Character Type Hero Description Demon H	Essence Points Experience Points (Bray) Richards			
ATTRI	BUTES		QUALIT	IES
Strength <u>3</u>	Intelligence 2			
Dexterity 4	Perception 4			
Constitution 3	Willpower 4			
<u>.</u>	·			
SK	ILLS			
Acrobatics 3	Knowledge 2			
Art	Kung Fu 4			Acute Hearing (2)
Computers 1	Languages	Criminal Contacts (2)		Fast Reaction Time (2)
Crime 1	Mr. Fix-It	Hard To Kill (5)		Natural Toughness (2)
Doctor 2	Notice 2	Nerves Of Steel (3)		Pain Resistance (4)
Driving 2	Occultism 1			
Getting Medieval 5	Science			
Gun Fu 1	Sports			
Influence 2	00010			
	·	,	DRAWBA	CKS
		Adversary (2)	BRANDA	Cruelty (1)
	FORMATION	Minority (1)		Recklessness (2)
				Recklessness (2)
Initiative 9	Perception <u>6</u>			
Actions 2	Hearing <u>9 </u>			
Speed <u>35 14</u>	Smell <u>6 </u>			
hrow Range 8	Taste <u>6 </u>	01000		
Lift Cap. <u>150 </u>	Touch <u>6 </u>	SUCCE	299 LEVI	ELS TABLE
Natural AV <u>4</u>	Vision <u>6</u>	0.40	4	
Survival <u>12</u>	Total Spells	9-10	1	Adequate
Resist Fear <u>13</u>	Ccc Research 3	11-12	2	Decent
No	TEO	13-14	3	Good
NO	TES	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
				-

Age Weight	Strengths Weaknesses Romantic Interests Role Within the Group Short Term Goals Long Term Goals	Apparent Age	
POSSESSIONS		CONTACTS / ALLIES	ENEMIES
	LANGUA	GES	
	CHARACTER	HISTORY	

D. ffa					WEAPON									
C P I	2			Neapor	١	Ammo	45	Damage		Rar	nge		Notes	
the dampire	slauer		Axe Cross	how			15 16	I		niatal				<u> </u>
ANC	1Cr	131	Knife	UUW			6	I		pistol				
RALEDUAVIE	GOME	2	Stake				6	I				·		
ROLEPLAYIF	GORIE	3	Sword				12	!						
			0.000		омва			I				·		<u> </u>
Maneuver			Roll E	Bonus			ase Dar	nage			No	otes		
Aiming: Getting Medie	val		9			none		- 0 -	Adds	success			oting ro	I
Crossbow Shot			9			16				ed attac				
Decapitation			4			varie	s		-	damage				
Disarm: Getting Medie	eval		7			none	ə			ted by p				
Dodge: Getting Medie			9			none	ə							
Jump Kick			5			12			Acro ·	+ Dex fir	st, ado	d succes	ss level	s to da
Kick			7			8								
Melee Weapon			9			varie	s_ _							
Punch			8	<u></u>		6								
Slam-Tackle			3			6								
Spin Kick			6			10								
Stake			9			6	I_							
Through the Heart		cn	n-3	l		varie	<u>s</u>		x4 da	mage vs	s huma	ans, x5	or x1 da	mage
Throw Weapon			8			varie	s_ _		Uses	throwing	g rang	е		
				l			I							
							I							
							I							
				l			I_							
				l										
				l			I_							
				l			I_							
				l			I_							
						SPELLS								
Spell Name	Level	QC	Book	Page	EC		5	Spell Name		Level	QC	Book	Page	EC
						ARMOR								
Туре	Bash	Slash	n/Stab	Bu	llet		Т	уре	Ba	ash	Slasl	n/Stab	Bu	let