

Constanz

Class: Vampire Level: 1

Race: Human Gender:

Alignment:

Languages: Common, Deep Speech

ABILITIES AND SKILLS

12 Strength	1	1
<i>Strength measures your physical power.</i>		
Athletics	Trained	6
11 Constitution	0	0
<i>Constitution represents health, stamina, and vital force.</i>		
Endurance	Trained	0
18 Dexterity	4	4
<i>Dexterity measures coordination, agility, and balance.</i>		
Acrobatics	Trained	9
Stealth	Trained	9
Thievery	Trained	4
11 Intelligence	0	0
<i>Intelligence describes how well you learn and reason.</i>		
Arcana	Trained	0
History	Trained	0
Religion	Trained	0
8 Wisdom	-1	-1
<i>Wisdom measures common sense, self-discipline, and empathy.</i>		
Dungeoneering	Trained	-1
Heal	Trained	-1
Insight	Trained	-1
Nature	Trained	-1
Perception	Trained	-1
16 Charisma	3	3
<i>Charisma measures force of personality and leadership.</i>		
Bluff	Trained	3
Diplomacy	Trained	8
Intimidate	Trained	8
Streetwise	Trained	3

Treasure

60 Gold

Heroic Effort

Encounter ♦ No Action

Personal

Your grim focus and unbridled energy means that failure is not an option.

Trigger: You miss with an attack or fail a saving throw.

Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

COMBAT STATISTICS

4 Initiative

Roll initiative to determine the turn order in combat.

6 Speed

Your speed is the number of squares you can move with a move action.

DEFENSES

16 Armor Class (AC)

AC measures how hard it is to physically land an attack on you.

13 Fortitude

Fortitude measures your toughness and resilience.

15 Reflex

Reflex measures your ability to deflect or dodge attacks.

15 Will

Will measures your strength of will and self-discipline.

1 Attack Bonus

Melee Basic 1d4+1

4 Attack Bonus

Ranged Basic 1d4+4

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

28 Hit Points

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Bloodied 14

Healing Surge Value

7

Surges Per Day

2

Blood Is Life

During a short rest: adj ally can give you 1 of their healing surges, which restores hp equal to your bloodied value

Child of the Night

You're an undead creature: gain darkvision, resist 5 necrotic, vulnerable 5 radiant, can be destroyed by sunlight. You do require sleep.

Enduring Soul

If bloodied: gain regeneration [Cha mod]. If you take radiant dmg, regeneration doesn't work until your next turn ends

Born of Shadow

Your origin changes to shadow. Gain a +1 bonus to saving throws while you are in dim light or darkness

Blood Drinker

Encounter ♦ No Action

Personal

Target: The triggering enemy

When your attack strikes true, you sweep past your foe's defenses to consume the essence of its life.

Keyword: Shadow

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.

Disciple of Shadows

You gain darkvision with a range of 2 squares.

Dark Beckoning

At-Will ♦ Standard Action

Ki Focus: +5 vs. Will, 1d6+6 damage

Ranged 5

Target: One creature

Your mesmerizing presence draws your enemies closer.

Keywords: Charm, Implement, Psychic, Shadow

Attack: Charisma + 2 vs. Will

Hit: 1d6 + Cha modifier (+3) psychic damage, and you pull the target up to 3 squares.

Taste of Life

At-Will ♦ Standard Action

Ki Focus: +4 vs. Fortitude, 1d8+7 damage

Melee 1

Target: One creature

Your dread touch burns your foe with dark power, even as your own energy is temporarily restored.

Keywords: Implement, Necrotic, Shadow

Attack: Dexterity vs. Fortitude

Hit: 1d8 + Dex modifier (+4) necrotic damage, and you gain temporary hit points equal to 2 + your Cha modifier (+3).

Vampire Slam

At-Will ♦ Standard Action

Ki Focus: +4 vs. Reflex, 1d10+7 damage

Melee 1

Target: One creature

You use the full force of your undead strength to drive your foe back.

Keywords: Implement, Shadow

Attack: Dexterity vs. Reflex

Hit: 1d10 + Dex modifier (+4) damage, and you can push the target 1 square.

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

Swarm of Shadows

Daily ♦ Standard Action

Ki Focus: +4 vs. Fortitude, 3d6+7 damage

Close blast 3

Target: Each enemy in the blast

Your body becomes a swarm of batlike shadows that let you harry your enemies, then fade from sight.

Keywords: Implement, Shadow, Teleportation

Attack: Dexterity vs. Fortitude

Hit: 3d6 + Dex modifier (+4) 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.