

Isabella  
Character Name  
Halfling  
Race  
Small  
Size  
17  
Age  
Female  
Gender  
3'-10"  
Height  
75  
Weight  
Good  
Alignment  
Deity  
Paragon Path  
Epic Destiny  
synDClash 2011  
Adventuring Company  
Total XP  
1,000  
RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	4	1	

CONDITIONAL MODIFIERS

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
10	STR Strength	0	1
13	CON Constitution	1	2
18	DEX Dexterity	4	5
11	INT Intelligence	0	1
8	WIS Wisdom	-1	0
18	CHA Charisma	4	5

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
30	15	7	7	7
CURRENT HIT POINTS		CURRENT SURGE USES		
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>		
TEMPORARY HIT POINTS				
DEATH SAVING THROW FAILURES		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
SAVING THROW MODS +5 Racial bonus against fear				
RESISTANCES				
CURRENT CONDITIONS AND EFFECTS				

### SKILLS

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

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	11	7					

CONDITIONAL BONUSES

+2 AC against opportunity attacks

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	11	4					

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	WILL	11	4	1				

CONDITIONAL BONUSES

### ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

**Bold** - +5 to saving throws against fear

**Second Chance** - You have the second chance power

**Nimble Reaction** - +2 to AC against OAs

### CLASS / PATH / DESTINY FEATURES

**Level 1 Sensate Starting Feature** - When you use an encounter or daily attack power, gain temporary hit points equal to one-half your level.

**Fey Pact of the White Well Boon** - Gain soul step power

**Fey Pact of the White Well Reward** - Gain tiered damage bonus

**Fey Pact of the White Well Weapon** - Sword of the White Well

### LANGUAGES KNOWN

Common, Elven

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10 +	0

10	Passive Perception	10	+	0
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SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Sword of the White Well

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	1	0		2			1

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 1	1	0					

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Sword of the White Well

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d12+1	0			1	

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4	0				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs Ref	Eldritch Bolt (Sword of the W	1d10+9
6	vs Ref	Eldritch Bolt (Rod of Blasting	1d10+9
1	vs AC	Unarmed (Melee)	1d4
5	vs AC	Unarmed (Range)	1d4+4

### FEATS



CHARACTER NAME  
**Isabella**

PLAYER NAME

RACE **Halfling** CLASS **Hexblade** LEVEL **2**

	SCORE	ABILITY	MOD
<b>HP</b>	<b>30</b>	<b>STR</b>	<b>+0</b>
<b>Spd</b>	<b>6</b>	<b>DEX</b>	<b>+4</b>
<b>Init</b>	<b>+5</b>	<b>INT</b>	<b>+0</b>
		<b>WIS</b>	<b>-1</b>
		<b>CHA</b>	<b>+4</b>

<b>AC</b>	<b>18</b>
<b>Fort</b>	<b>13</b>
<b>Ref</b>	<b>15</b>
<b>Will</b>	<b>16</b>

**10** Passive Insight **10** Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**

**Second Wind**

KEYWORDS ☐ USED

Standard ☐ ☐ ☐ Personal ☐

**ACTION** ☐ ☐ ☐ **RANGE**

☐ **AT-WILL** ☒ **ENCOUNTER** ☐ **DAILY**

**Effect:** You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS  LEVEL  BOOK **PH**

UTILITY POWER **DUNGEONS & DRAGONS**

**Bull Rush Attack**

KEYWORDS ☐ USED

Standard ☐ \* ☐ ☐ Melee 1

**ACTION** ☐ ☐ ☐ **RANGE**

**1** vs **Fort** One creature

**ATTACK** **DEFENSE** **TARGET**

**Attack:** Strength vs. Fortitude  
**Hit:** You can push the target 1 square and then shift 1 square into the space it left.

Unarmed: +1 attack

ADDITIONAL EFFECTS

CLASS  LEVEL \*  BOOK **PH**

AT-WILL POWER **DUNGEONS & DRAGONS**

**Skills**

6	Acrobatics	DEX
1	Arcana	INT
0	Athletics	STR
10	Bluff	CHA (Trained)
5	Diplomacy	CHA
0	Dungeoneering	WIS
1	Endurance	CON
0	Heal	WIS
1	History	INT
0	Insight	WIS
5	Intimidate	CHA
0	Nature	WIS
0	Perception	WIS
1	Religion	INT
9	Stealth	DEX (Trained)
10	Streetwise	CHA (Trained)
11	Thievery	DEX (Trained)

ADDITIONAL EFFECTS

PLAY DATA **DUNGEONS & DRAGONS**

**Melee Basic Attack**

KEYWORDS ☐ Weapon ☐ USED

Standard ☐ \* ☐ ☐ Melee weapon

**ACTION** ☐ ☐ ☐ **RANGE**

**4** vs **AC** One creature

**ATTACK** **DEFENSE** **TARGET**

**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+0) damage.

Increase damage to 2[W] + Strength modifier (+0) damage at 21st level.

