

Celestine Sideras, Level 11

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Build

Ability Scores

Strength	11	+0
Constitution	12	+1
Dexterity	19	+4
Intelligence	11	+0
Wisdom	9	-1
Charisma	23	+6

Hit Points

Max HP	74
Bloodied	37
Surge value	18
Surges per day	9

Defences

AC	25
Fortitude	19
Reflex	25
Will	24

Passive Senses

Insight	14
Perception	14

Combat

Initiative	11
Speed	6

Class: Hexblade

Eldritch Bolt: Gain the Eldritch Bolt ranged basic attack power.

Fey Pact Boon: Gain the Soul Step special at-will power.

Fey Pact Reward: Add Dexterity modifier (+4) bonus to damage rolls for warlock and warlock paragon path attacks.

Fey Pact Weapon (White Well): Gain the Sword of the White Well. Manifest the sword as a minor action. The weapon persists until you dismiss it (free action) or until you are no longer holding it or your implement. Gain the Moonfire Blade melee basic attack power and the Well of Light encounter power.

Improved Pact Weapon: Use Well of Light twice per encounter.

Fey Pact Weapon Retribution (White Well): Gain the Moonlit Escape encounter power.

Valiant Hexblade's Action: Teleport 4 squares before or after an action point's extra action, and gain 6 hit points.

White Well Curse: Gain the Curse of Blinding Radiance attack power.

White Well Visage: Gain a +2 bonus to Diplomacy check and initiative checks.

Race: Halfling

Languages: Common, Elven. Can swear like a Genasi sailor.

Bold: +5 to saving throws against fear.

Nimble Reaction: +2 AC against opportunity attacks.

Second Chance: Use Second Chance as an encounter power.

Skills

	Skill	Ability	Mod+ ^{1/2}	Trained	Penalty	Misc.
10	Acrobatics	DEX	9	1	2	
5	Arcana	INT	5			
4	Athletics	STR	5	1		
16	Bluff	CHA	11	5		
13	Diplomacy	CHA	11		2	
4	Dungeoneering	WIS	4			
5	Endurance	CON	6	1		
4	Heal	WIS	4			
5	History	INT	5			
4	Insight	WIS	4			
16	Intimidate	CHA	11	5		
4	Nature	WIS	4			
4	Perception	WIS	4			
5	Religion	INT	5			
15	Stealth	DEX	9	5	1	2
11	Streetwise	CHA	11			
15	Thievery	DEX	9	5	1	2

Two extra stealth points are added by the **Followed a Cult** background from *Divine Power*.

Feats

Rod Expertise: When wielding a rod, gain a +1 shield bonus to AC and reflex, and +2 to attack rolls

made using a rod. This also applies when using powers associated with the pact blade.

Superior Reflexes: You gain a +2 feat bonus to Reflex. You also gain combat advantage against all enemies during your first turn in an encounter.

Durable: Increase number of healing surges by 2.

Vicious Advantage: Gain combat advantage against slowed or immobilised targets.

Low-Light Adaptation: You gain low-light vision.

Agile Opportunist: Make a melee basic attack when adjacent to an enemy after forced movement.

Powers

Second Chance Halfling Racial Power

Luck and small size combine to work in your favor as you dodge your enemy's attack.

Encounter

Immediate Interrupt **Personal**

Trigger: You are hit by an attack.

Effect: The attacker must reroll and use the second roll, even if it is lower.

Sword of the White Well Warlock Item

The sword's slim, pale blade shines as if bathed in moonlight.

Weapon Category: One-handed military melee weapon

Weapon Group: Heavy blade

Proficiency Bonus: +2

Damage: 1D12

Rod of Malign Conveyance Level 3 Item

A smoky crystal caps this rod, which allows you to use your personal teleportation powers as weapons.

Critical: +1D6 damage per plus, and teleport the target a number of squares equal to the rod's enhancement bonus.

Power (Daily ♦ Teleportation): Move Action. You teleport yourself, an ally within 5 squares of you, and an enemy within 5 squares of you each a number of squares equal to the rod's enhancement bonus.

Moonfire Blade Warlock Attack 1

The blade's soft glow builds until it blazes with dread power. Each strike using this weapon slashes through your foe's defenses.

At-Will ♦ Arcane, Implement, Radiant, Weapon

Requirement: You must use this power with your Sword of the White Well.

Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1[w] + Charisma modifier radiant damage. If the target ends its next turn adjacent to you, it takes radiant damage equal to your Dexterity modifier.

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

Sword of the White Well: +17 vs. Reflex; 1D12+14 radiant damage; +4 radiant damage when adjacent.

Eldritch Bolt Warlock Attack 1

With a gesture, you create a shard of shimmering force and send it streaking toward your enemy.

At-Will ♦ Arcane, Force, Implement

Standard Action **Ranged** 10

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1D10 + Charisma modifier force damage.

