

# DUNGEONS & DRAGONS

## VINARA

FEMALE HUMAN SORCERER-KING PACT WARLOCK (TEMPLAR) / LEVEL 1 / UNALIGNED

*“Our words bind us together in service. Do not forget it.”*

### ABILITY SCORES MOD

STR	8	-1
CON	11	+0
DEX	10	+0
INT	14	+2
WIS	10	+0
CHA	20	+5

### DEFENSES

AC	14
FORT	11
REF	14
WILL	17

### INITIATIVE

+0

### SPEED

(in squares)  
6

### VISION

normal

LANGUAGES  
Common, Draconic

### SENSES

Passive Insight 15, Passive Perception 10

### TRAINED SKILLS

ARCANA	+7
BLUFF	+10
INSIGHT	+5
INTIMIDATE	+10
STREETWISE	+10

HIT POINTS  
(Bloodied 11)

23

ACTION POINT

SECOND WIND

HEALING SURGES  
value

5

### EQUIPMENT

Bronze sickle  
Deathbone rod  
Leather armor

OTHER EQUIPMENT

## BACKGROUND

Groomed from an early age to ascend into the ranks of the templars of Nibenay, the enforcers of the sorcerer-king's will, you have always had a driving ambition to become an important leader amongst the people of that glorious and opulent city-state. As with all of Nibenay's templars, upon your induction into their esteemed ranks, you were sealed in marriage to the sorcerer-king. Not satisfied with strictures of law enabling your rise in prominence, you undertook a blood ritual to make a vital bond with the sorcerer-king, in the process gaining a degree of precious arcane ability. You vowed that day to hunt down all foes of Nibenay and seek out those who dared defy your king. You've made your way to Tyr, creating a story that you were outcast from Nibenay's ranks, and have found company with a pair of outlaws known as Suldin and Kindrok. However, rumors of unrest in Tyr make it dangerous to be a templar here, even from another city-state, so you've decided to join them wherever they might travel next, hoping to serve your king somewhere away from this chaos.

## APPEARANCE

Vinara is in her early twenties, with salt-and-pepper hair, unnaturally altered from her pact with the sorcerer-king. She wears long black cloth wraps with intricate golden trim. Concealed in the folds of her robes are two deadly gifts given to her by her order - a bronze sickle and an ashwood deathbone rod topped with a small humanoid skull.

## PERSONALITY TRAITS

Ambitious, cunning, resourceful



### Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires bronze sickle; +2 vs. AC; 1d6 damage.

### Ranged Basic Attack

Standard / Ranged 10 / At-Will

See *eldritch blast* below.

### Arcane Defiling

Free / Personal / At-Will

Triggered when you make an attack roll or a damage roll when using *ashen scourge*; you can reroll the triggering roll and you must use the second result, but each ally within 20 squares of you takes damage equal to half his or her healing surge value. This damage cannot be reduced in any way. **Special:** You can use this power to reroll each attack roll or damage roll only once.

### Warlock's Curse

Minor / Nearest Enemy Within Sight / At-Will

Place a curse on the nearest enemy within line of sight. The curse remains in effect until the end of the encounter or the enemy is defeated. If you hit a cursed enemy with an attack, 1/round deal +1d6 damage.

### Eldritch Blast

Standard / Ranged 10 / At-Will

+6 vs. Reflex; 1d10 + 5 damage.

### Hand of Blight

Standard / Melee Touch or Ranged 10 / At-Will

+6 vs. Fortitude; 1d8 + 7 necrotic damage and the target grants combat advantage until the end of your next turn. *Augment Fell Scorn:* As above, and the target takes 1d8 extra psychic damage.

### Spiteful Glamor

Standard / Ranged 10 / At-Will

+7 vs. Will; 1d8 + 5 psychic damage or 1d12 +5 psychic damage against a target at maximum hit points.

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### Templar's Fist

Standard / Close Burst 5 / Encounter

Target 1 creature in burst; +7 vs. Will; 1d8 + 5 psychic damage and the target is slowed until the end of your next turn. *Effect:* The next ally to hit and damage the target of this power with an attack before the end of your next turn gains a +3 power bonus on all attack rolls until the end of its next turn.

### Darkworm Feast

Standard / Ranged 10 / Encounter

+7 vs. Will; 2d6 + 7 necrotic damage and the target is slowed until the end of your next turn.

### Ashen Scourge

Standard / Melee Touch or Ranged 10 / Daily

+6 vs. Fortitude; 2d8 + 5 fire damage. The target grants combat advantage and takes ongoing 5 necrotic damage (save ends both). *Miss:* Half damage. *Effect:* You pull the target 2 squares.

## OTHER ABILITIES\*

### Prime Shot:

You gain a +1 bonus to attack rolls if none of your allies are closer to your target.

### Shadow Walk:

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

### Fell Scorn:

You have the Fell Scorn pact boon, allowing you to draw upon your sorcerer-king's magical prowess to augment a power

using your Fell Scorn. You start each encounter with 1 Fell Scorn use. You can augment any power that is augmentable by your Fell Scorn (see power descriptions). You must decide to augment a power before you roll the attack. When a nonminion creature under your warlock's curse drops to 0 hit points, your pact boon triggers, recharging your use of your Fell Scorn. You can only have one use of Fell Scorn at a time.

\* Some character options not present on character sheet for brevity.