



Life Points 46 / 46
 Drama Points 10
 Essence Points 20
 Experience Points 20



Player Name _____
 Character Name Jax Gordon
 Character Type Champion
 Description Biker Demon Hunter

ATTRIBUTES

Strength 5 Intelligence 2
 Dexterity 5 Perception 2
 Constitution 4 Willpower 5

SKILLS

Acrobatics _____ Knowledge _____
 Art _____ Kung Fu 5
 Computers 2 Languages _____
 Crime 4 Mr. Fix-It 3
 Doctor 2 Notice 4
 Driving 4 Occultism 4
 Getting Medieval 6 Science _____
 Gun Fu 6 Sports _____
 Influence 3

USEFUL INFORMATION

Initiative 5 Perception 6
 Actions 3 Hearing 6
 Speed 45 / 18 Smell 6
 Throw Range 12 Taste 6
 Lift Cap. 250 Touch 6
 Natural AV 4 Vision 6
 Survival 13 Total Spells _____
 Resist Fear 14 Occ Research 6

NOTES

QUALITIES

Demon Hunter (4) _____

DRAWBACKS

Adversary (4) _____
 Zealot (3) _____

SUCCESS LEVELS TABLE

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
Crossbow		16	pistol	
Knife		10		
Pistol		12	pistol	
Shotgun		20	pistol	
Sword		20		

COMBAT MANEUVERS

Maneuver	Roll Bonus	Base Damage	Notes
Aiming: Getting Medieval	8	none	Adds success levels to shooting roll
Aiming: Gun Fu	8	none	Adds success levels to shooting roll
Break Neck	11	20	Human at -10 LP / vamp at -20 LP survival test
Catch Weapon	5	none	Ranged defense action
Decapitation	6	varies	Total damage multiplied by 5
Disarm: Kung Fu	7	none	Resisted by parry
Dodge: Kung Fu	10	none	
Grapple	12	none	Impairment varies
Gunshot	11	varies	Ranged attack modifiers apply
Head Butt	8	10	If target grapple no defend; if missed attacker takes damage
Jump Kick	7	18	Acro + Dex first, add success levels to damage
Kick	9	12	
Knockout: Kung Fu	8	1/2	
Melee Weapon	11	varies	
Punch	10	10	
Slam-Tackle	5	10	
Spin Kick	8	14	
Stake	11	10	
Sweep Kick	9	5	Knocks target down
Through the Heart	cm-3	varies	x4 damage vs humans, x5 or x1 damage vs vamps
Throw Weapon	10	varies	Uses throwing range
Toss	6	5	Must grapple first. Stir min to lift target; 1 yd per success level

SPELLS

Spell Name	Level	QC	Book	Page	EC	Spell Name	Level	QC	Book	Page	EC

ARMOR

Type	Bash	Slash/Stab	Bullet	Type	Bash	Slash/Stab	Bullet
Leather Jacket	2	2	2				