



# GALDRIN STONESHAPER

## MALE DWARF WARLOCK

LEVEL 10 UNALIGNED

"Is it really evil if done for the greater good?"



Ability Score	Value	Modifier	Check		
STRENGTH	13	+1	+6	ARMOR CLASS	23
CONSTITUTION	20	+5	+10	FORTITUDE DEFENSE	22
DEXTERITY	10	+0	+5	REFLEX DEFENSE	22
INTELLIGENCE	17	+3	+8	WILL DEFENSE	20
WISDOM	15	+2	+7	INITIATIVE	+5
CHARISMA	8	-1	+4	SPEED (SQUARES)	5
				ACTION POINTS	1

HIT POINTS	77	HEALING SURGE HP HEALED	20	SECOND WIND	<input type="checkbox"/>
BLOODIED	38	HEALING SURGES/DAY	11	(Use second wind up to 1/encounter)	

Current Hit Points	Current Surge Uses
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Basic Attack Name	Attack Bonus	Damage	Range/Properties
Warhammer	+8 vs. AC	1d10+1	Versatile
Eldritch Blast	+13 vs. Reflex	1d10+10	Ranged 10

## FEATS

Arcane Initiate

Improved Dark One's Blessing (already included)

Quickdraw

Ritual Caster

Shield Proficiency (light)

Skill Proficiency (Stealth)

## SKILLS

Passive Perception	+17
Passive Insight	+17
Acrobatics (Dex)	+5
Arcana (Int)*	+13
Athletics (Str)	+6
Bluff (Cha)*	+9
Diplomacy (Cha)	+4
Dungeoneering (Wis)	+9
Endurance (Con)	+12
Heal (Wis)	+7
History (Int)	+8
Insight (Wis)	+7
Intimidate (Cha)	+4
Nature (Wis)	+7
Perception (Wis)	+7
Religion (Int)*	+13
Stealth (Dex)*	+12
Streetwise (Cha)	+4
Thievery (Dex)*	+10

\* Indicates trained skill

## RACE AND CLASS FEATURES

**Dark One's Blessing:** When an enemy under your Warlock's Curse is reduced to 0 hit points or fewer, you immediately gain 13 temporary hit points.

**Prime Shot:** If none of your allies are nearer to your target than you are, you receive a +1 bonus to ranged attack rolls against that target.

**Shadow Walk:** On your turn, if you move at least 3 squares away from where you started your turn, you gain concealment until the end of your next turn.

**Warlock's Curse:** +1d6 damage

**Cast Iron Stomach:** +5 racial bonus to poison saving throws

**Dwarven Resilience:** You can use second wind as a minor action instead of a standard action.

**Encumbered Speed:** Move normal speed even encumbered

**Stand Your Ground:** When an effect forces you to move you can move 1 square less than the effect specifies. In addition, when an attack would knock you prone, you can immediately make a saving throw to avoid falling prone.

**Languages:** Common, Dwarven

**Vision:** Low-light

## MUNDANE EQUIPMENT

Standard Adventurer's Kit	Everburning Torch
Warhammer	Light Shield
Climber's Kit	Ritual Book
Alchemical Reagents 200gp	
833 gold pieces	
Thieves Tools (+2 Thievery to open locks or disarm traps)	

## MAGICAL EQUIPMENT

Bloodcut Leather Armor +2	
Elven Cloak +2	Magic Wand +3
Rod of Reaving +1 (+1 damage vs. cursed foe)	
Bracers of the Perfect Shot (already included)	
Belt of Vigor (already included)	
Potions of Healing	<input type="checkbox"/> <input type="checkbox"/>

## **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:** +13 vs. Reflex

**Hit:** 1d10+8 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.

### **Hellish Rebuke** Warlock (Infernal) Attack 1

*You point your finger, and your foe is scoured in hellish flames stoked by your own anger and pain. If you are injured, the flames burst into life one more time before they fade away.*

**At-Will \* Arcane, Fire, Implement**

**Standard Action Ranged 10**

**Target:** One creature

**Attack:** +13 vs. Reflex

**Hit:** 1d6+8 fire damage. If you take damage before the end of your next turn, the target takes an extra 1d6+5 fire damage.

## **Encounter Powers**

### **Thunderwave** Wizard Attack 1

*You create a whip-crack of sonic power that lashes up from the ground.*

**Encounter \* Arcane, Implement, Thunder**

**Standard Action Close** blast 3

**Target:** Each creature in blast

**Attack:** +11 vs. Fortitude

**Hit:** 1d6+6 thunder damage and you push the target a number of squares equal to your Wisdom modifier (2).

### **Vampiric Embrace** Warlock (Infernal) Attack 1

*A ribbon of twisting darkness streams from your hand to your target's heart, feeding on his vital force as you grow stronger.*

**Encounter \* Arcane, Implement, Necrotic**

**Standard Action Ranged 5**

**Target:** One creature

**Attack:** +13 vs. Will

**Hit:** 2d8+8 necrotic damage and you gain 8 temporary hit points.

### **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 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 defences until the end of your next turn.