Sword of the White Well: +4 attack, 1d12+1 damage  
Unarmed: +1 attack, 1d4 damage

ADDITIONAL EFFECTS

CLASS  LEVEL \*  BOOK **PH**

AT-WILL POWER **DUNGEONS & DRAGONS**

**Grab Attack**

KEYWORDS ☐ USED

Standard ☐ \* ☐ ☐ Melee touch

**ACTION** ☐ ☐ ☐ **RANGE**

**1** vs **Reflex** One creature that is no more than

**ATTACK** **DEFENSE** **TARGET**

**Requirement:** You must have a hand free.  
**Attack:** Strength vs. Reflex  
**Hit:** You grab the target until the end of your next turn. You can end the grab as a free action.  
**Sustain Minor:** The grab persists until the end of your next turn.

Unarmed: +1 attack

ADDITIONAL EFFECTS

CLASS  LEVEL \*  BOOK **PH**

AT-WILL POWER **DUNGEONS & DRAGONS**

**Action Point**

ADDITIONAL EFFECTS

**Effect:** Gain a standard action this turn.  
**Special:** You are reset to one action point when you take an extended rest. You gain an action point each milestone.

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

**Ranged Basic Attack**

KEYWORDS ☐ Weapon ☐ USED

Standard ☐ \* ☐ ☐ Ranged weapon

**ACTION** ☐ ☐ ☐ **RANGE**

**5** vs **AC** One creature

**ATTACK** **DEFENSE** **TARGET**

**Attack:** Dexterity vs. AC  
**Hit:** 1[W] + Dexterity modifier (+4) damage.

Increase damage to 2[W] + Dexterity modifier (+4) damage at 21st level.

Unarmed: +5 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS  LEVEL \*  BOOK **PH**

AT-WILL POWER **DUNGEONS & DRAGONS**

**Opportunity Attack**

KEYWORDS ☐ USED

Opportunity ☐ \* ☐ ☐ Melee 1

**ACTION** ☐ ☐ ☐ **RANGE**

**vs** The triggering enemy

**ATTACK** **DEFENSE** **TARGET**

**Trigger:** An enemy that you can see either leaves a square adjacent to you or uses a ranged or an area power while adjacent to you.  
**Effect:** You make a melee basic attack against the target.

ADDITIONAL EFFECTS

CLASS  LEVEL \*  BOOK **PH**

AT-WILL POWER **DUNGEONS & DRAGONS**

Eldritch Bolt

KEYWORDS

Arcane, Force, Implement

USED

Standard

10

Ranged 10

ACTION

RANGE

6

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Charisma vs. Reflex  
**Hit:** 1d10 + Charisma modifier (+4) force damage.

Level 21: 2d10 + Charisma modifier (+4) force damage.  
**Special:** You can use this power as a ranged basic attack.

Sword of the White Well: +6 attack, 1d10+9 damage  
Rod of Blasting +1: +6 attack, 1d10+9 damage  
Unarmed: +5 attack, 1d10+8 damage

ADDITIONAL EFFECTS

CLASS

Warlock

LEVEL

1

BOOK

PEHOTFK

AT-WILL POWER

Moonfire Blade

KEYWORDS

Arcane, Implement, Radiant, Weapon

USED

Standard

\*

Melee weapon

ACTION

RANGE

8

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

**Requirement:** You must use this power with your Sword of the White Well.

**Attack:** Charisma vs. Reflex  
**Hit:** 1[W] + Charisma modifier (+4) radiant damage. If the target ends its next turn adjacent to you, it takes radiant damage equal to your Dexterity modifier (+4).

Level 21: 2[W] + Charisma modifier (+4) radiant damage.  
**Special:** You can use this power as a melee basic attack.

Sword of the White Well: +8 attack, 1d12+9 damage  
Rod of Blasting +1: +6 attack, 4 damage  
Unarmed: +5 attack, 1d4+8 damage

ADDITIONAL EFFECTS

CLASS

Warlock

LEVEL

BOOK

Dragon 393

AT-WILL POWER

Well of Light

KEYWORDS

Arcane, Aura, Implement, Radiant, Weapon

USED

Standard

\*

Melee weapon

ACTION

RANGE

8

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Requirement:** You must use this power with your Sword of the White Well.  
**Attack:** Charisma vs. AC  
**Hit:** 2[W] + Charisma modifier (+4) radiant damage.

