

BYSHIR

VRYLOKA BLACKGUARD (VICE OF FURY) / LEVEL 1

DIFFICULTY: ★★

"Don't run, cowards! I hate it when my prey dies tired... it makes you so gamey..."

ABILITIES & SKILLS

STRENGTH	18	+4
Athletics	-----	+5
CONSTITUTION	14	+2
Endurance	-----	+3
DEXTERITY	10	+0
Acrobatics	-----	-4
Stealth	-----	-2
Thievery	-----	+1
INTELLIGENCE	8	-1
Arcana	-----	-1
History	-----	-1
Religion	-----	+4
WISDOM	13	+1
Dungeoneering	-----	+1
Heal	-----	+1
Insight	-----	+1
Nature	-----	+1
Perception	-----	+3
CHARISMA	16	+3
Bluff	-----	+3
Diplomacy	-----	+3
Intimidate	-----	+3
Streetwise	-----	+3

DEFENSES

Armor Class 20

Fortitude 15

Reflex 13

Will 14

INITIATIVE

+0

SPEED

6

VISION

Normal

LANGUAGES

Common, Deep Speech

TRAITS

Dark Menace / Spirit of Fury

Whenever you make a weapon attack against an enemy granting you combat advantage, that enemy takes 6 extra damage.

Disciple of Stone

Whenever you spend a healing surge, you gain an additional 5 temporary hit points.

Blood Dependency

While you are bloodied, your healing surge value drops by 2.

Necrotic Resistance

You have resist 5 necrotic.

FEATS

Disciple of Stone

Hit Points (Bloodied 14)

29

Healing Surges (Value 7)



EQUIPMENT

longsword, heavy shield, plate armor, holy symbol, handaxe, adventurer's kit

ACTION POINT

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As a blackguard, you are a tough front-lines berserker who tears through enemies with unholy speed and power. You receive a sizeable damage bonus when attacking with combat advantage, so be sure to flank with your allies and take advantage of prone opponents. Use Ferocious Strike when you can't count on your allies to set up a flank, and Vengeance Strike when surrounded. Remember to strike with your Dread Smite early in a combat to give the ongoing damage time to eat away at your foe.

ATTACK POWERS

⚔ Longsword (Melee Basic) At-Will

Standard Action Melee weapon
 Target: One Creature Attack: 1d20 + 7 vs. AC
 Hit: 1d8 + 4 damage, or 1d8 + 10 with combat advantage.

🏹 Handaxe (Ranged Basic) At-Will

Standard Action Ranged 5/10
 Target: One Creature Attack: 1d20 + 7 vs. AC
 Hit: 1d6 + 4 damage, or 1d6 + 10 with combat advantage.

👊 Ferocious Strike At-Will

Standard Action Melee weapon
 Target: One creature Attack: 1d20 + 7 vs. AC
 Hit: 1d8 + 4 damage, or 1d8 + 10 with combat advantage.
 You gain combat advantage against the first enemy you attack before the end of your next turn.

👊 Vengeance Strike At-Will

Standard Action Melee weapon
 Target: One creature Attack: 1d20 + 7 vs. Fortitude
 Hit: 1d8 + 4 damage, or 1d8 + 10 with combat advantage.
 You gain a power bonus to the damage roll equal to twice the number of enemies adjacent to you (maximum of +8).

👊 Dread Smite Encounter

Standard Action Personal
 Trigger: You target an enemy with an at-will weapon attack power.
 Effect: The target takes 5 cold and necrotic damage. If the triggering attack hits, the target also takes ongoing 5 cold and necrotic damage (save ends).

UTILITY POWERS

👊 Lifeblood Encounter

Free Action Personal
 Trigger: You kill or bloody an enemy.
 Effect: You gain one of the following benefits:
 * You shift up to your speed.
 * You gain 5 temporary hit points.
 * You gain a +2 bonus to attack rolls until the end of your next turn.

👊 Shroud of Shadow Encounter

Minor Action Personal
 Effect: You gain partial concealment until the end of your next turn. You also gain 5 temporary hit points.

👊 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.