

Kas the Bloody-Handed

CHARACTER NAME

Vampire - CR 24

Based on: Vampire (Kas the Bloody-Handed)

Itamar (DM)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Monster

Itamar's own

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

22

+6

DEXTERITY

20

+5

CONSTITUTION

22

+6

INTELLIGENCE

18

+4

WISDOM

18

+4

CHARISMA

22

+6

INSPIRATION

+6

PROFICIENCY BONUS

- ☐ +6 Strength
- ☒ +11 Dexterity
- ☐ +6 Constitution
- ☐ +4 Intelligence
- ☒ +10 Wisdom
- ☒ +12 Charisma

SAVING THROWS

- ☐ +5 Acrobatics (Dex)
- ☐ +4 Animal Handling (Wis)
- ☐ +4 Arcana (Int)
- ☒ +12 Athletics (Str)
- ☐ +6 Deception (Cha)
- ☐ +4 History (Int)
- ☐ +4 Insight (Wis)
- ☒ +12 Intimidation (Cha)
- ☐ +4 Investigation (Int)
- ☐ +4 Medicine (Wis)
- ☐ +4 Nature (Int)
- ☒ +10 Perception (Wis)
- ☐ +6 Performance (Cha)
- ☐ +6 Persuasion (Cha)
- ☐ +4 Religion (Int)
- ☐ +5 Sleight of Hand (Dex)
- ☒ +11 Stealth (Dex)
- ☐ +4 Survival (Wis)

SKILLS

24

ARMOR CLASS

+5

INITIATIVE

40 ft.

SPEED

Hit Point Maximum 2000

2000

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Red Saber +7 2d8+8 +2d8

Bite (heals) +14 1d6+8 + 3d6

Grapple +14 -

Red Saber x4 +7

2d8+8 +2d8dk +6d8

Bite (heals) +14

1d6+8 + 3d6

Grapple +14 -

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS

LEGENDARY RESISTANCE
4/day - he simply refuses a failed save.

3 EXTRA TURNS per round - he attacks on the kids' turns too.

REGENERATION 25/round - UNLESS hit that round by a magic weapon.

THE SWORD SPEAKS (1/battle) - he gets a full extra turn.

MIST ESCAPE at 0 HP - he does not die, he flees to his coffin.

WEAKNESS: real sunlight - no regeneration at all. The **SUN BLADE** is mandatory.

SABER: +6d8 per hit + **IGNORES ARMOUR**. To-hit dialed 14->7 so he cannot one-shot the kids.

[ITAMAR'S LAW] This one IS the ceiling. Nothing may be stronger than Kas.



Kas the Bloody-Handed

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN