DUNGEONS & DRAGONS®

Geranda
CHARACTER NAME

Infractor 8	Professional Athlete	Blake
CLASS & LEVEL	BACKGROUND	PLAYER NAME
HUMAN	LN	35,000
RACE	ALIGNMENT	EXPERIENCE POINTS

+3 PROFICIENCY BONUS

INSPIRATION

+2
15
STRENGTH
- ◇ __ SAVING THROWS
- ○ __ ATHLETICS

+1
13
DEXTERITY
- ◇ __ SAVING THROWS
- ○ __ ACROBATICS
- ○ __ SLEIGHT OF HAND
- ○ __ STEALTH

+3
16
CONSTITUTION
- ◇ __ SAVING THROWS

+6
22
INTELLIGENCE
- ✦ +9 SAVING THROWS
- ✱ __ ARCANA
- ✱ __ HISTORY
- ○ __ INVESTIGATION
- ○ __ NATURE
- ○ __ RELIGION

+2
15
WISDOM
- ◇ __ SAVING THROWS
- ○ __ ANIMAL HANDLING
- ○ __ INSIGHT
- ○ __ MEDICINE
- ○ __ PERCEPTION
- ○ __ SURVIVAL

+4
19
CHARISMA
- ✦ +7 SAVING THROWS
- ○ __ DECEPTION
- ○ __ INTIMIDATION
- ◉ __ PERFORMANCE
- ✱ __ PERSUASION

12 PASSIVE WISDOM (PERCEPTION)

18 ARMOR CLASS
+1 INITIATIVE
30 SPEED

HIT POINT MAXIMUM __85__

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **8d8**
HIT DICE

DEATH SAVES
SUCCESSES ○─○─○
FAILURES ○─○─○

NAME	ATK BONUS	DAMAGE/TYPE
Maul +1	+6	2d6+6

Spell attack: +7
Spell save DC: 15

ATTACKS & SPELLCASTING

Power points: 6

POWER UP: Every time you heal someone, you gain 1 Power Point for every 5 points of damage you heal (rounded down).
SIPHON: ON a melee hit but before rolling damage, you may spend power points to gain temporary HP from the damage you deal to your target. For every point you spend, you can gain up to 5 temporary HP from the total damage you dealt with that attack. Roll damage after declaring how many points you spend. The temp HP can not exceed the amount of damage you deal with that attack.
HEAL: As an action, touch a target to transfer temporary HP from you to heal that amount of damage on your target.
DRAIN BURST: As an action, spend X power points to make a ranged spell attack. On a hit, drain X levels from the target. When you drain 1 or more levels, each ally within a 10' burst of you gains a bonus of Xd8 on their next attack.

FEATURES & TRAITS

- ham radio
- elfback dwarf racing
- cybernetics
- pharmacology
- logic puzzles/cryptography
- Acceleration (null G, full-contact team sport)

OTHER PROFICIENCIES & LANGUAGES

chain mail
shield
maul +1

INSPIRING SPEECH: As a bonus action, spend a power point to call out to an ally that can hear you with INT > 4. That ally gains a bonus d8 to add to any d20 roll in the next round.

TRANSFUSION: As an action, target an ally (A) that you can see. For every points you spend, transfer up to 5 HP from that target A to another ally (B) that you can see. This does not count as healing for the purposes of regaining power points.
EXECUTIONER: Whenever you make a melee attack that brings your target to 0 HP, regain 1 power point.

EQUIPMENT & CHARACTER NOTES