPELLS (Arcane Powers)
See back of character sheet.

EQUIPMENT

+1 pact blade (see back), +1 amulet of resolution (see back), leather armor, backpack, thieves' tools (+2 to open locks or disarm traps), bedroll, flint and steel, belt pouch, 2 sunrods, 10 days' trail rations, 50 ft. of hempen rope, waterskin

RACE AND CLASS FEATURES

Bold (+5 on saving throws against fear)
Nimble Reaction (+2 AC against opportunity attacks)
Fey Pact (Misty Step - when you reduce an enemy under your Warlock's Curse to 0 hit points or fewer, you can teleport 3 squares as a free action)
Prime Shot (if none of your allies are nearer to your target than you are, gain a +1 to ranged attacks against the target)
Shadow Walk (move 3+ squares away on your turn, gain concealment until the end of your next turn)
Warlock's Curse (once per turn as a minor action, place a curse on the enemy nearest you; you do +1d6 damage on enemy; lasts until end of encounter or enemy is defeated)
Second Chance (see back)
Languages: Common and Elven
Normal Vision

Note: Some race and class features are already added into the character's statistics and are not listed on the sheet.

SPELLS (ARCANES POWERS)

At-Will Powers

Eldritch Blast

Warlock (All) Attack 1

You fire a bolt of dark, crackling eldritch energy at your foe.

At-Will ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: +6 vs. Reflex

Hit: 1d10 + 5 damage.

Special: This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

Eyebite

Warlock (Fey) Attack 1

You glare at your enemy, and your eyes briefly gleam with brilliant colors. Your foe reels under your mental assault, and you vanish from his sight.

At-Will ♦ Arcane, Charm, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: +6 vs. Will

Hit: 1d6 + 5 psychic damage, and you are invisible to the target until the start of your next turn.

Encounter Powers

Eldritch Rain

Warlock (Fey) Attack 3

You fire purple rays of eldritch power at your foes.

Encounter ♦ Arcane, Implement

Standard Action Ranged 10

Targets: One creature, or two creatures no more than 5 squares apart from each other

Attack: +6 vs. Reflex, one attack per target

Hit: 1d10 + 8 damage.

Ethereal Stride

Warlock (Star) Utility 2

You shift your body out of phase with the world for an instant, teleporting a short distance. When you reappear, you are still somewhat out of phase and difficult to harm or hinder for a short time.

Encounter ♦ Arcane, Teleportation

Move Action Personal

Effect: You can teleport 3 squares, and you gain a +2 power bonus to all defenses until the end of your next turn.

Second Chance

Halfling Racial Power

Luck and small size combine to work in your favor as you dodge your enemy's attack.

Encounter

Immediate Interrupt Personal

Effect: When an attack hits you, force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower.

Encounter Powers (continued)

Witchfire

Warlock (Fey) Attack 1

From the mystic energy of the Feywild, you draw a brilliant white flame and set it in your enemy's mind and body. Rivulets of argent fire stream up into the air from his eyes, mouth, and hands; agony disrupts his very thoughts.

Encounter ♦ Arcane, Fire, Implement

Standard Action Ranged 10

Target: One creature

Attack: +6 vs. Reflex

Hit: 2d6 + 5 fire damage, and the target takes a -5 penalty to attack rolls until the end of your next turn.

Daily Power

Curse of the Dark Dream

Warlock (Fey) Attack 1

You inflict a waking nightmare upon your enemy so that he can no longer tell what is real and what exists only in his mind. Under its influence he staggers about, trying to avoid falling from imaginary heights or stepping on unreal serpents.

Daily ♦ Arcane, Charm, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: +6 vs. Will

Hit: 3d8 + 5 psychic damage, and you slide the target 3 squares.

Sustain Minor: You slide the target 1 square, whether you hit or miss (save ends).

Magic Items

+1 Pact Blade

Level 3

Warlocks favor this wickedly sharp blade.

Enhancement: Attack rolls and damage rolls (already added)

Critical: +1d6 damage

Property: This blade functions as a warlock implement, adding its enhancement bonus to attack rolls and damage rolls for warlock powers that use implements (already added).

Property: When a creature you have cursed with your Warlock's Curse makes a melee attack against you, 1 deal damage.

Special: You do not gain your weapon proficiency bonus to the attack roll when using a *pact blade* as an implement.

+1 Amulet of Resolution

Level 2

Whether the affliction be of mind or body, this mithral necklace gives you a second chance to ward it off.

Enhancement: Fortitude, Reflex, and Will (already added)

Power (Daily): Free Action. Use this power when you fail a saving throw. Reroll the saving throw, using the second result even if it's lower.