Character Sheet

Player Name/RPGA

Imizel Volkar

Unaligned male Human Hybrid

Tempus Medium Age Height Weight Size Deity



Defenses









Conditional Bonuses

Action Points

Action Points	Milestones	Action Points
	0	1
	1	2
	2	3

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.

Hit Points



26



Current Hit Points

Second Wind (one per encounter)



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

Death Saving Throw Failures



Saving Throw Mods

0

Healing Surges



Initiative

Speed

Conditional Modifiers:





Combat Statistics and Senses

Current Conditions:

Resistances/Vulnerabilities

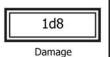
Current Conditions and Effects

Ba	sic	Attacks
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Melee

Longsword





0

5

11

Ranged

Unarmed





11 Passive Insight

Special Senses: Normal

Passive Perception

Languages

Common, Elven

Abilities

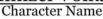
STR	Strength	11	Check 0
CON	Constitution	13	1
발전공동		10	
DEX	Dexterity	10	0
INT	Intelligence	8	-1
WIS	Wisdom	12	1
СПУ	A POST OFFI CONTRACTOR OF THE PARTY OF THE P		-
СПА	Charisma	20	5

Skills

Acrobatics	Dexterity		-4
Arcana	Intelligence		-1
Athletics	Strength		-4
Bluff	Charisma	√	10
Diplomacy	Charisma	V	10
Dungeoneering	Wisdom		1
Endurance	Constitution	V	2
Heal	Wisdom		1
History	Intelligence		-1
Insight	Wisdom		1
Intimidate	Charisma	V	12
Nature	Wisdom		1
Perception	Wisdom		1
Religion	Intelligence		-1
Stealth	Dexterity		-4
Streetwise	Charisma		5
Thievery	Dexterity		-4

Imizel Volkar Character Name







Character Details	Equipment
Background	Head
Early Life - Social Outcast	Neck
Theme	Arms
Guardian	Hands
Mannerisms and Appearance	Rings
	Rings
	The same of the sa
	Off Hand Heavy Shield
Personality Traits	Main Hand Waist
	Longsword
	Armor
	Plate Armor
Adventuring Company	Feet
	Ki Focus
	RiTocus
Commanism and Allies	Other Equipment
Companions and Allies	
Session and Campaign Notes	
Session and Campaign Potes	
Other Notes	
	Total Weight (lbs.) 72 Carrying Capacity (lbs.)
	100 gp
	o gp banked Heavy 220
	Max 550

Imizel Volkar

Player Name

Character Name



Racial Features

Bonus At-Will Power

Know one extra 1st-level attack power from your class.

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Class/Other Features

Divine Challenge (Hybrid)

Gain Divine Challenge power; the radiant damage equals your Charisma mod/Cha mod +2/Cha mod +4 (by tier)

Eldritch Pact (Hybrid)

Eldritch Strike Charisma

Use CHA for Eldritch Strike

Fey Pact (Hybrid)

pact boon

Guardian Starting Feature

Gain the Guardian's Counter power

Hybrid Paladin Fortitude Hybrid Warlock Reflex

Paladin Armor Proficiency

Warlock pact minus the at-will attack power and Gain proficiency with leather, hide, chain, scale, plate, light and heavy shields

Warlock's Curse (Hybrid)

When using warlock powers, deal bonus damage to cursed targets

Feats

Hybrid Talent

Gain a hybrid talent option for one of your hybrid class entries

Starfire Womb

Roll to save against one condition when you deal damage with radiant or fear power





Imizel Volkar Level 1 Human Paladin/Warlock SCORE ABILITY MOD AC HP 0 11 STR 20 26 13 CON 1 Fort Spd 13 0 10 DEX 5 Ref 8 INT Init 12 WIS 1 Will +0 20 5 CHA 16 Passive Insight

Passive Perception

Skills

CONTROL OF STREET			
Acrobatics	Dexterity		-4
Arcana	Intelligence		-1
Athletics	Strength		-4
Bluff	Charisma	•	10
Diplomacy	Charisma	•	10
Dungeoneering	Wisdom		1
Endurance	Constitution	•	2
Heal	Wisdom		1
History	Intelligence		-1
Insight	Wisdom		1
Intimidate	Charisma	•	12
Nature	Wisdom		1
Perception	Wisdom		1
Religion	Intelligence		-1
Stealth	Dexterity		-4
Streetwise	Charisma		5
Thievery	Dexterity		-4

Action Point

Base action points: 1



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

Player Name:

Melee Basic Attack

At-Will • Standard Action

Longsword: +3 vs. AC, 1d8 damage Melee weapon

Target: One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+0) damage.

Level 21: 2[W] + Str modifier (+0)

damage.

· indicates a trained skill. Ranged Basic Attack

At-Will . Standard Action

Unarmed: +0 vs. AC, 1d4 damage

Ranged weapon Target: One

creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+0) damage.

