Donn

Race: Human
Class: Vampire
Level: 4
Sprachen: Englisch, Alienspeak

Attribute:

Str:	10
Con:	11
Dex:	20
Int:	10
Wis:	10
Cha:	16

Secondary Attr.:

AC:	22
Fortitude:	14
Reflex:	19
Will:	17
Initiative:	7
Speed:	6

Skills:

Arcana	7
Athletics (Perception?)	7
Bluff	10
Diplomacy	12
Intimidate	10
Stealth	12

HP

Max HP:	38
Bloodied:	19
Surge Value:	9
Surges:	4

Current HP

Surges

Action Points

Feats:

- Ki Focus Expertise: +1 atk (eingerechnet), +1 dam vs. Bloodied enemies
- Durable: +2 Surges
- Unarmored Agility: +2 AC while wearing only Cloth or no Armor
- Secret Agent: Multiclass Facemen; +1 Diplomacy trained, Eyes on Me (+2 Diplomacy) & wrong place-wrong time 1/enc
- *Später: Superior Implement Training (Iron Ki Focus): +1 dam, pull, push or slide increase distance +1*

Warrior Ladder Features:

- **Opportunity Move:** 1/round gain move Action when rolled a Crit
- **Down but not out:** When reduced to 0 HP, spend 3 Surges to regain HP like 1 surge
- Level Boni: +1 atk&dam, +1 AC, +1 Ref (schon alles eingerechnet)
- Speed over Strenght: +1 atk&dam with melee weapons (unten eingerechnet)

Class and Race Features:

- **Child of Night:** Undead, darkvision, res 5 necrotic, vuln. 5 radiant, can be destroyed by undead
- **Blood is Life:** Can heal with Healing Surges from Others
- **Enduring Soul:** Regeneration if bloodied (Cha-Mod)
- Vampiric Reflexes: +2 shield AC while Unarmored (schon eingerechnet)
- Bonus At-Will: Swift Strike von Warrior Ladder
- Human Defense Bonuses: +1 Fort, Ref, Will (schon eingerechnet)

Weapons:

Weapon	Attack	Damage	AP	Range	Crit	Special	Clip
Basis Melee	10	+10					
Swift Strike (Pistol)	11 vs AC	5				Daze, move Action	
Slam	10 vs Ref	1d10+10	-	-	1d6	push 1, Basic Attack	-
Taste of Life	10 vs Fort	1d8+10	-	-	1d6	5 tHP	
Dark Beckoning	9 vs Will	1d6+7	-	5	1d6	pull 3	

+1 dam vs. Bloodied

Equipment und Notizen:

Ki Implement (Pistole), Lederjacke, Jeans, Kapuze (Kleidung wichtig wegen Sonne)

Angriffswerte:

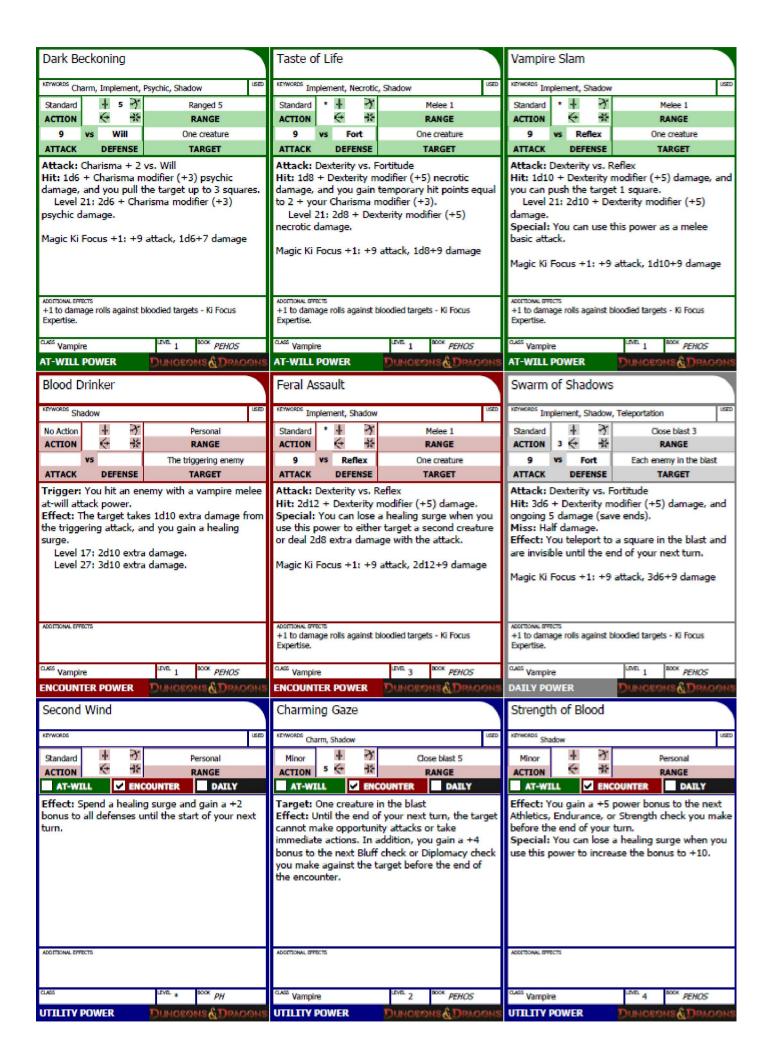Basis Melee: +10 Attack, +10 Damage
Swift Strike (Pistol): 11 vs AC, 5 fix Damage
+1 dam vs. bloodied

Dark Beckoning

KEYWORDS Charm, Implement, Psychic, Shadow | USED

ACTION				RANGE
Standard	+ 5			Ranged 5

ATTACK		DEFENSE	TARGET
9	vs	Will	One creature

Attack: Charisma + 2 vs. Will
Hit: 1d6 + Charisma modifier (+3) psychic damage, and you pull the target up to 3 squares.
    Level 21: 2d6 + Charisma modifier (+3) psychic damage.

Magic Ki Focus +1: +9 attack, 1d6+7 damage

ADDITIONAL EFFECTS
+1 to damage rolls against bloodied targets - Ki Focus Expertise.

CLASS Vampire | LEVEL 1 | BOOK PEHOS

AT-WILL POWER — DUNGEONS & DRAGONS

Taste of Life

KEYWORDS Implement, Necrotic, Shadow | USED

ACTION				RANGE
Standard	* +			Melee 1

ATTACK		DEFENSE	TARGET
9	vs	Fort	One creature

Attack: Dexterity vs. Fortitude
Hit: 1d8 + Dexterity modifier (+5) necrotic damage, and you gain temporary hit points equal to 2 + your Charisma modifier (+3).
    Level 21: 2d8 + Dexterity modifier (+5) necrotic damage.

Magic Ki Focus +1: +9 attack, 1d8+9 damage

ADDITIONAL EFFECTS
+1 to damage rolls against bloodied targets - Ki Focus Expertise.

CLASS Vampire | LEVEL 1 | BOOK PEHOS

AT-WILL POWER — DUNGEONS & DRAGONS

Vampire Slam

KEYWORDS Implement, Shadow | USED

ACTION				RANGE
Standard	* +			Melee 1

ATTACK		DEFENSE	TARGET
9	vs	Reflex	One creature

Attack: Dexterity vs. Reflex
Hit: 1d10 + Dexterity modifier (+5) damage, and you can push the target 1 square.
    Level 21: 2d10 + Dexterity modifier (+5) damage.
Special: You can use this power as a melee basic attack.

Magic Ki Focus +1: +9 attack, 1d10+9 damage

ADDITIONAL EFFECTS
+1 to damage rolls against bloodied targets - Ki Focus Expertise.