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

Rod Implement: +15 vs. Reflex; 1D10+14 force damage.

Soul Step Warlock Utility 1

As your enemy falls, you become a creature of wind and mist.

At-Will ♦ Arcane, Teleportation

Free Action **Personal**

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

Effect: You teleport a number of squares up to your Dexterity modifier (+4).

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

Well of Light Warlock Attack 1

By spinning your blade in a complex pattern, you call forth the Lady's favor in a brilliant white light.

Encounter ♦ Arcane, Aura, Implement, Radiant, Weapon

Requirement: You must use this power with your Sword of the White Well.

Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 2[w] + Charisma modifier radiant damage.

Effect: You activate an aura 1 that lasts until the end of your next turn. While in aura, your enemies have vulnerable 3 radiant to your attacks.

Sword of the White Well: +17 vs. AC; 2D12+14 radiant damage.

Armour of Winter's Grasp Warlock Attack 1

You create a vicious, icy wind that scythes through your enemies before settling on you as a shell of frozen air.

Daily ♦ Arcane, Cold, Implement

Standard Action Close burst 1

Target: Each creature in the burst

Attack: Charisma vs. Fortitude

Hit: 2D6 + Charisma modifier cold damage, and the target is slowed (save ends).

Miss: Half damage.

Effect: You gain a +2 power bonus to AC and Fortitude until the end of the encounter.

Rod Implement: +15 vs. Fortitude; 2D6+14 cold damage.

Spectral Fade Warlock Utility 2

You become misty and transparent, fading from your enemies' view for a moment.

Encounter ♦ Arcane, Illusion

Minor Action Personal

Effect: You become invisible until the end of your turn.

Lesser Planar Ally Warlock Utility 4

You call forth a spirit of the Feywild to serve you.

Daily ♦ Arcane, Conjunction

Standard Action Melee 1

Effect: You conjure a tiny, invisible spirit from the Feywild to aid you. The conjunction lasts until you dismiss it or it completes its task, which can take no longer than an hour. You command the sprite to attempt on of the following tasks: locate an object or a person with 8 kilometres that you have seen or touched; or explore an area up to 30 metres on a side that it can reach, describing obvious physical features.

Roaring Storm Warlock Attack 5

A gale of frigid wind rips through your foes, hurling them to the ground and pelting them with razor-sharp blades of ice.

Daily ♦ Arcane, Cold, Implement

Standard Action Close blast 5

Target: Each creature in the blast

Attack: Charisma vs. Fortitude

Hit: 2D8 + Charisma modifier (+6) cold damage, and the target falls prone.

Miss: Half damage.

Effect: You slide each target up to 3 squares.

Rod Implement: +15 vs. Fortitude, 2D8+14 cold damage.

Fey Switch Warlock Utility 6

You step through the veils of the Feywild to the place where an ally stands and return to the world in that spot. Your ally is instantly whisked back to the place you started from.

Encounter ♦ Arcane, Teleportation

Move Action Ranged 10

Effect: You and your ally trade places.

Everybody Move Intimidate Utility 6

You inspire terror in your enemies.

Encounter ♦ Fear

Minor Action

Close blast 3

Target: Each enemy in blast

Effect: You push each target 1 square, but not into hindering terrain.

Moonlit Escape Warlock Attack 7

An enemy's attack stirs the lady's heart, and she shelters you in her protective light.

Encounter ♦ Arcane, Psychic, Radiant

Immediate Reaction Melee 1

Trigger: An adjacent enemy attacks you.

Target: The triggering enemy

Effect: The target takes 5 + your Charisma modifier (+6) psychic and radiant damage. In addition, you become insubstantial until the start of your next turn and can shift one square.

Summon Warlock's Ally Warlock Attack 9

A sudden gust of wind, the smell of brimstone, and a flash of light herald the arrival of a creature from the planes, pulled into your presence to serve you.

Daily ♦ Arcane, Summoning

Minor Action Ranged 5

Effect: You summon a mourning handmaiden of the Lady of the White Well into an unoccupied space within range. The creature is an ally to you and your allies. The creature lasts until it drops to 0 hit points, at which time you lose a healing surge; or until you dismiss it as a minor action.

Mourning Handmaiden Summoned Creature

Medium fey humanoid

Hit Points: 18

Healing Surges: None, but you can expend a healing surge for the handmaiden if an effect allows it to spend one.

Defenses: AC 27, Fortitude 21, Reflex 27, Will 26.

Speed: 6

Shining Presense ♦ Aura 2

You gain a +2 power bonus to insight checks while you are in the aura.

Standard Action (radiant) ♦ **At-Will**

Attack: Melee 1 (one creature); +16 vs. Reflex

Hit: 2d8 + Charisma modifier (+6) damage, and immobilised until the end of Celestine's next turn.

Minor Action ♦ **At-Will** (1/round)

The handmaiden walks, shifts, runs, stands up, squeezes, or crawls.

