

 Life Points
 90 | 90 |

 Drama Points
 10 |

 Essence Points
 20 |

 Experience Points
 20 |

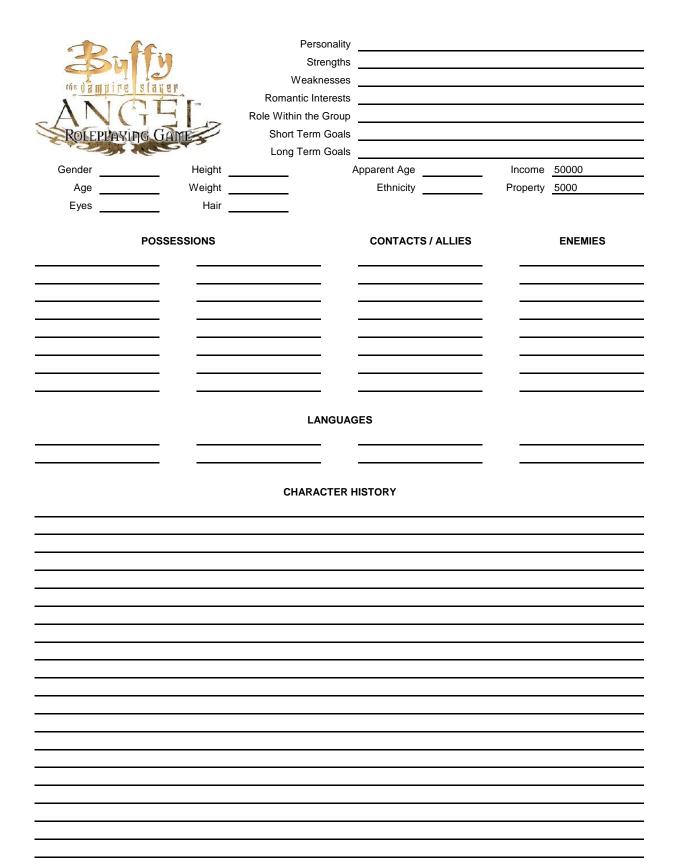
	in a house
	1
11	

Player Name	
Character Name	Azazel Faust
Character Type	Champion
Description	Terrack Demonling

Description	Terrac	ck Demonling	ACE			
	AT.	TRIBUTES			QUAL	ITIES
Strength 10		Intelligence 3	1	Tarrack Daemonling	(7)	
		Perception 2	ı			Iron Mind (3)
Constitution 5	ı	Willpower 3	1			
	;	SKILLS				
Acrobatics	5	Knowled	ge <u>2</u>			
Art		Kung F	-u 5			Attractiveness (5)
Computers		Language	es	Hard To Kill (4)		Eidetic Memory (1)
Crime	3	Mr. Fix	-It	Fast Reaction Time (	2)	Resources (2)
Doctor		Notic	ce <u>2</u>			
Driving		Occultis	m <u>3</u>			
Getting Medieval	6	Science	ce			
Gun Fu	4	Spoi	ts			
Influence	5					
					DRAWE	BACKS
				Violence (3)		Love: Tragic (4)
U	SEFUL	INFORMATION		Cruelty (2)		Clown (1)
Initiative 10		Perception 4	· I	Ambition (2)		Recurring Nightmares (1)
Actions 3		Hearing 4	. 1			
Speed 50	_ 20	Smell 4	. 1			
Throw Range 22		Taste4	. 1	·		
Lift Cap. <u>1250</u>		Touch 4		SUC	CESS LE	VELS TABLE
Natural AV		Vision 4	. 1			
Survival 12	1	Total Spells	I	9-10	1	Adequate
Resist Fear7	1	Occ Research 6	1	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	



## **WEAPONS**



Weapon	Ammo	Damage	Range	Notes
Sword		40		
Axe		50		
		1		
		1		

## **COMBAT MANEUVERS**

Maneuver	Roll Bonus			Base Damage			Notes								
Break Neck	16			40	40			Human at -10 LP / vamp at -20 LP survival test							
Catch Weapon		5		non	none		Ranged defense action								
Decapitation	6		1		varie	es	I <u></u>	Total damage multiplied by 5							
Disarm: Getting Medieva	I	9		1		non	е		Resisted by parry						
Dodge: Getting Medieval		11				non	е								
Grapple		12				non	е		Impairment varies						
Head Butt			8	1		20			If target grapple no defend; if missed attacker takes dam			damage			
Jump Kick		7		I		33			Acro + Dex first, add success levels to			vels to da	amage		
Kick			9			22									
Punch		1	0	1		20									
Slam-Tackle		1	0	1		20						,			
Spin Kick			8	1		24	24					,			
Sweep Kick			9	1		10		1	Knock	s target	t down				
Throw Weapon		1	0	1		varie	es	I	Uses t	hrowing	g range	Э			
				1				I							
Gunshot			9	I		varie	es	I	Range	ed attac	k mod	ifiers ap	ply		
Melee Weapon			11		I		varies								
Stake	11		I		20	20									
Through the Heart		cm-3		I		varie	es	x4 damage vs humans, x5		or x1 damage vs vamps					
-				I				I							
				I				I							
1				I				I							
						SPELLS									
Spell Name	Level	QC	Book	Page	EC			Spell Name		Level	QC	Book	Page	EC	
						_									
						_									
						_									
						_									
						ARMOR									
Туре	Bash	Slash	n/Stab	Bul	llet			Туре	Ba	sh	Slash	n/Stab	Bul	llet	
. 75-3				24				) F =	24		2.001				