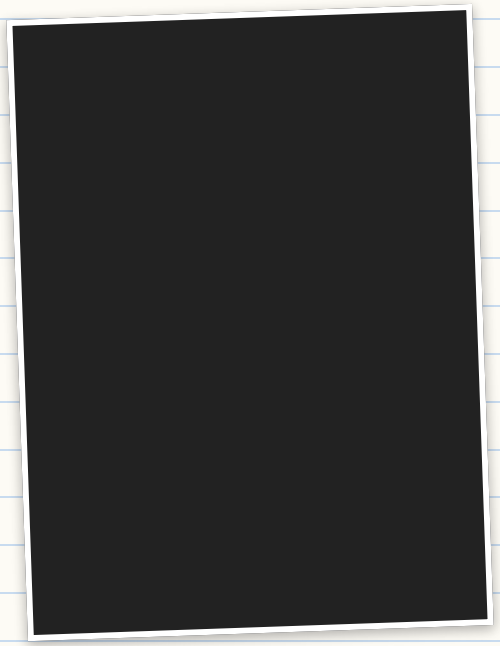
Lars Vandenchomp

Ally Beardsley as Lars Vandenchomp

SEASON 14



RACE
Doberman Pinscher

CLASS
Fighter (Battle Master)

LEVEL
3

BACKGROUND
—

STR	DEX	CON	INT	WIS	CHA
+5	+2	+4	-1	+2	+1

ARMOR CLASS	HIT POINTS	LEVEL	PROFICIENCY
17	40	3	+2

End of Mice & Murder — contains spoilers. Only what is said in play or shown on stat cards; *italic* = derived from spoken rolls; — = never stated. Source: Mice & Murder wiki (fan project), every value links to its moment on the site.

Lars Vandenchomp

FULL SHEET

Skills

- Athletics +9
- Medicine +2
- Religion -1
- Stealth +2

Saving throws

- —

Features

- **Brawny (feat)** — Character feat shown on the stat card. MM E1 00:56:03
- **Second Wind** — Fighter feature: he says he will use Second Wind after being stabbed in the fight at the elevator. MM E5 01:27:51
- **Riposte** — Battle Master maneuver: when an attacker misses him he can attack back; he hits with a 16 for 17 damage. MM E5 01:23:49, MM E5 01:23:57
- **Fists with weapon stats** — Brennan: Lars fights with his fists but with full weapon stats. MM E5 01:24:13
- **Brawny: counts as large** — Lars says that with his brawny feat he is large, and so can pick up both Daisy and Gangie. MM E6 00:51:30
- **Evasive Footwork** — Battle Master maneuver: he wants to use it to raise his AC while sprinting with two companions through the guests; the superiority die is a d8 and rolls 1. MM E6 00:51:41, MM E6 00:55:02
- **Action Surge** — Fighter feature: he asks whether he can use it while running to take a Dodge action. MM E6 00:56:27
- **Hit dice d10** — Brennan: his healing dice are d10s, each spent die heals 14 hit points; he spends two to return to full. MM E6 01:54:44, MM E6 01:54:55
- **Action Surge: used** — He uses Action Surge for another swing in the fight: "I'm gonna action surge." MM E8 01:17:46
- **Rally** — Battle Master maneuver: a superiority die gives someone temporary hit points; he asks whether that would bring a fallen companion back. MM E10 02:19:02
- **Action Surge: used again** — After a nine-damage hit he uses Action Surge to attack again. MM E10 00:37:48

Spells

- —

Items

- **Pink tuxedo** — A bright pink tuxedo worn over his muscular black-furred body. MM E1 00:26:33
- **Motorist goggles and gloves** — Worn with the pink tuxedo for the motor-carriage ride to Tufting Meadows. MM E1 00:40:19
- **Knives** — Lars carries knives: "I take out so many knives"; Sylvester: "Lars, I know that you have some knives." Lars: "Ja." MM E4 01:05:54, MM E4 01:05:58