

Cultist (Warlock)

Combat Role: Striker and Controller

Power Source: Shadow

Key Abilities: Constitution and Intelligence

Armor Proficiency: Cloth, leather.

Implement: Rod, tome, wand.

Weapon Proficiency: Simple melee, simple ranged.

Defense Bonus: +1 Fortitude, +1 Reflex

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), Dungeon (Wis), Endurance (Con), History (Int), Intimidate (Cha), Religion (Int), Thievery (Dex).

Class Features: curse of darkness, dark beckoning, eldritch blast, shadow stride, umbral might, utterdark blast.

Level 1:

CURSE OF DARKNESS

When you score a critical hit against an enemy with a shadow implement attack, the enemy is blinded (save ends).

DARK BECKONING

You gain the **dark beckoning** power.

Dark Beckoning

[Shadow]

Free action * At-will

Close burst 10

Trigger: You reduce an enemy to 0 hit points or an enemy adjacent to you drops to 0 hit points.

Target: One, two, or three enemies in burst.

Effect: You pull each target up to 3 squares.

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

ELDRITCH BLAST

You gain the **eldritch blast** power.

Eldritch Blast

[Shadow, Implement]

Standard action * At-will

Ranged 10

Target: One creature

Attack: Constitution vs. Reflex

Hit: 1d10 + Constitution modifier damage.

Level 21: 2d10 + Constitution modifier damage.

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

SHADOW STRIDE

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

UMBRAL MIGHT

While you have any concealment, you deal extra damage with your shadow at-will attacks. The damage is equal to your Intelligence modifier.

UTTERDARK BLAST

You gain the **utterdark blast** power.

Utterdark Blast

[Shadow, Implement]

Standard action * Encounter

Area burst 1 within 10 squares

Target: Each enemy within burst.

Attack: Constitution vs. Fortitude

Hit: 1d8 + Constitution modifier damage, and until the end of your next turn the target takes 5 extra damage from your shadow attacks.

Level 7: 2d8 + Constitution modifier damage.

Level 17: 3d8 + Constitution modifier damage.

Level 27: 4d8 + Constitution modifier damage.

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

Level 2:
DARK OFFERING

You gain the **dark offering** power.

Dark Offering	[Shadow]
Free action * Encounter	Personal
Trigger: An effect allows you to spend a healing surge.	
Effect: You lose a healing surge. If you do, the next shadow at-will attack you make before the end of your next turn deals 2d6 extra damage.	

Level 3:
LEVEL 3 EXTRA UTTERDARK BLAST

You gain an additional use of utterdark blast per encounter. You can still use the power only once per turn.

Level 5:
LEVEL 5 IMPROVED UMBRAL MIGHT

The damage bonus from your umbral might class feature increases to 2 + your Intelligence modifier.

Level 6:
FRIGID ARMOR

You gain the **frigid armor** power.

Frigid Armor	[Shadow, Cold]
Immediate reaction * Encounter	Close burst 10
Trigger: An enemy within 10 squares hits you with an attack.	
Effect: The triggering enemy takes 5 + Intelligence modifier cold damage. Until the end of your next turn, your shadow at-will attacks deal cold damage in addition to their other types.	

Level 7:
LEVEL 7 EXTRA UTTERDARK BLAST

You gain an additional use of utterdark blast per encounter. You can still use the power only once per turn.

Level 9:
SLIPPERY SHADOW

When an enemy hits or misses you with a melee attack, you can shift 1 square as an immediate reaction.

Level 10:
SHADOW LEAP

You gain the **shadow leap** power.

Shadow Leap	[Shadow, Flight]
Move action * At-Will	Personal
Requirement: You must have partial or total concealment.	
Effect: You fly a number of squares up to your speed.	