RACTER For Oungeons and Oragons 4th Edicion CHARACTER NAME Immortui Umbra **DEITY** Unknown PLAYER NAME **ALIGNMENT** Unaligned **AGE** 100 **Неі**GHT 6'0" RACE Revenant (Eladrin) **GENDER** Male SIZE Medium Weight 160 NEEDED EXPERIENCE CLASS Warlock - Hexblade: Gloom Pact PARAGON Not Yet Revealed EPIC DESTINY Level 1 Iniciacive CONDITIONS Ability Scores 14 STR 14 4 4 6 17 2 4 4 CON 19 *Defenses* Resistance AC 2 4 4 -5, necrotic 16 DEX 18 24 = 10 + 10 + 4 10+1/2 LVL 14 INT 14 FORTITUDE 15 = 10 + 4 1 11 0 0 WIS REFLEX 4 10 4 4 18 CHA WILL 4 1 1 DIC POINCS Action Points Max HP DAMAGE ADD. EFFECTS WHILE BLOODIED +5 vs. Charm 10 PASSIVE PERCEPTION 0 10 31 31 SPECIAL SENSES ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS SECOND WIND (1/ENCOUNTER) 15 Темр НР BLOODIEI (1/2 HP) Accacks & Dowers WEAPON OR POWER PROPERTIES (HIGH CRIT, MAGICAL EFFECTS, ETC.) DAMAGE DICE Enh The horrid tails of this flail writhe like serpents. Scourge of Exquisite Agony Basic Attack Dex AC 6 0 4 2 1d10 8 4 4 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Skills **LEACS** AC-WILL DOWERS **EQUIPMENT** WEIGHT LOCATION ITEM OTY SKILL NAME Misc ABILITY Armor: C.L.H.Chain Eldritch Bolt Chain Mail ACROBATICS Dex 4 Convocation of Shadows Weapon: simple & ranged melee, Heavy Shield Flesh Rend simple ranged Int 9 2 х 2 Implement: rod, wand ATHLETICS STR 2 Past Soul - use Fey Step BLUFF Dark Feasting - gain temp HP Сна 4 4 equal to all necrotic damage DIPLOMACY CHA 4 DUNGEONEERING Wis 0 ENDURANCE Con 4 2 0 HEAL Wis HISTORY Int 2 Х 2 Encounter Powers RACIAL FEATURES INSIGHT Wis 0 0 Revenant (HOTS 116) Fey Step INTIMIDATE Сна 11 4 х 2 Undead and yet Living Dark Reaping formerly Eladrin (PHB 38), Fey NATURE Wis 0 Spirit Flay Low light vision Wis 0 0 PERCEPTION Unnatural Vitality-when you die. RELIGION 2 х Int instead you are unconscious Revenants do not eat or sleep 4 х DEX 9 STEALTH 4 STREETWISE 4 CHA 4 THIEVERY DEX ANGUAGES Class/Path/Desting Common, Elven TOTAL WEIGHT Warlock Hexblade (HOTFK 200) Malicious Shadow Ocher Valuables Wealth Gloom Pact Reward +Dex dam ASTRAL DIAMOND PLATINUM PIECES GOLD PIECES SILVER PIECES COPPER PIECES

GEMS/JEWELRY*

MAGICAL ITEMS For Oungeons and Oragons 4th Edicin



Magical Icems			_			_	_	
ITEM NAME	QTY	WEIGHT	LOCATION	VALUE	Level	DESCRIPTION	_	
Scourge of Exquisite Agony						Flail - Hexblade Gloon	n Pact	
Chained Ghost Chain Mail						Chain Mail from the Sl	nadowfell, +2	AC, -5 necrotic
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Potions								
POTION NAME	QTY	Locatio	n Valu	E LEVEL	DESCRIP	TION	_	
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RICUAL SCROLLS	_							
RITUAL NAME	QTY	LEVEL	TIME	DURATION	Сомр С		VALUE	EFFECT
					-	Arcana		
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Miscellaneous Icea	OS .							
ITEM NAME		Locatio	n Valu	E DESCR	IPTION			

Dungeons and Oragons 4th Edicion Campaign Immortui Umbra Dlayer's Name ATTACK DEFENSE LEVEL DEFENSE LEVEL POWER NAME Eldritch Bolt POWER NAME Convocation of Shadows Cha vs Ref 1 Arcane Force N/A Implement Hexblade Arcane Shadow N/A N/A Gloom Pact Standard Ranged [10] 1 creature Standard Melee Weapon With a gesture, you create a shard of shimmering force and send it streaking toward Each time an enemy falls before you, you call on its departing shade to pull you partway to the realm of darkness. your enemy. 1d10+Cha damage You reduce an enemy to 0 HP or an adjacent enemy drops to 0 HP, you are insubstantial and phasing until the end of your next turn. HOTFK 206 HOTS 93 DEFENSE DEFENSE LEVEL POWER NAME Flesh Rend POWER NAME Cha vs AC Weapon N/A Gloom Pact N/A N/A N/A Arcane Necrotic N/A Melee Weapon Standard Melee Weapon Standard 1 creature RESULT The tails of your scourge wrap around its foe, directing its painful retreat. 1[W]+Cha, slide target 1 square, target has -2 to hit until start of next turn HOTS 93 DEFENSE LEVEL DEFENSE LEVEL POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Melee Weapon Melee Weapon Standard Standard RESULT POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Standard Melee Weapon Standard Melee Weapon RESULT RESULT ATTACK DEFENSE LEVEL POWER NAME N/A N/A N/A N/A Melee Weapon Standard

