

## DRENDA

ELADRIN VAMPIRE / LEVEL 1

DIFFICULTY: ★★★

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

### ABILITIES & SKILLS

<b>STRENGTH</b> 14	+2
<i>Athletics</i> -----	+2
<b>CONSTITUTION</b> 13	+1
<i>Endurance</i> -----	+1
<b>DEXTERITY</b> 18	+4
<i>Acrobatics</i> -----	+4
<i>Stealth</i> -----	+9
<i>Thievery</i> -----	+4
<b>INTELLIGENCE</b> 10	+0
<i>Arcana</i> -----	+2
<i>History</i> -----	+2
<i>Religion</i> -----	+2
<b>WISDOM</b> 10	+0
<i>Dungeoneering</i> -----	+0
<i>Heal</i> -----	+5
<i>Insight</i> -----	+0
<i>Nature</i> -----	+0
<i>Perception</i> -----	+5
<b>CHARISMA</b> 14	+2
<i>Bluff</i> -----	+7
<i>Diplomacy</i> -----	+2
<i>Intimidate</i> -----	+7
<i>Streetwise</i> -----	+2

### DEFENSES

**Armor Class 16**

**Fortitude 13**

**Reflex 14**

**Will 14**

INITIATIVE +0

SPEED 6

### VISION

Normal

### LANGUAGES

Common, Elven

**Hit Points (Bloodied 12)**

25

**Healing Surges (Value 6)**

Gained surges:

### EQUIPMENT

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

### ACTION POINT

### 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 3 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

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 + 5 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 + 8 vs. AC  
Hit: 1d4 + 4 damage, or 1d4 + 5 vs a bloodied target.

#### Taste of Life At-Will

Standard Action      Close blast 5  
Target: One creature.      Attack: 1d20 + 5 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 + 5 vs. Fortitude  
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

Standard Action      Ranged 10  
Target: The triggering enemy  
Trigger: You hit an enemy with a vampire melee at-will power.  
Effect: The target takes 1d10 extra damage from the triggering attack, and you gain a healing surge.

#### Swarm of Shadows Daily

Standard Action      Close blast 3  
Target: Each enemy in blast      Attack: 1d20 + 5 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](http://www.wizards.com/dnd/insider) for more information.

