DUNGEONS & DRAGONS ENCOUNTERS

ALTERNATE HEROES OF SHADOW CHARACTERS

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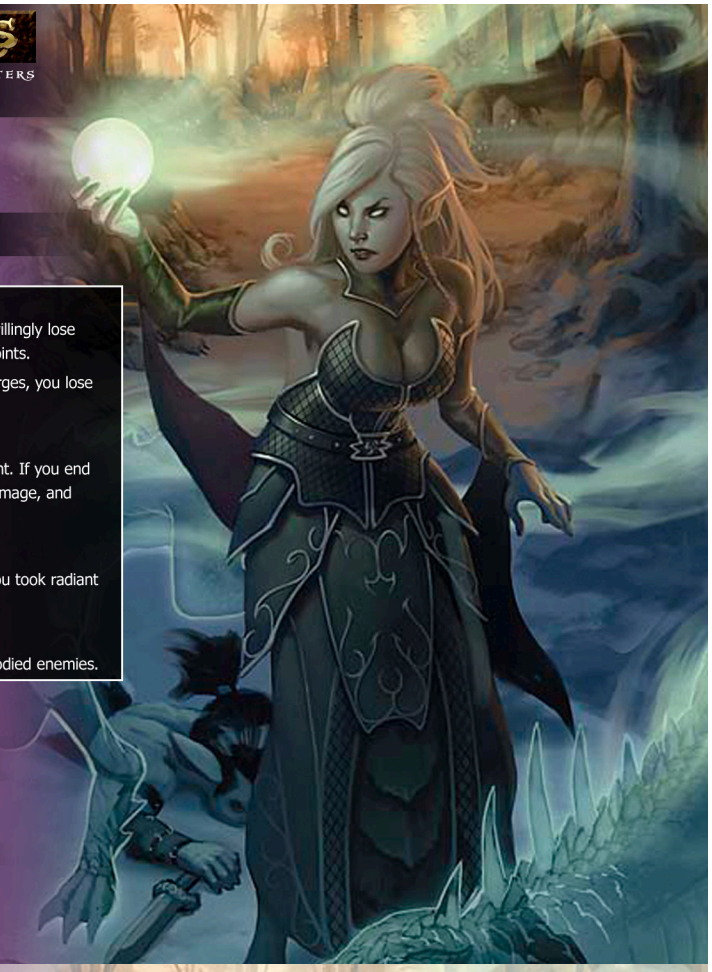
DRENDA

ELADRIN VAMPIRE / LEVEL 3

DIFFICULTY: ★★★

"To be honest... I not THAT misunderstood."



ABILITIES & SKILLS

STRENGTH	14	+2
Athletics		+3
CONSTITUTION	13	+1
Endurance		+2
DEXTERITY	18	+4
Acrobatics		+5
Stealth		+10
Thievery		+5
INTELLIGENCE	10	+0
Arcana		+3
History		+3
Religion		+1
WISDOM	10	+0
Dungeoneering		+1
Heal		+6
Insight		+1
Nature		+1
Perception		+6
CHARISMA	14	+2
Bluff		+8
Diplomacy		+3
Intimidate		+8
Streetwise		+3

DEFENSES

Armor Class **19**

Fortitude **14**

Reflex **15**

Will **15**

INITIATIVE +5

SPEED 6

VISION
Normal

LANGUAGES
Common, Elven

TRAITS

Blood Is Life
During a short rest, an ally adjacent to you can willingly lose one healing surge to allow you to regain 12 hit points.

If you end a short rest with 3 or more healing surges, you lose all but 2 and regain all of your hit points.

Child of the Night
You have resist 5 necrotic and vulnerable 5 radiant. If you end your turn in direct sunlight, you take 5 radiant damage, and you are weakened (save ends).

Enduring Soul
You have regeneration 2 while bloodied unless you took radiant damage since the end of your last turn.

Ki Focus Expertise
You gain a +1 bonus to damage rolls against bloodied enemies.

FEATS
Ki Focus Expertise, Unarmored Agility

Hit Points (Bloodied 17)

35

Healing Surges (Value 8)

Gained surges:

EQUIPMENT
longsword, cloth armor, ki focus, 3 daggers, adventurer's kit, 23 gold

ACTION POINT

A vampire is a deadly but fragile combatant. You deal death easily, but always remember that you cannot be healed as readily as your allies. Instead, concentrate on surviving combat without spending healing surges, as that will entitle you to be healed to full at its conclusion. Your powers also help you survive; Taste of Life augments your vitality, while Blood Drinker gives you that key third healing surge you need to regenerate. Remember to cling to the shadows-- while concealed you can vanish from sight using Stealth, and you are protected from the crippling light of the sun.

ATTACK POWERS

Vampire Slam (Melee Basic) — At-Will

Standard Action **Melee** 1
Target: One Creature **Attack:** 1d20 + 6 vs. Reflex
Hit: 1d10 + 6 damage, or 1d10 + 7 vs a bloodied target, and you can push the target 1 square.

Dagger (Ranged Basic) — At-Will

Standard Action **Ranged** 5/10
Target: One Creature **Attack:** 1d20 + 9 vs. AC
Hit: 1d4 + 4 damage, or 1d4 + 5 vs a bloodied target.

Taste of Life — At-Will

Standard Action **Melee** 1
Target: One creature. **Attack:** 1d20 + 6 vs. Fortitude
Hit: 1d8 + 6 necrotic damage, or 1d10 + 7 vs a bloodied target, and you gain 4 temporary hit points.

Dark Beckoning — At-Will

Standard Action **Ranged** 5
Target: One creature **Attack:** 1d20 + 6 vs. Will
Hit: 1d6 + 4 psychic damage, or 1d6 + 5 damage vs a bloodied target, and you pull the target up to 3 squares.

Blood Drinker — Encounter

No Action **Personal**
Target: The triggering enemy
Trigger: You hit an enemy with a vampire melee at-will power.
Effect: The target taked 1d10 extra damage from the triggering attack, and you gain a healing surge.

Feral Assault — Encounter

Standard Action **Melee** 1
Target: One Creature **Attack:** 1d20 + 6 vs. Reflex
Hit: 2d12 + 6 damage, or 2d12 + 7 vs a bloodied target.
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.

Swarm of Shadows — Daily

Standard Action **Close** blast 3
Target: Each enemy in blast **Attack:** 1d20 + 6 vs. Fortitude
Hit: 3d6 + 6 damage, or 3d6 + 7 vs a bloodied target, 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.

UTILITY POWERS

Fey Step — Encounter

Move Action **Personal**
Effect: You teleport up to 5 squares.

Second Wind — Encounter

Standard Action **Personal**
Effect: You spend a healing surge to regain hit points, and gain a +2 bonus to all defenses until the start of your next turn.

This character was made using the *Heroes of Shadow* sourcebook. Use the Character Builder to create and modify this character!

See www.wizards.com/dnd/insider for more information.

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