

**Ta'ud Az'ra**

CHARACTER

Human

RACE

14

LEVEL

Warlock

CLASS (MULTICLASS)

Doomsayer

PARAGON PATH

Unaligned

ALIGNMENT

31

AGE

5'7

HT.

140

WT.

Bald

HAIR

Brown

EYES

Right

HAND

M

SIZE

Male

GENDER

Normal

VISION

**ABILITY SCORES**

		mod	check
Strength	12	+1	+8
Constitution	22	+6	+13
Dexterity	12	+1	+8
Intelligence	14	+2	+9
Wisdom	10	+0	+7
Charisma	18	+4	+11

**DEFENSES**

		misc
AC	22	+2 vs. opportunity attack +2 while bloodied
Fort	27	
Ref	24	
Will	26	

**LIFE and DEATH**

HP	Bloodied	Current
99	49	
Healing Surges		12
Surge Value		24
Death Saves		

**BASIC ATTACKS**

Melee 1	abil	level	prof	feat	magic	misc		damage	crit	
+2 pact blade sickle	1	+	7	+	2	+	0	= +12 vs. AC	1d6+3	9+2d6

Melee 2	abil	level	prof	feat	magic	misc	damage	crit
n/a		7						

Range: 15/30	abil	level	prof	feat	magic	misc		damage	crit
eldritch blast (rod of harvest)	6	7	0	0	3	0	= +16 vs. Ref	1d10+9	19+3d6

**MOVEMENT**

Speed	6
Run	8
Teleport	n/a
(type of power)	
Other	n/a
Other	n/a

**RITUALS**

name	type	value of components in gp
		Reagents
		Salve
		Herbs
		Incense
		Residium

**LANGUAGES**Common  
Deep Speech**INITIATIVE**

Dex & level	misc
+8 = 8 + 0	

**WEALTH**34 gp  
4 sp**SKILLS**

trained skills are italicized

Acrobatics	Dex	8
<i>Arcana</i>	Int	17
Athletics	Str	8
<i>Bluff</i>	Cha	16
Diplomacy	Cha	11
<i>Dungeoneer</i>	Wis	12
Endurance	Con	13
Heal	Wis	7
<i>History</i>	Int	17
<i>Insight</i>	Wis	12
Intimidate	Cha	11
Nature	Wis	7
Perception	Wis	7
<i>Religion</i>	Int	14
Stealth	Dex	8
Streetwise	Cha	11
Thievery	Dex	8
Other		

conditional bonuses

**ACTION POINTS**

points	mark when used this encounter

**SAVES and RESISTANCE**Saves  
+2 bonus while bloodied

Resist

**PASSIVE CHECKS**

Insight	22
Perception	17

## EQUIPMENT and LOAD

item	#	wt.	location	slot
bloodthread cloth +3	1	4	body	armor
rod of harvest +3	1	2	hand	off-hand
+2 pact blade sickle	1	2	hand	main hand
gloves of piercing	1	0	hands	hands
backpack	1	2	back	
belt pouch	2	1	belt	
fine clothing	1	0	body	
bedroll	1	5	pack	
journeybread (days)	10	1	pouch	
waterskin (full)	1	4	belt	
potion of vitality	1	0	pouch	
antivenom	1	0	pouch	
winged boots	1	0	feet	feet

item	#	wt.	location	slot
amulet of protection +3	1	0	neck	neck
everburning torch	1	1	off-hand	
rope of climbing	1	5	pack	

Load 27      Normal (Carry) 120      Heavy Load (Lift) 240      Max Push/Drag 600

### RACE FEATURES

- Bonus At-Will Power: you know one extra at-will power from your class
- Bonus Skill and Feat: +1 feat and +1 trained skill at 1st level
- Human Defense Bonuses: +1 to Fort, Reflex, and Will

### CLASS and PATH FEATURES

- dire radiance: see powers
- doomsayer's action: when you spend an action point to take an extra action, deal the extra damage of your warlock's curse to all enemies affected by it
- doomsayer's proclamation: enemies within 10 squares of you must roll two dice when rolling saves vs. fear effects, and must use the lower of the two rolls
- eldritch blast: see powers
- fate of the void: each foe under your warlock's curse who drops to 0 hp gives you +2 on a d20 roll during your next turn
- prime shot: if no allies are closer to target than you, gain +1 on ranged attacks vs. that foe
- shadow walk: on your turn, if you move 3+ squares from where you start, gain concealment until the end of your next turn
- warlock's curse: see powers

### FEATS

- Action Recovery: when you spend an action point to take an extra action, you can immediately make a saving throw vs. each effect on you that a save can end
- Defensive Mobility: gain +2 to AC vs. opportunity attacks
- Improved Fate of the Void: gain an extra +1 on the d20 roll
- Point-Blank Shot: your ranged attacks vs. foes within 5 squares ignore cover, superior cover, and concealment (but not total concealment)
- Ritual Caster: may use rituals
- Sacrifice to Caiphon: when you attack with an encounter power that has targets and you miss them all, you can deal damage to yourself equal to the power's level to recover the power.
- Skill Focus (Arcana and History): gain +3 in those skills
- Skill Training (Dungeoneering): gain training in that skill
- Twofold Curse: when you use warlock's curse, you can cure the two nearest foes

### NOTES