

Attribute:

Str:	10
Con:	12
Dex:	21
Int:	10
Wis:	10
Cha:	16

Secondary Attr.:

AC:	25
Fortitude:	18
Reflex:	22
Will:	19
Initiative:	9
Speed:	6

Skills:

Arcana	9
Bluff	12
Diplomacy	14
Intimidate	12
Perception	9
Stealth	14

+2 Athletics & Str-Checks

HP

Max HP:	59
Bloodied:	29
Surge Value:	19
Surges:	4

Current HP

Surges

Action Points

- Feats:
- **Cunning Stalker:** CA gegen Gegner die nur mich angrenzend haben
 - 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
 - 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
 - Money for Drugs: 1800\$ für Boosts verwendet (schon eingerechnet/vermerkt):
 - Strenght II : +2 Melee Damage, +2 Athletics / Str-Checks
 - Regeneration II: +5 healing Surge, Daily: minor action, if bloodied spend a healing 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:
- **Night Crawler:** Climb Speed equal to you speed. Fall if end turn on ceiling or similar surface.
 - **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)
 - Improved Blood Driker: Blood Drinker can be used twice per Encounter

Weapons:

Weapon	Attack	Damage	AP	Range	Crit	Special	Clip
Basis Melee	13	+16*					
Swift Strike (Pistol)	14 vs AC	6*	0	15/30		Daze, move Action	40
Slam	13 vs Ref	1d10+16*			1d6	push 2, Basic Attack	-
Taste of Life	13 vs Fort	1d8+16*			1d6	5 tHP	
Dark Beckoning	12 vs Will	1d6+11*		5	1d6	pull 4	

*+1 dam vs. Bloodied

Equipment und Notizen:

Ki Implement (Caseless Pistol), Armor Piercing Ammo, Lederjacke, Jeans, Kapuze (Kleidung wichtig wegen Sonne), Crowbar, Flammenwerfer

Aussehen: wie 22; Abhöranlage Range 3km

Jens: Craig Barns; Mad: Tom Camillo; Nicole: Fabienne Picard

Donn Powers

Montag, 11. August 2014
00:45

Dark Beckoning			Taste of Life			Vampire Slam		
KEYWORDS Charm, Implement, Psychic, Shadow		USED	KEYWORDS Implement, Necrotic, Shadow		USED	KEYWORDS Implement, Shadow		USED
Standard	↓	5	↓	*	Melee 1	Standard	↓	Melee 1
ACTION	↩	✱	ACTION	↩	RANGE	ACTION	↩	RANGE
9	vs	Will	9	vs	Fort	9	vs	Reflex
ATTACK	DEFENSE	One creature	ATTACK	DEFENSE	One creature	ATTACK	DEFENSE	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.			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			AT-WILL POWER			AT-WILL POWER		

2x

Blood Drinker			Feral Assault			Swarm of Shadows		
KEYWORDS Shadow		USED	KEYWORDS Implement, Shadow		USED	KEYWORDS Implement, Shadow, Teleportation		USED
No Action	↓	Personal	Standard	↓	Melee 1	Standard	↓	Close blast 3
ACTION	↩	RANGE	ACTION	↩	RANGE	ACTION	3	RANGE
	vs	The triggering enemy	9	vs	Reflex	9	vs	Fort
ATTACK	DEFENSE	TARGET	ATTACK	DEFENSE	TARGET	ATTACK	DEFENSE	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			ENCOUNTER POWER			DAILY POWER		

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	RANGE	ACTION	5	RANGE	ACTION	↩	RANGE
9	vs	Reflex	☐ AT-WILL ☒ ENCOUNTER ☐ DAILY			☐ AT-WILL ☒ ENCOUNTER ☐ DAILY		
ATTACK	DEFENSE	Each creature in the burst	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			UTILITY POWER			UTILITY POWER		

SWIFT STRIKE		Warrior Attack 1
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.		

Regeneration Booster:

Daily, minor Action
If Bloodied spend a healing surge

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.		

Form of the Bat		Vampire Utility 6
Your body becomes a cloud of pure shadow that shrinks and coalesces into the form of a fluttering bat.		
Encounter • Polymorph, Shadow		
Standard Action Personal		
Effect: You assume the form of a Tiny bat. While you are in this form, you have a speed of 2 and a fly speed of 8, and you cannot make attacks or hold or carry any object. Your equipment becomes part of this form. You use a move action to return to your normal form.		