

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 |
| Bluff | 10 |
| Diplomacy | 12 |
| Intimidate | 10 |
| Perception | 7 |
| Stealth | 12 |

HP

| | |
|--------------|----|
| Max HP: | 43 |
| Bloodied: | 21 |
| Surge Value: | 10 |
| 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 | +12* | | | | | |
| Swift Strike (Pistol) | 11 vs AC | 5* | 0 | 15/30 | | Daze, move Action | 40 |
| Slam | 10 vs Ref | 1d10+12* | | | 1d6 | push 1, Basic Attack | - |
| Taste of Life | 10 vs Fort | 1d8+12* | | | 1d6 | 5 tHP | |
| Dark Beckoning | 9 vs Will | 1d6+9* | | 5 | 1d6 | pull 3 | |
| | | | | | | | |

*+1 dam vs. Bloodied

Equipment und Notizen:

Ki Implement (Caseless Pistol), Lederjacke, Jeans, Kapuze (Kleidung wichtig wegen Sonne), Crowbar
Aussehen: wie 22; Abhöranlage Range 3km
Jens: Greg, Mad: Camillo

Donn Powers

Montag, 11. August 2014
00:45

Angriffswerte:

Basis Melee: +10 Attack, +12 Damage
Swift Strike (Pistol): 11 vs AC, 5 fix Damage
+1 dam vs. bloodied

| Dark Beckoning | | | | Taste of Life | | | | Vampire Slam | | | |
|---|---|--------------------|--------------|--|---|--------------------|--------------|--|---|--------------------|--------------|
| KEYWORDS Charm, Implement, Psychic, Shadow | | | USED | KEYWORDS Implement, Necrotic, Shadow | | | USED | KEYWORDS Implement, Shadow | | | USED |
| Standard | ↓ | 5 | ✈ | Standard | * | ↓ | ✈ | Standard | * | ↓ | ✈ |
| ACTION | | ↩ | ✱ | ACTION | | ↩ | ✱ | ACTION | | ↩ | ✱ |
| 9 | | vs | Will | 9 | | vs | Fort | 9 | | vs | Reflex |
| ATTACK | | DEFENSE | One creature | ATTACK | | DEFENSE | One creature | ATTACK | | DEFENSE | One creature |
| | | | TARGET | | | | TARGET | | | | TARGET |
| 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. | | | | 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. | | | | 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. | | | |
| ADDITIONAL EFFECTS | | | | ADDITIONAL EFFECTS | | | | ADDITIONAL EFFECTS | | | |
| CLASS Vampire | | LEVEL 1 | BOOK PEHOS | CLASS Vampire | | LEVEL 1 | BOOK PEHOS | CLASS Vampire | | LEVEL 1 | BOOK PEHOS |
| AT-WILL POWER | | DUNGEONS & DRAGONS | | AT-WILL POWER | | DUNGEONS & DRAGONS | | AT-WILL POWER | | DUNGEONS & DRAGONS | |

| Blood Drinker | | | | Feral Assault | | | | Swarm of Shadows | | | |
|--|---|--------------------|----------------------|--|---|--------------------|--------------|---|---|--------------------|-------------------------|
| KEYWORDS Shadow | | | USED | KEYWORDS Implement, Shadow | | | USED | KEYWORDS Implement, Shadow, Teleportation | | | USED |
| No Action | ↓ | ✈ | Personal | Standard | * | ↓ | ✈ | Standard | ↓ | ✈ | Close blast 3 |
| ACTION | | ↩ | ✱ | ACTION | | ↩ | ✱ | ACTION | | 3 | ↩ |
| | | | RANGE | | | | RANGE | | | | RANGE |
| 9 | | vs | The triggering enemy | 9 | | vs | Reflex | 9 | | vs | Fort |
| ATTACK | | DEFENSE | One creature | ATTACK | | DEFENSE | One creature | ATTACK | | DEFENSE | Each enemy in the blast |
| | | | TARGET | | | | TARGET | | | | TARGET |
| 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. | | | | 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. | | | | 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. | | | |
| ADDITIONAL EFFECTS | | | | ADDITIONAL EFFECTS | | | | ADDITIONAL EFFECTS | | | |
| CLASS Vampire | | LEVEL 1 | BOOK PEHOS | CLASS Vampire | | LEVEL 3 | BOOK PEHOS | CLASS Vampire | | LEVEL 1 | BOOK PEHOS |
| ENCOUNTER POWER | | DUNGEONS & DRAGONS | | ENCOUNTER POWER | | DUNGEONS & DRAGONS | | DAILY POWER | | DUNGEONS & DRAGONS | |

| Unfettered Hunger | | | | Charming Gaze | | | | Strength of Blood | | | |
|---|---|--------------------|----------------------------|--|---|---|--------------------------------|--|---|---|--------------------------------|
| KEYWORDS Implement, Shadow | | | USED | KEYWORDS Charm, Shadow | | | USED | KEYWORDS Shadow | | | USED |
| Standard | ↓ | ✈ | Close burst 1 | Minor | ↓ | ✈ | Close blast 5 | Minor | ↓ | ✈ | Personal |
| ACTION | | 1 | ↩ | ACTION | | 5 | ↩ | ACTION | | ↩ | ✱ |
| | | | RANGE | | | | RANGE | | | | RANGE |
| 9 | | vs | Reflex | <input type="checkbox"/> AT-WILL | | <input checked="" type="checkbox"/> ENCOUNTER | <input type="checkbox"/> DAILY | <input type="checkbox"/> AT-WILL | | <input checked="" type="checkbox"/> ENCOUNTER | <input type="checkbox"/> DAILY |
| ATTACK | | DEFENSE | Each creature in the burst | | | | | | | | |
| | | | TARGET | | | | | | | | |
| Attack: Dexterity vs. Reflex Hit: 2d10 + Dexterity modifier (+5) damage. Miss: Half damage. Effect: Until the end of the encounter, you gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls, you can shift up to your speed as a move action, and you cannot spend healing surges to regain hit points. | | | | 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. | | | | 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 | | | | ADDITIONAL EFFECTS | | | | ADDITIONAL EFFECTS | | | |
| CLASS Vampire | | LEVEL 5 | BOOK PEHOS | CLASS Vampire | | LEVEL 2 | BOOK PEHOS | CLASS Vampire | | LEVEL 4 | BOOK PEHOS |
| DAILY POWER | | DUNGEONS & DRAGONS | | UTILITY POWER | | DUNGEONS & DRAGONS | | UTILITY POWER | | DUNGEONS & DRAGONS | |

| SWIFT STRIKE | | Warrior Attack I | |
|---|--|-------------------------------|--|
| <i>You find a split-second opening and deliver the attack, hoping to hold the enemy back.</i> | | | |
| 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 |
|---|-----------------|-----------------|
| <i>Bullets are flying. Save your own ass.</i> | | |
| 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. | | |