

## Hellraiser (Warlock)

**Role:** Striker

**Power Source:** Arcane

**Key Abilities:** Constitution and Charisma

**Armor Proficiency:** Cloth, leather.

**Implements:** Dagger, rod, wand.

**Weapon Proficiency:** Simple melee, simple ranged.

**Defense Bonus:** +1 Reflex, +1 Will

**Base Hit Points:** 12 + Constitution Score

**Bonus Hit Points:** +5 per level gained

**Healing Surges:** 6 + Constitution Modifier

**Trained Skills:** Choose four from your list of class skills.

**Class Skills:** Arcana (Int), Bluff (Cha), Endurance (Con), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int), Streetwise (Cha).

**Class Features:** Binding curse, burnt offering, infernal compact, infernal rebuke, shadow flay, shroud of shadows.

### Level 1:

#### BINDING CURSE

Once per turn you can deal 1d8 extra damage when you hit an enemy with an arcane implement attack. The extra damage increases to 2d8 at 11th level, and 3d8 at 21st level.

#### BURNT OFFERING

You gain the **burnt offering** power.

#### Burnt Offering

[Arcane, Fire, Death]

**No action**

**Special**

**Trigger:** Your arcane fire attack reduces an enemy to 10 hit points or less.

Level 11: 20 hit points or less.

Level 21: 30 hit points or less.

**Effect:** The triggering enemy is instead reduced to 0 hit points and dies.

**Special:** You can use this power only once per turn.

## INFERNAL COMPACT

When an enemy within 5 squares of you is bloodied or reduced to 0 hit points, you gain a number of temporary hit points equal to your level plus your Charisma modifier.

## INFERNAL REBUKE

You gain the **infernal rebuke** power.

#### Infernal Rebuke

[Arcane, Implement, Fire]

**Standard action**

**Ranged 10**

**Target:** One creature.

**Attack:** Constitution vs. Reflex

**Hit:** 1d10 + Constitution modifier fire damage.

Level 21: 2d10 + Constitution modifier fire damage.

**Effect:** If the target attacks you before the start of your next turn, it takes fire damage equal to 2 + your Charisma modifier.

**Special:** You can use this power as a basic attack.

## SHADOW FLAY

When you score a critical hit with an arcane implement power, the target of the attack is dazed until the end of your next turn.

## SHROUD OF SHADOWS

When you walk, run, or shift as a move action, you gain partial concealment until the end of your next turn.

### Level 2:

#### HELLFIRE CHANNELER

You gain fire resistance equal to one-half your level plus your Constitution modifier. In addition, your arcane fire attacks ignore an amount of fire resistance equal to the resistance granted by this class feature.

### Level 3:

#### LEVEL 3 EXTRA BURNT OFFERING

You gain an additional use of burnt offering per encounter. You can still use this power only once per turn.

**Level 5:**

**SEEKING SHADOWS**

You gain a +1 bonus to attack rolls while you have partial concealment or total concealment.

**Level 6:**

**DARK REWARD**

When you use burnt offering, until the end of your turn, you can use your Second Wind as a minor action. In addition, Second Wind recharges if you have already used it this encounter.

**Level 7:**

**LEVEL 7 EXTRA BURNT OFFERING**

You gain an additional use of burnt offering per encounter. You can still use this power only once per turn.

**Level 9:**

**DARK REFUGE**

You gain a +1 bonus to saving throws while you have partial concealment or total concealment.

**Level 10:**

**SHADOW RETREAT**

You gain the **shadow retreat** power.

<b>Shadow Retreat</b>	<b>[Arcane, Teleportation]</b>
<b>Standard action</b>	<b>Personal</b>
<b>Requirement:</b> You must have partial concealment or total concealment.	
<b>Effect:</b> You are removed from play until the end of the encounter. While removed from play, you can take no actions. At the start of each of your turns, you can choose to end this effect. You immediately reappear in the space you last occupied, or the nearest unoccupied space.	