Increase damage to 3[W] + Charisma modifier (+4) radiant damage at 13th level.  
Increase damage to 4[W] + Charisma modifier (+4) radiant damage at 23rd level.  
**Effect:** You activate an aura 1 that lasts until the end of your next turn. While in the aura, your enemies have vulnerable 3 radiant to your attacks.

Sword of the White Well: +8 attack, 2d12+9 damage  
Rod of Blasting +1: +6 attack, 4 damage  
Unarmed: +5 attack, 2d4+8 damage

ADDITIONAL EFFECTS

CLASS

Warlock

LEVEL

BOOK

Dragon 393

ENCOUNTER POWER

Star Shackles

KEYWORDS

Arcane, Implement

USED

Standard

Close burst 2

ACTION

2

RANGE

6

vs

Fort

Each enemy in burst

ATTACK

DEFENSE

TARGET

**Attack:** Charisma vs. Fortitude  
**Hit:** 1d6 + Charisma modifier (+4) damage, and the target is grabbed. If the target attempts to escape, use your Fortitude or Reflex.

**Sustain Standard:** Those this power still has grabbed take 1d6 + Charisma modifier (+4) damage when you sustain this power. After you sustain this power, you can use a minor action to use this power's attack on one target the power doesn't have grabbed within 2 squares of a target the power does have grabbed.

Sword of the White Well: +6 attack, 1d6+9 damage  
Rod of Blasting +1: +6 attack, 1d6+9 damage  
Unarmed: +5 attack, 1d6+8 damage

ADDITIONAL EFFECTS

CLASS

Warlock

LEVEL

1

BOOK

Dragon 374

DAILY POWER

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

**Effect:** Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

\*

BOOK

PH

UTILITY POWER

Second Chance

KEYWORDS

USED

Imm Interr

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

**Trigger:** You are hit by an attack.  
**Effect:** The attacker must reroll the attack and use the second roll, even if it is lower.

ADDITIONAL EFFECTS

CLASS

Halfling

LEVEL

BOOK

PH

UTILITY POWER

Soul Step

KEYWORDS

Arcane, Teleportation

USED

Free

Personal

ACTION

RANGE

☒ AT-WILL

☐ ENCOUNTER

☐ DAILY

**Trigger:** You reduce an enemy to 0 hit points, or an enemy adjacent to you drops to 0 hit points.  
**Effect:** You teleport a number of squares up to your Dexterity modifier (+4)  
**Special:** You can use this power only once per round.

ADDITIONAL EFFECTS

CLASS

Warlock

LEVEL

BOOK

PEHOTFK

UTILITY POWER

Ethereal Stride

KEYWORDS

Arcane, Teleportation

USED

Move

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

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

ADDITIONAL EFFECTS

CLASS

Warlock

LEVEL

2

BOOK

PH

UTILITY POWER

Sword of the White Well

1d12

2

Heavy Blade

DAMAGE

PROFICIENT

GROUP

RANGE

ENHANCEMENT

LEVEL

CRITICAL

PROPERTIES

While you hold your implement in one hand, you can use a minor action to manifest your pact weapon in the other hand. The pact weapon you create depends on your pact. Your pact weapon persists until you no longer hold either it or the implement, or until you dismiss it as a free action.

Eldritch Bolt: +6 attack, 1d10+9 damage  
Moonfire Blade: +8 attack, 1d12+9 damage

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

**Special:** You can make weapon attacks with your pact weapon, using its proficiency bonus and the appropriate damage die. Your pact weapon shares your implement's enhancement bonus, critical hit effect, properties, and powers. The weapon cannot be enchanted.

When you use a power associated with your pact weapon and the power has both the weapon and the implement keyword, you are considered to be wielding both your pact weapon and your implement for the purpose of feats and other game elements.

ITEM SLOT

One-hand

WEIGHT

0

PRICE

0

BOOK

PEHOTFK

MAGIC WEAPON

Isabella

Page 4

## Rod of Blasting +1

DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		3	+1d6 damage
ENHANCEMENT	LEVEL	CRITICAL	
<div>PROPERTIES</div> <div>Eldritch Bolt: +6 attack, 1d10+9 damage</div> <div>Moonfire Blade: +6 attack, 4 damage</div>			
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	
<div>POWER</div> <div><b>Rarity:</b> Uncommon</div> <div><b>Power (Daily):</b> Free Action. Use this power when you use eldritch blast with this implement. Target one or two creatures with the attack.</div>			
ITEM SLOT	Off-hand	WEIGHT	0
PRICE	680	BOOK	AV
MAGIC WEAPON		DUNGEONS & DRAGONS	