



# MOKEI TAKEMI

## MALE HUMAN WARLOCK

LEVEL 3 (Star Pact) UNALIGNED



"There are forces beyond the understanding of your simple mind."

### Ability Score

	Value	Modifier		
<b>STRENGTH</b>	10	+0	<b>ARMOR CLASS</b>	13
<b>CONSTITUTION</b>	18	+4	<b>FORTITUDE DEFENSE</b>	16
<b>DEXTERITY</b>	11	+0	<b>REFLEX DEFENSE</b>	14
<b>INTELLIGENCE</b>	13	+1	<b>WILL DEFENSE</b>	15
<b>WISDOM</b>	12	+1	<b>INITIATIVE</b>	+1
<b>CHARISMA</b>	14	+2	<b>SPEED (SQUARES)</b>	6
			<b>ACTION POINTS</b>	1

<b>HIT POINTS</b>	40	<b>HEALING SURGE HP HEALED</b>	10	<b>SECOND WIND</b>	<input type="checkbox"/>
<b>BLOODIED</b>	20	<b>HEALING SURGES/DAY</b>	10	(Use second wind up to 1/encounter)	

Current Hit Points

Current Surge Uses

### Basic Attack Name

Basic Attack Name	Attack Bonus	Damage	Range/Properties
Dagger	+4 vs. AC (+4 thrown)	1d4	5 squares normal/10 squares max
Eldritch Blast	+6 vs. Reflex	1d10+5	10 squares (assumes +1 wand)

### FEATS

Improved Fate of the Void  
Jack of All Trades  
Linguist

### RACE AND CLASS FEATURES

Fate of the Void (PH131)  
Prime Shot (PH131)  
Shadow Walk (PH131)

### SKILLS (For skills not listed bonus is 3 + ability modifier)

Passive Insight	14
Passive Perception	14
Arcana	+7
Bluff	+8
History	+7
Intimidate	+8
Insight	+4
Perception	+4
Religion	+7

Languages: Abyssal, Imperial, Orc, Primordial,  
Supernal  
Normal Vision

**Note:** Some race and class features are already added into the character's statistics and are not listed on the sheet.

## EQUIPMENT

+1 *magic wand*, +1 *bloodthread cloth armor* (PH227), dagger, staff, bedroll, lantern, flint and steel

## BACKGROUND

There are forces outside the ken of mortal men with foul hungers and vast powers that would warp the minds of lesser men if they knew of them. For generations, your family has dedicated themselves to twisting the beings beyond the veil to their desires. Others do not see the value of the service this brings to the Empire. The power your family's pacts have brought you has caused rumors to swirl around your family of dealing with foul oni. If they only knew the truth of it, the samurai would quake before you. But the Emperor understands your value, and that is why Karo Imugushi, one of the Emperor's highest ranking ministers, contacted you to aid the soldiers on this important mission. Success will indebt the Emperor and his Court to your family, so you must succeed.

Captain Kayako: Kayako is rigid samurai who does not understand your worth. She is constantly demanding you do one thing or another, but she seems to fail to comprehend that she holds no power over you and you will do as you please.

Fursnogg: The orc from the northern wastes respects your power and it seems likely that if you were to call on him, he would respond. He is simple and easily manipulated.

Rargol the Green: The honorable dragonborn is a chosen of the gods. You know that his type are exactly the ones who will one day try to burn your family out of the Empire and so you watch him closely and do what you can to turn others against him.

Yugi Vorag: The wu-jen from the Imperial War College forms pacts with the elemental kami to cast his spells, and is no different than you, though he may refuse to admit it. He is a pitiful braggart.

## SPELLS (ARCANES POWERS)

### At-Will Powers

**Dire Radiance** (PH131)

**Eldritch Blast** (PH132)

**Eyebite** (PH132)

**Hellish Rebuke** (PH132)

### Encounter Powers

**Dreadful Word** (PH132)

**Frigid Darkness** (PH133)

### Daily Power

**Dread Star** (PH133)

### Utility Power

**Ethereal Stride** (PH133)