Character Type	Carson Hero Psycho Vam	Exper	Orama   sence   rience	Points	15 20 20					
	ATTRIBUT	IES				QUALITIE	S			
Strength 8		Intelligence	3		Vampire (12)					
Dexterity 3		Perception	3	<u> </u>			Iron Mind (3)			
Constitution 6	_	Willpower	4		Enhanced Smell (	3)				
	SKILLS	6								
Acrobatics			ledae							
Acrobatics				5						
							Hard To Kill (2)			
Computers	3	Langu								
	Crime <u>4</u> Mr. Fix-It									
				3						
Driving				4						
Getting Medieval	3	Sc	ience							
Gun Fu		S	Sports							
Influence										
						DRAWBAC	KS			
					Obsession (3)		Adversary (2)			
U	SEFUL INFOR	MATION			Cruelty (3)					
Initiative 3		Perception	6							
Actions 2		Hearing	6	_ <u></u>						
Speed 45	18	Smell	9	6						
hrow Range 18		Taste	6							
Lift Cap. 850		Touch	6	<u> </u>	9	UCCESS LEVEI	S TABLE			
Natural AV			<u> </u>	0						
Survival 14	1	Total Spells	0	<u> </u>	9-10	1	Adequate			
Resist Fear 8		CC Research	7	<u> </u>	11-12	2	Decent			
	<u> </u>	The research	1	<u> </u>			Good			
	NOTES				13-14	3				
	NOTES				15-16	4	Very Good			
					17-20	5	Excellent			
					21-23	6	Extraordinary			
					24-26	7	Mind-Boggling			
					27-29	8	Outrageous			
					30-32	9	Superheroic			
					33-35	10	God-Like			
					+3	+1				

Age <u>36</u> Weight	Strengths Weaknesses Romantic Interests Role Within the Group Short Term Goals Long Term Goals	Torment Emma Apparent Age <u>36</u> Ethnicity	
POSSESSIONS		CONTACTS / ALLIES	ENEMIES Penny the Slayer
	LANGUA	GES	
	CHARACTER	HISTORY	

me dampire slaver	V	Veapon	Ammo	WEAPO Damage 		Range		Notes	
Rolephaving Game				! !					
31.16		COMB		ERS			·		
Maneuver	Roll B			e Damage		No	otes		
	10		varies	J	Vamps r	must grappl			
Break Neck	11		32			at -10 LP / v		-20 LP :	surviv
Cast Spell	8		varies						
Catch Weapon	3		none		Ranged	defense ac	tion		
Dodge: Kung Fu	8		none						
Jump Kick	5		27	I	Acro + D	Dex first, add	d succes	s levels	to da
Kick	7		18	l					
Melee Weapon	6		varies	I					
Punch	8		16						
Spin Kick	6		20	1					
Stake	6		16	1					
Sweep Kick	7		8	1	Knocks	target down			
Throw Weapon	5		varies	1	Uses throwing range				
				1					
				l					
				1					
				1					
				I					
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				I					
				I					
			SPELLS						
Spell Name Level QC	Book	Page EC		Spell Name	L	evel QC	Book	Page	EC
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Type Bash Slas	h/Stab	Bullet	ARMOR	Туре	Bash	n Slast	n/Stab	Bull	et