

 Life Points
 62 | 62

 Drama Points
 15

 Essence Points
 20

 Experience Points
 20

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Player Name	
Character Name	Dysis
Character Type	Hero
Description	Slayer

Descripti	Olayor					
	AT ⁻	TRIBUTES			QUAL	ITIES
Strength	7	Intelligence	3	Slayer (16)		
	8		2			Iron Mind (3)
Constitution	6	·	5	<u> </u>		
	;	SKILLS				
Acrobat	ics 4	Knowled	lge <u>2</u>			
	Art	Kung	Fu <u>6</u>			Natural Toughness (2)
Compute	ers	Languag	ges	Situational Awarene	ess (2)	Fast Reaction Time (2)
Crir	me	Mr. Fi	x-It	Nerves Of Steel (3)		Hard To Kill (5)
Doc	tor <u>1</u>	Not	ice <u>3</u>			
Drivi	ing	Occultis	sm <u>1</u>			
Getting Medie	val <u>6</u>	Scien	nce			
Gun	Fu	Spo	orts			
Influen	nce <u>2</u>					
					DRAWE	BACKS
				Cruelty (1)		Zealot (3)
	USEFUL	INFORMATION		Showoff (2)		Adversary (5)
Initiative 1	3	Perception	5	Obligation (3)		
Actions	4	Hearing	5			
Speed 7	0 28	Smell	5			
hrow Range 1	6	Taste	5			
Lift Cap. 6	50	Touch	5	SU	ICCESS LE	VELS TABLE
Natural AV	4	Vision	5			
Survival 2	21	Total Spells		9-10	1	Adequate
Resist Fear 2	20	Occ Research	4	11-12	2	Decent

NOTES

9-10	1	Adequate
11-12	2	Decent
13-14	3	Good
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	

Buffin	
16 dampire slaver	
ANGEL	17
ROLEPLAYING GAME	

Height R

Weight 5'

Gender Female

Eyes Green

Age

Personality			
Strengths			
Weaknesses			
Romantic Interests			
Role Within the Group			
Short Term Goals			
Long Term Goals			
ed /	Apparent Age	Income	
4"	Ethnicity	Property	
20	-		

CHARACTER HISTORY

In the diaries that are left, one passage still exists, repeating, undaunted. "Into each generation, a Slayer is born. One girl in all the world, a Chosen One, one born with the strength and skill to hunt the vampires." I bet that they never expected a generation like this. We are not fighting a war. We are fighting to survive. The story has been told for years about the nuclear weapons, the demons and the Coven of Independence.

I'm not sure where I was born or even exactly when. One of the witches of the Coven told me once that I was born in September. But I can't be sure. I'm an orphan. My parents delivered me to Independence when I was only a little under two years old. I have no memory of them at all. The Coven named me Dysis, the Greek name for "Sunset," the time when the border people found me. I wasn't the only arrival on that day. Another girl, same age, was found earlier, thusly named Aurora, the Greek name for "Dawn."

The circumstances surrounding our arrival brought about hope regarding a prophecy coming true. Evidently the day we arrived marked the introduction of a Potential Slayer. There was an emphasized couple of words there. A Potential. Not two.

Training was given to both of us. I understood the purpose. One of us was going to be the Slayer, someone to protect the Coven. But for Aurora, it was something else. She always had to prove that she was more powerful than me. She had to prove that she was the true Potential.

At the age of fourteen, Aurora and I were summoned to a meeting hall to talk to someone we were told had seen something. He seemed normal enough to me. He had seen who the real Potential was. And irony played its part. It was me.

Aurora didn't take the news too well. Okay, that's probably putting it lightly. In order to prove that she was the true Potential, not me, Aurora set out on her own, never to be seen again. The day after her disappearance, I was activated.

I am the Slayer.

That's all the relevant historical background on me. You can find most of that in journals kept by anyone archiving my life. But no one knows the burden I carry, the weight of the world. It is my destiny to protect mankind. That's not something I take lightly.

The Raiders were the next logical step for me. They are designated to protect this haven. So on top of my formal Slayer training I've also had Raiders training. Although I'm not sure if they really understand what a Slayer is. They put me on second string. The girl with supernatural powers and I'm second string.

I know we have to take the offensive soon. If not, that demon scum is going to make this haven theirs. It's only a matter of time. The witches may have the power now, but they can't live forever and who knows how many people with mystical inheritance will be born. On top of that, I might be the last Slayer. I'm not sure if any other potential Slayers have been found.

There is hope. I know it. We just have to take the initiative and find it. Until then, it's my duty to kill them all.

WEAPONS



	Weapon	Ammo	Dai	mage	Range	Notes
Axe			35			
Stak	ie.		14			
				1		
				1		

COMBAT MANEUVERS

			COMB	AT MANEUVE	RS			
Maneuver		Roll I	Bonus	Base I	Damage		Notes	
Catch Weapon		9	I	none	<u> </u>	Ranged defer	nse action	
Decapitation		9	I	varies	<u> </u>	Total damage	multiplied by 5	
Dodge: Kung Fu		14	1	none				
Kick		13		16				
Melee Weapon		14		varies				
Punch		14		14				
Stake		14		14				
Through the Heart		cm-3		varies		x4 damage vs	s humans, x5 or x1 da	mage
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				SPELLS				
Spell Name	Level	QC Book	Page EC		Spell Name	Level	QC Book Page	EC
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1								
				ARMOR				
Туре	Bash	Slash/Stab	Bullet		Туре	Bash	Slash/Stab Bul	let
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