Donn

Race: Human
Class: Vampire, Warrior
Level: 6
Sprachen: Englisch, Alienspeak

Attribute:

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

Secondary Attr.:

AC:	24
Fortitude:	16
Reflex:	21
Will:	18
Initiative:	8
Speed:	6

Skills:

Arcana	8
Bluff	11
Diplomacy	13
Intimidate	11
Perception	8
Stealth	13

+2 Athletics & Str-Checks

HP

Max HP:	48
Bloodied:	24
Surge Value:	17
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
- Superior Implement Training (Iron Ki Focus): +1 dam, pull, push or slide increase distance +1
- *Später: Cunning Stalker: CA gegen Gegener die nur mich angrenzend haben*

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:

- **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:

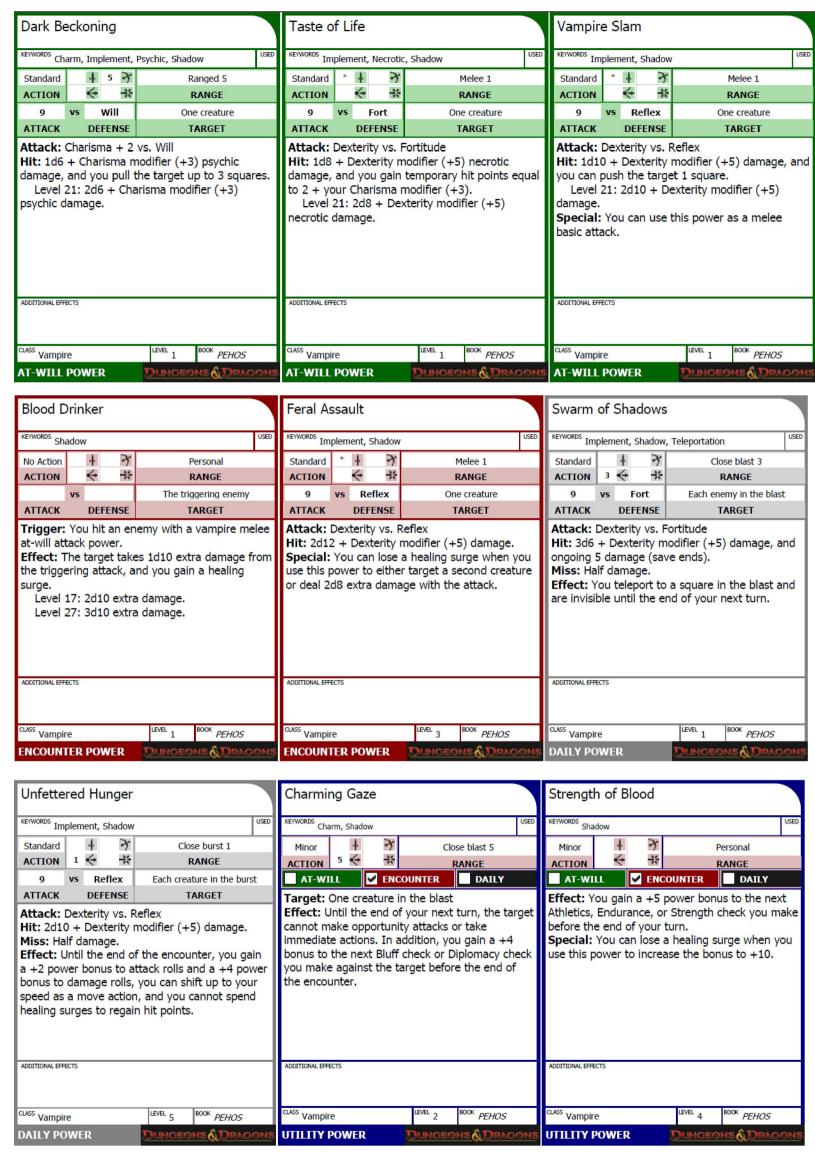| Weapon	Attack	Damage	AP	Range	Crit	Special	Clip
Basis Melee	12	+16*					
Swift Strike (Pistol)	13 vs AC	6*	0	15/30		Daze, move Action	40
Slam	12 vs Ref	1d10+16*			1d6	push 2, Basic Attack	-
Taste of Life	12 vs Fort	1d8+16*			1d6	5 tHP	
Dark Beckoning	11 vs Will	1d6+11*			5	1d6	pull 4	