Level 21: 2[W] + Dex modifier (+0)

damage.

Dire Radiance

At-Will • Standard Action

Holy Symbol: +5 vs. Fortitude, 1d6+5 damage Ranged 10 Target: One

creature

You cause a shaft of brilliant, cold starlight to lance down from above, bathing your foe in excruciating light. The nearer he moves toward you, the brighter and more deadly the light becomes.

Keywords: Arcane, Fear, Implement, Radiant

Attack: Charisma or Constitution vs. Fortitude

Hit: 1d6 + Cha modifier (+5) or Con modifier (+1) radiant damage. The first time the target moves closer to you on its next turn, it takes an extra 1d6 + Cha modifier (+5) or Con modifier (+1) damage.

Additional Effects

+1d6 to damage once per turn (Warlock's Curse)

Warlock Attack 1

Additional Effects

Basic Attack

Additional Effects

Basic Attack

Eldritch Strike

At-Will • Standard Action

Longsword: +8 vs. AC, 1d8+5 damage

Melee weapon Target: One

creature

The dire power of your attack drives your enemy before you.

Keywords: Arcane, Weapon

Attack: Charisma or Constitution vs. AC

Hit: 1[W] + Charisma or Con modifier (+1) damage, and you slide the target 1 square.

Special: When you take this power, you determine whether you use Charisma or Constitution for the power's attack roll and damage roll. This choice remains throughout the character's life.

This power counts as a melee basic attack. You can choose this power instead of eldritch blast as the power associated with your Eldritch Blast class feature.

Additional Effects

+1d6 to damage once per turn (Warlock's Curse)

Warlock Attack 1

Virtuous Strike

At-Will + Standard Action

Longsword: +8 vs. AC, 1d8+5 damage

Melee weapon Target: One

creature

The clean light of your weapon pierces your enemies and fills you with resolve.

Keywords: Divine, Radiant, Weapon

Attack: Charisma vs. AC

Hit: 1[W] + Cha modifier (+5) radiant damage, and you gain a +2 bonus to saving throws until the start of your next turn.

Special: This power can be used as a melee basic attack.

Additional Effects

Paladin Attack 1

Guardian's Counter

Encounter • Immediate Interrupt

Close burst 2

Seeing a friend in danger, you step up to take the attack meant for your ally-and then you strike back.

Keyword: Martial

Trigger: An ally within 2 squares of you is hit by an attack and you are not included in the attack.

Effect: You and the ally shift up to 2 squares as a free action, swapping positions. You become the target of the triggering attack, in place of the ally. After the attack is resolved, you can make a basic attack against the attacker.

Additional Effects

Guardian Attack

Used

Sprite War Call

Encounter • Standard Action

Holy Symbol: +5 vs. Reflex, 1d8+5 damage

Target: One Ranged 5 creature

An army of sprites flickers into existence, loosing a barrage of miniature arrows that stings your enemy and induces lethargy in it.

Keywords: Arcane, Implement

Fey Pact: The power's range is 10 squares.

Attack: Charisma vs. Reflex

Hit: 1d8 + Cha modifier (+5) damage. Until the end of your next turn, the target is slowed and grants combat advantage to you.

Additional Effects

+1d6 to damage once per turn (Warlock's Curse)

Warlock Attack 1

Majestic Halo

Daily • Standard Action

Longsword: +8 vs. AC, 3d8+5 damage Melee weapon

Target: One creature

You shine with divine radiance that sears your enemies as you attack and commands their

Keywords: Divine, Radiant, Weapon

Attack: Charisma vs. AC

Hit: 3[W] + Cha modifier (+5) radiant damage.

Miss: Half damage.

Effect: Until the end of the encounter, any enemy that starts its turn adjacent to you is subject to your divine sanction until the end of its turn.

Additional Effects

Used Paladin Attack 1

Close burst 5

At-Will • Minor Action

Target: One creature in the burst

You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge

Keywords: Divine, Radiant

Divine Challenge

Effect: You mark the target. The mark lasts until you use this power again. The mark also ends at the end of your turn if you didn't engage the target, meaning you neither attacked it during your turn nor are adjacent to it at the end of your

Until the mark ends, the target takes radiant damage the first time each round when it targets any of your allies with an attack power that doesn't include you as a target. The damage equals 3 + your Cha modifier (+5).

Special: You can use this power only once per turn

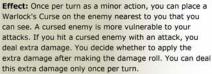
Divine Challenge (Hybrid): You gain the paladin power divine challenge. The power functions as normal, except that the radiant damage equals your Cha modifier (+5). The damage increases to 2 + your Cha modifier (+5) at 11th level and 4 + your Cha modifier (+5) at 21st level.

Additional Effects

Used Paladin Feature

Warlock's Curse

At-Will . Minor Action



A Warlock's Curse remains in effect until the end of the encounter or until the cursed enemy drops to 0 hit points or fewer.

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

Warlock's Curse Power