OWER SOURCE	Damage Type	Effect Type	Accessories	Prerequisite/Requirement
N/A	N/A	N/A	N/A	
ACTION	RANG	Е		TARGET
Standard	Me	ee Weapon		

Dungeons and Oragons 4th Edition Immortui Umbra Campaign Dlayer's Name ATTACK DEFENSE LEVEL DEFENSE LEVEL POWER NAME Dark Reaping POWER NAME Fey Step Arcane N/A Fey N/A Eladrin Arcane N/A Necrotic N/A Revenant Move Personal Free Melee Weapon 1 creature With a step, you vanish from one place and appear in another place. You use one death as the seed to sow more destruction. Teleport up to 5 squares. One creature of your choice that you hit with an attack, takes extra damage of 1d8 PHB 38 HOTS 116 DEFENSE DEFENSE LEVEL POWER NAME Spirit Flay POWER NAME Cha vs Ref Necrotic N/A Weapon Gloom Pact N/A N/A N/A N/A Arcane Melee Weapon Standard Melee Weapon Standard RESULT As you lash out, the pain produced by your scourge, manifests as a concealing shadow. 1[W]+Cha necrotic & psychic damage and target is dazed until end of next turn. HOTS 93 DEFENSE LEVEL POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Standard Melee Weapon Standard Melee Weapon RESULT POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Standard Melee Weapon Standard Melee Weapon RESULT RESULT POWER NAME POWER NAME N/A N/A N/A N/A N/A N/A N/A N/A Melee Weapon Melee Weapon Standard Standard

DAILY POWERS CNOgaming



Charact	er Name Immortui Umb	ra C	ampaign		Player	's Name		Level
Power N	Malicious Shadow		ATTACK DEFENSE LEVEL Cha vs Ref 1	Power N	NAME			ATTACK DEFENSE LE
Power Source Arcane Action Standard Result Your attace	Necrotic Conjuration RANGE Ranged [5] Ek tears a shroud of shadow f	rom your foe, hinderi	PREREQUISITE/REQUIREMENT Hexblade TARGET 1 creature ng its movement.	POWER SOURCE N/A ACTION Standard RESULT	N/A RANGI	N/A ee Weapon	ACCESSORIES N/A	Prerequisite/Requirement Target
You conju advantage	cold/necrotic damage; mi ure a shadow adjacent to foe u . If the enemy leaves the sha tic and target is immobilized	dow, shadow attacks	Cha vs Ref, 10 dam					
Power N	Іаме		ATTACK DEFENSE LEVEL	Power N	NAME			ATTACK DEFENSE LE
Power Source N/A	N/A N/A	ACCESSORIES N/A	Prerequisite/Requirement	Power Source N/A	N/A	EFFECT TYPE N/A	Accessories N/A	Prerequisite/Requirement
Action Standard Result	RANGE Melee Weapon		TARGET	ACTION Standard RESULT	Rangi Mel	ee Weapon		TARGET
POWER N POWER SOURCE N/A ACTION Standard RESULT		ACCESSORIES N/A	ATTACK DEFENSE LEVEL VS PREREQUISITE/REQUIREMENT TARGET	POWER N POWER SOURCE N/A ACTION Standard RESULT	DAMAGE TYPE N/A RANGI	EFFECT TYPE N/A eee Weapon	Accessories N/A	ATTACK DEFENSE LIVS VS PREREQUISITE/REQUIREMENT TARGET
POWER N Power Source N/A Action Standard RESULT		Accessories N/A	ATTACK DEFENSE LEVEL VS PREREQUISITE/REQUIREMENT TARGET	POWER N POWER SOURCE N/A ACTION Standard RESULT	DAMAGE TYPE N/A RANGE	EFFECT Type N/A ee Weapon	Accessories N/A	ATTACK DEFENSE L VS PREREQUISITE/REQUIREMENT TARGET
POWER N POWER SOURCE N/A ACTION Standard RESULT		ACCESSORIES N/A	ATTACK DEFENSE LEVEL VS PREREQUISITE/REQUIREMENT TARGET	POWER N POWER SOURCE N/A ACTION Standard RESULT	DAMAGE TYPE N/A RANGE	EFFECT TYPE N/A see Weapon	Accessories N/A	ATTACK DEFENSE L. VS PREREQUISITE/REQUIREMENT TARGET