

Hellraiser (Warlock)

Combat Role: Striker and Defender

Power Source: Shadow

Key Abilities: Constitution and Charisma

Armor Proficiency: Cloth, leather.

Implement: Dagger, rod, wand.

Weapon Proficiency: Simple melee, simple ranged.

Defense Bonus: +1 Fortitude, +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, eldritch blast, infernal rebuke, scourging flame, shadow stride.

Level 1:

BINDING CURSE

When you hit an enemy with an implement attack, the attack deals 1d6 extra damage. The damage increases to 2d6 at 11th level, and 3d6 at 21st level.

BURNT OFFERING

You gain the **burnt offering** power.

Burnt Offering

[Shadow, Death, Fire]

No action * Encounter

Special

Trigger: Your 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 reduced to 0 hit points and dies.

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 within range.

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.

INFERNAL REBUKE

You gain the **infernal rebuke** power.

Infernal Rebuke

[Shadow, Implement, Fire]

Standard action * At-will

Ranged 10

Target: One creature within range.

Attack: Constitution vs. Reflex

Hit: 1d8 + Constitution modifier fire damage.

Level 21: 2d8 + Constitution modifier fire damage.

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

SCOURGING FLAME

When you score a critical hit against an enemy with a fire attack, the enemy takes extra damage from all attacks until the end of your next turn. The damage is equal to your Charisma modifier.

SHADOW STRIDE

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

Level 2:
INFERNAL COMPACT

You gain the **infernally compact** power.

Infernal Compact	[Shadow]
Free action * Encounter	Personal
Trigger: You reduce an enemy to 0 hit points, or an enemy adjacent to you drops to 0 hit points.	
Effect: You gain 2d6 temporary hit points. Level 11: 3d6 temporary hit points. Level 21: 5d6 temporary hit points.	
Special: This power recharges when you spend an action point.	

Level 3:
LEVEL 3 EXTRA BURNT OFFERING

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

Level 5:
HELLFIRE CHANNELER

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

Level 6:
DARK REWARD

You gain the **dark reward** power.

Dark Reward	[Shadow]
Free action * Encounter	Personal
Trigger: You reduce an enemy to 0 hit points, or an enemy adjacent to you drops to 0 hit points.	
Effect: Until the end of your next turn, you can use your second wind as a minor action. You regain the use of second wind if it's expended.	

Level 7:
LEVEL 7 EXTRA BURNT OFFERING

You gain an additional use of burnt offering per encounter. You can still use the 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.

Shadow Retreat	[Shadow, Teleportation]
Standard action * Encounter	Personal
Requirement: You must have partial concealment or total concealment.	
Effect: 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 of your choice.	