CLASS Vampire | LEVEL 1 | BOOK PEHOS

AT-WILL POWER — DUNGEONS & DRAGONS

Blood Drinker

KEYWORDS Shadow | USED

ACTION				RANGE
No Action	+			Personal

ATTACK		DEFENSE	TARGET
	vs		The triggering enemy

Trigger: You hit an enemy with a vampire melee at-will attack power.
Effect: The target takes 1d10 extra damage from the triggering attack, and you gain a healing surge.
    Level 17: 2d10 extra damage.
    Level 27: 3d10 extra damage.

ADDITIONAL EFFECTS

CLASS Vampire | LEVEL 1 | BOOK PEHOS

ENCOUNTER POWER — DUNGEONS & DRAGONS

Feral Assault

KEYWORDS Implement, Shadow | USED

ACTION				RANGE
Standard	* +			Melee 1

ATTACK		DEFENSE	TARGET
9	vs	Reflex	One creature

Attack: Dexterity vs. Reflex
Hit: 2d12 + Dexterity modifier (+5) damage.
Special: You can lose a healing surge when you use this power to either target a second creature or deal 2d8 extra damage with the attack.

Magic Ki Focus +1: +9 attack, 2d12+9 damage

ADDITIONAL EFFECTS
+1 to damage rolls against bloodied targets - Ki Focus Expertise.

CLASS Vampire | LEVEL 3 | BOOK PEHOS

ENCOUNTER POWER — DUNGEONS & DRAGONS

Swarm of Shadows

KEYWORDS Implement, Shadow, Teleportation | USED

ACTION				RANGE
Standard	3 +			Close blast 3

ATTACK		DEFENSE	TARGET
9	vs	Fort	Each enemy in the blast

Attack: Dexterity vs. Fortitude
Hit: 3d6 + Dexterity modifier (+5) damage, and ongoing 5 damage (save ends).
Miss: Half damage.
Effect: You teleport to a square in the blast and are invisible until the end of your next turn.

Magic Ki Focus +1: +9 attack, 3d6+9 damage

ADDITIONAL EFFECTS
+1 to damage rolls against bloodied targets - Ki Focus Expertise.

CLASS Vampire | LEVEL 1 | BOOK PEHOS

DAILY POWER — DUNGEONS & DRAGONS

Second Wind

KEYWORDS | USED

ACTION				RANGE
Standard	+			Personal

☐ AT-WILL   ☑ ENCOUNTER   ☐ DAILY

Effect: Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS | LEVEL * | BOOK PH

UTILITY POWER — DUNGEONS & DRAGONS

Charming Gaze

KEYWORDS Charm, Shadow | USED

ACTION				RANGE
Minor	5 +			Close blast 5

☐ AT-WILL   ☑ ENCOUNTER   ☐ DAILY

Target: One creature in the blast
Effect: Until the end of your next turn, the target cannot make opportunity attacks or take immediate actions. In addition, you gain a +4 bonus to the next Bluff check or Diplomacy check you make against the target before the end of the encounter.

ADDITIONAL EFFECTS

CLASS Vampire | LEVEL 2 | BOOK PEHOS

UTILITY POWER — DUNGEONS & DRAGONS

Strength of Blood

KEYWORDS Shadow | USED

ACTION				RANGE
Minor	+			Personal

☐ AT-WILL   ☑ ENCOUNTER   ☐ DAILY

Effect: You gain a +5 power bonus to the next Athletics, Endurance, or Strength check you make before the end of your turn.
Special: You can lose a healing surge when you use this power to increase the bonus to +10.

ADDITIONAL EFFECTS

CLASS Vampire | LEVEL 4 | BOOK PEHOS

UTILITY POWER — DUNGEONS & DRAGONS

SWIFT STRIKE — Warrior Attack I

You find a split-second opening and deliver the attack, hoping to hold the enemy back.

At-Will ● Martial, Weapon
Move Action   Melee or Ranged weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: Dexterity modifier damage, and the target is dazed until the start of your next turn.

WRONG PLACE—WRONG TIME

Faceman Utility

Bullets are flying. Save your own ass.
Encounter ● Martial
Move Action   **Personal**
Effect: Shift your speed and gain a +5 power bonus to AC and Reflex defense until the start of your next turn.