Opportunity Action (teleportation) ♦ **At-Will**

Trigger: An enemy hits Celestine with a melee attack while within 10 squares of the handmaiden.

Effect: She teleports adjacent to Celestine, and takes half the damage.

Duelist's Dance Warlock Utility 10

You slip through the planar firmament with ease.

Daily ♦ Arcane

Minor Action Personal

Effect: Until the end of the encounter, you can use the secondary power at will.

Duelist's Dance Secondary Power

Daily ♦ Arcane, Teleportation

Immediate Reaction Personal

Trigger: An enemy attacks you.

Effect: You teleport up to 3 squares.

Curse of Blinding Radiance Warlock Attack 11

White light blazes from you, stealing your foe's vision.

Encounter ♦ Arcane, Implement, Radiant

Standard Action Ranged 1

Target: One enemy

Attack: Charisma vs. Fortitude

Hit: 2D6 + Charisma modifier cold damage, and the target is blinded until the end of your next turn.

Effect: Until the end of your next turn, your attacks against the target deal 5 extra radiant damage.

Rod Implement: +15 vs. Fortitude; 2D6+14 radiant damage.

Story

When I was just a little halfling, I heard an Eladrin priestess telling the story of the Lady of the White Well. A long, long time ago there was this eladrin knight who Shar¹ cast a glamour on, so that Sehanine would think he was Corellon. One thing led to another, as it does in those old stories, and Sehanine gave birth to a baby girl.

It's a bit hard not to notice someone getting pregnant and giving birth, even a goddess, and when Corellon found out he was spitting tacks! The old meanie cursed the girl to remain at the pool where she'd been conceived until she gave her heart freely to another.

I thought this was the saddest story, so I was like, "I'll rescue her when I'm grown up."

Then the priestess was like, and it was a bit odd, "Is that a promise, child? Will you succeed where many great and noble Tel'Quessir have failed?"

And I was all like, "Yeah! I promise!"

Anyway, I was in Myth Drannor because the elves said I had a wonderful singing voice. It was cool for a few years, but then I got a bit pissed off at all the elves being like "look at the halfling that can sing²," and I started sneaking out and hanging out with this cool gang of swordmages.

I thought it was pretty neat sneaking around and being all mysterious and secretive with them, and I started going along when they worshipped Shar in secret. Don't look that way, I know I was a bit of an idiot back then, but it was fun and a bit scary keeping secrets and messing with the authorities.

Of course, it all went a bit wrong when they decided they needed a halfling for their virgin sacrifice ritual. Their leader was like, "Hah! We're going to sacrifice you because we think you're a virgin!"

And I was like, "No way! And what would you know?"

And he was like, "Yes way!" And then they tied me to their altar and starting chanting and stuff like that, and then I realised that I'd screwed up a bit.

So I was calling everyone there all sorts of names, and telling them what I really thought about Shar, and I guess I must have officially renounced her 'cause I started hearing a voice inside my head.

At first I thought I was really going bonkers, but then she was like, "Do you remember your promise,

child?" and I realised it was that priestess who told that story years ago.

And I was like, "Oh yeah! I remember!"

So then she was like, "Then take up my daughter's sword and save yourself!" And I guess she was actually Sehanine, because I found one hand on a rod and one hand on the hilt of sword, and the sword was giving off some moonlight that made the whole ritual look a bit banal, and then there was a lot of screaming, and lots of magic, and quite a lot of blood.

So, yeah. The officer from the Coronal Guard wasn't particularly pleased when they all turned up to find out what the fuss was, and she was really unhappy when she recognised their leader.

"A scion of Elsydar!" She swore under her breath. "You're not safe here, lass. Do you have any family that live a long, long way away?"

"I, uh, have some cousins with some farms over by the East Rift."

"That's good. I'll find someone who can open a portal there before the wrong people got wind of this," and she was all like trying not look at the bodies. "The Church of Kelemvor has a seminary in Eartheart, and you'll be safe there from Shar's followers, and from his family." She gestured without looking.

So she sent someone off to get some hotshot mage out of bed, and someone else went to get my parents, and there was a lot of crying and chanting and drawing on the ground in funny colours, and before I knew it I was miles away and enrolled in the Seminary of Kelemvor.

Appearance

Celestine is 124 cm tall and weighs about 40 kg. She has dark brown skin and brown eyes, and straight black hair that she wears in a chignon, using unusually shaped hair pins.

In her own time, Celestine usually wears scandalously short dresses, while in Kelemvor's service she wears a loose grey robe over serviceable hide armour, with Kelemvor's symbol on a silver chain around her neck. Either way, she is never parted from a plain grey rod that seems to glow with strange symbols in the moonlight, and has refused all offers from the church of an edged weapon of a size suitable for halflings.

¹Lolth in the published article.

²Trouble Aspect: Imposter Syndrome.