*+1 dam vs. Bloodied

Equipment und Notizen:

Ki Implement (Caseless Pistol), Armor Piercing Ammo, Lederjacke, Jeans, Kapuze (Kleidung wichtig wegen Sonne), Crowbar
Aussehen: wie 22; Abhöranlage Range 3km
Jens: Craig Barns; Mad: Tom Camillo; Nicole: Fabienne Picard

Dark Beckoning

KEYWORDS	Charm, Implement, Psychic, Shadow			USED	
Standard	↓ 5 ↗		Ranged 5		
ACTION	↩ ✳		RANGE		
9	vs	Will	One creature		
ATTACK	DEFENSE		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.

ADDITIONAL EFFECTS

CLASS	Vampire	LEVEL 1	BOOK	PEHOS

AT-WILL POWER

Taste of Life

KEYWORDS	Implement, Necrotic, Shadow			USED	
Standard	* ↓ ↗		Melee 1		
ACTION	↩ ✳		RANGE		
9	vs	Fort	One creature		
ATTACK	DEFENSE		TARGET		

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.

ADDITIONAL EFFECTS

CLASS	Vampire	LEVEL 1	BOOK	PEHOS

AT-WILL POWER

Vampire Slam

KEYWORDS	Implement, Shadow			USED	
Standard	* ↓ ↗		Melee 1		
ACTION	↩ ✳		RANGE		
9	vs	Reflex	One creature		
ATTACK	DEFENSE		TARGET		

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

CLASS	Vampire	LEVEL 1	BOOK	PEHOS

AT-WILL POWER

Blood Drinker

KEYWORDS	Shadow			USED	
No Action	↓ ↗		Personal		
ACTION	↩ ✳		RANGE		
	vs		The triggering enemy		
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.

ADDITIONAL EFFECTS

CLASS	Vampire	LEVEL 1	BOOK	PEHOS

ENCOUNTER POWER

Feral Assault

KEYWORDS	Implement, Shadow			USED	
Standard	* ↓ ↗		Melee 1		
ACTION	↩ ✳		RANGE		
9	vs	Reflex	One creature		
ATTACK	DEFENSE		TARGET		

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.

ADDITIONAL EFFECTS

CLASS	Vampire	LEVEL 3	BOOK	PEHOS

ENCOUNTER POWER

Swarm of Shadows

KEYWORDS	Implement, Shadow, Teleportation			USED	
Standard	↓ ↗		Close blast 3		
ACTION	3 ↩ ✳		RANGE		
9	vs	Fort	Each enemy in the blast		
ATTACK	DEFENSE		TARGET		

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

CLASS	Vampire	LEVEL 1	BOOK	PEHOS

DAILY POWER

Unfettered Hunger

KEYWORDS	Implement, Shadow			USED	
Standard	↓ ↗		Close burst 1		
ACTION	1 ↩ ✳		RANGE		
9	vs	Reflex	Each creature in the burst		
ATTACK	DEFENSE		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.

ADDITIONAL EFFECTS

CLASS	Vampire	LEVEL 5	BOOK	PEHOS

DAILY POWER

Charming Gaze

KEYWORDS	Charm, Shadow			USED	
Minor	↓ ↗		Close blast 5		
ACTION	5 ↩ ✳		RANGE		
☐ 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

Strength of Blood

KEYWORDS	Shadow			USED	
Minor	↓ ↗		Personal		
ACTION	↩ ✳		RANGE		
☐ 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

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.