### **Fiery Bolt** Warlock (Infernal) Attack 3

*You call up a bolt of golden flame and hurl it at your foe. Anyone standing close to him is burned as well.*

**Encounter \* Arcane, Fire, Implement**

**Standard Action Ranged 10**

**Target:** One creature

**Attack:** +13 vs. Ref

**Hit:** 3d6+8 fire damage, and creatures adjacent to the target take 1d6+11 Con fire damage.

### **Howl of Doom** Warlock (Infernal) Attack 7

*You unleash a devastating shout that cracks stone and pulps flesh. Supernatural terror goes with your mighty blast, and your foes are driven back in fright.*

**Encounter \* Arcane, Fear, Implement, Thunder**

**Standard Action Close** blast 3

**Target:** Each creature in blast

**Attack:** +13 vs. Fort

**Hit:** 2d6+8 thunder damage and you push the target 4 squares.

## **Daily Power**

### **Armor of Agathys** Warlock (Infernal) Attack 1

*You surround yourself in a sheath of black ice from a dark and doleful realm. It protects you from attack and radiates fierce cold.*

**Daily \* Arcane, Cold**

**Standard Action Personal**

**Effect:** You gain temporary hit points equal to 13. Until the end of the encounter, an enemy that starts its turn adjacent to you takes 1d6+5 cold damage.

### **Avernian Eruption** Warlock (Infernal) Attack 5

*Acrid orange fumes hiss up from beneath the ground, and then suddenly ignite in a thundering detonation. Any creature in the area is burned by the searing flames.*

**Daily \* Arcane, Fire, Implement**

**Standard Action Area** burst 1 within 10 squares

**Target:** Each creature in burst

**Attack:** +13 vs. Reflex

**Hit:** 2d10+8 fire damage.

**Effect:** The targets take ongoing 5 fire damage (save ends).

### **Dark One's Own Luck** Warlock (Star) Utility 6

*Refusing the result that fate has decreed for you, you invoke stars of uncertainty and try to rewrite what has been written.*

**Daily \* Arcane**

**Free Action Personal**

**Trigger:** You make a roll you dislike

**Effect:** Reroll the attack roll, skill check, ability check, or saving throw, using the higher of the two results.

### **Iron Spike of Dis** Warlock (Infernal) Attack 9

*You call up a spear of red iron from the infernal regions and hurl it at your foe. Transfixing clothing, armor, flesh, or skin, it nails him to the spot where he stands.*

**Daily \* Arcane, Implement**

**Standard Action Ranged 10**

**Target:** One creature

**Attack:** +13 vs. Reflex

**Hit:** 3d10+8 damage and the target is immobilized (save ends).

**Miss:** Half damage and the target is not immobilized.

### **Warlock's Leap** Warlock (Fey) Utility 10

*You leap through the mystic veil into the Feywild. An instant later, you return a short distance away and alight without traveling through the intervening air.*

**Daily \* Arcane, Teleportation**

**Move Action Personal**

**Effect:** You teleport 6 squares. You do not need line of sight to the destination, but if you attempt to teleport to a space you can't occupy, you don't move.

### **Bloodcut** Armor Power

*This armor has a crimson tinge that flares blood red when its power is activated*

**Daily \* Healing Surge**

**Minor Action Personal**

**Effect:** While you are bloodied, use this armor to gain resist 10 to all damage until the end of your next turn.

### **Ritual Book**

**Comprehend Languages (Ritual 1)**

**Magic Mouth (Ritual 1)**

**Secret Page (Ritual 1)**

**Silence (Ritual 1)**

**Tenser's Floating Disk (Ritual 1)**

**Detect Secret Doors (Ritual 3)**

**Magic Circle (Ritual 5)**

### **Background**

The infernal pact he made in his youth continues to feature prominently in Gardrin's life. He is constantly worried that his clan will judge him for the act of desperation that led to the pact. Even though he managed to save many lives, he is certain that he has brought shame and dishonor to his ancestors by his actions. Over time he has come to feel bitter about his situation, blaming everyone but himself for the actions he felt he was forced to take during that fateful night. A few years ago, in a rare moment of insight, he realized where his thoughts were headed and decided to leave the clanhold before he manages to convince himself that it was the fault of his clan for failing him.

He met Loraen while studying ritual magic in a temple of Corellon. The eladrin was somehow able to discern the true source of Gardrin's power, but remarkably did not treat him any different. Loraen told him that the source of the magic is not what is important, but rather the purposes one puts it too. Seeing a chance of redemption, he has decided to accompany the eladrin in his travels, hoping to grow into more wisdom. Even now though, he wonders if Loraen suspects that he sometimes contemplates using his powers for selfish ends or that he finds joy in wielding the arcane power coursing through his body.

**Traits:** Acquisitive, Corruptible, Secretive.

**Distinguishing Characteristics:** He tends to tug his ear when he feels trouble is about to happen. He is often absentminded, but perks up at the mention of magic that might be acquired. Gardrin finds it difficult to take responsibility for his failures or mistakes.