



GALDRIN STONESHAPER

MALE DWARF WARLOCK/LIFE-STEALER

LEVEL 11 UNALIGNED

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



Ability Score	Value	Modifier	Check
STRENGTH	14	+2	+7
CONSTITUTION	21	+5	+10
DEXTERITY	11	+0	+5
INTELLIGENCE	18	+4	+9
WISDOM	16	+3	+8
CHARISMA	9	-1	+4

ARMOR CLASS	24
FORTITUDE DEFENSE	23
REFLEX DEFENSE	24
WILL DEFENSE	22
INITIATIVE	+7
SPEED (SQUARES)	5
ACTION POINTS	1

HIT POINTS	83	HEALING SURGE HP HEALED	21	SECOND WIND	<input type="checkbox"/>
BLOODIED	41	HEALING SURGES/DAY	11	(Use second wind up to 1/encounter)	

Current Hit Points

Current Surge Uses

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)

Quick Draw: Draw items as part of the action to use them

Ritual Caster

Shield Proficiency (light)

Skill Proficiency (Stealth)

Two-Fold Curse: Curse two foes when using warlock's curse

SKILLS

Passive Perception	+18
Passive Insight	+18
Acrobatics (Dex)	+5
Arcana (Int)*	+14
Athletics (Str)	+7
Bluff (Cha)*	+9
Diplomacy (Cha)	+4
Dungeoneering (Wis)	+10
Endurance (Con)	+12
Heal (Wis)	+8
History (Int)	+9
Insight (Wis)	+8
Intimidate (Cha)	+4
Nature (Wis)	+8
Perception (Wis)	+8
Religion (Int)*	+14
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 14 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: +2d6 damage

Collect Life Spark (see Life-Stealer Paragon feature)

Infernal Action: Deal ongoing 5 fire (save ends) when you use an action point to attack

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	
33 gold pieces	
Thieves Tools (+2 Thievery to open locks or disarm traps)	

MAGICAL EQUIPMENT

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

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: +12 vs. Fortitude

Hit: 1d6+7 thunder damage and you push the target a number of squares equal to your Wisdom modifier (3).

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 9 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+12 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 5 squares.

Soul Scorch Life-Stealer (Infernal) Attack 11

As black fire immolates your adversary, you release one of your life sparks. Your foe cries out in pain as he feels the life ebb from his body.

Encounter * Arcane, Fire, Implement, Necrotic

Standard Action Ranged 10

Target: One creature

Attack: +13 vs. Will

Hit: 3d8+8 fire and necrotic damage.

Effect: If the target creature has the same origin as a life spark you possess, you can expend that life spark to deal an extra 10 damage to the target.

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 14. 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.