

Life Points	77
Drama Points	10
Essence Points	
Experience Points	



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Player Name Megan			
Character Name Penelope	(Penny)		
Character Type Hero			
Description Slayer			$Maximize \lambda 10$
ATTR	IBUTES	QU	ALITIES
Strength 6	Intelligence 3	Slayer (16)	Acute Hearing (2)
Dexterity 7	Perception 3	Occult Library (2)	Photographic Memory (2)
Constitution 7	Willpower 5	Fast Reaction Time (2)	Hard to Kill (5)
		Nerves of Steel (3)	
SK	ILLS		
Acrobatics	Knowledge		
Art	Kung Fu 4		
Computers	Languages		
Crime 3	Mr. Fix-It		
Doctor 2	Notice 3		
Driving	Occultism 4		
Getting Medieval 6	Science		
Gun Fu	Sports		
Influence			
		DRA	WBACKS
		Cruelty (1)	Fear of Commitment (1)
USEFUL IN	FORMATION	Adversary (5)	Obligation (3)
Initiative 12	Perception 6 1		
Actions 4	Hearing 9 ₁		
Speed 70 28	Smell 6 .		
Throw Range 14	Taste 6 ₁		
Lift Cap. 450	Touch 6	SUCCESS	LEVELS TABLE
Natural AV	Vision 6		
Survival 22	Total Spells 31 40	9-10 1	Adequate

NOTES

Resist Fear 20 Occ Research 7

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	



Personality	Forward, militant	
Strengths	Quick Wit	
Weaknesses	Wall up around emotions	
Romantic Interests	None	
Role Within the Group	Slayer	
Short Term Goals	Keep Blue Bay Safe	
Long Term Goals	Survive	
	Apparent Age 22 Income	е е

	T 1511	Romantic Interests	None	
$-A \setminus (\dot{\tau})$		Role Within the Group	Slayer	
ROLEPLAYING C	iame	Short Term Goals	Keep Blue Bay Safe	
Con The	GV	Long Term Goals	Survive	
Gender Female	Height <u>5'7"</u>		Apparent Age 22	Income
Age <u>22</u>	Weight 124		Ethnicity Caucasian	Property
Eyes Green	Hair Blon	de		
POS	SSESSIONS		CONTACTS / ALLIES	ENEMIES
Blessed rosary				
Vampire guide from her Watcher				
Slayer's Handbook				_
				_
				_
		LANGUA	GES	
		CHARACTER I	HISTORY	



WEAPONS

Weapon	Ammo	Damage	Range	Notes
Axe		30		
Bow		20	pistol	
Crossbow		16 ı	pistol	
Sword		24		

				С	ОМВ	AT MANEUVE	RS						
Maneuver		Roll Bonus			Base	Notes							
Aiming: Getting Medieval		9			none	_1	Adds success levels to shooting roll						
Bow Shot		11				20	_I	Rangeo	Ranged attack modifiers apply				
Break Neck		12				24	_1	Human at -10 LP / vamp at -20 LF			-20 LP sur	survival test	
Catch Weapon		6				none	_I	Rangeo	d defens	e actio	n		
Crossbow Shot			13	I		16	_I	Rangeo	d attack	modifie	ers apply	y	
Decapitation			8	I		varies	_	Total da	amage	multipli	ed by 5		
Dodge: Getting Medieval		1	13	I		none	_						
Groin Shot		cn	n-3	I		varies	_I						
Jump Kick			8	I		21	I	Acro + D	ex first, a	dd succe	ss levels to	o damage	
Kick		1	10	I		14	_1						
Melee Weapon		1	13	I		varies	_1						
Punch		1	11	I		12	<u>.I</u>						
Spin Kick			9	I		16	ı						
Stake		1	13	I		12	ı						
Sweep Kick		1	10	1		6	J.	Knocks	target	down			
Through the Heart		cn	n-3	11		varies	J.	x4 damag	ge vs hum	ans, x5 o	r x1 dama	ge vs vamp	os
Throw Weapon		1	12	11		varies	J.	Uses throwing range					
							-\ -\ -\						
Spell Name	Level	QC	Book	Page	EC	SPELLS	Spell Name		Level	QC	Book	Page	EC
												_	
						ARMOR							
Туре	Bash	Slasi	h/Stab	Bu	llet		Type	Bas	sh	Slas	h/Stab	Bul	llet