Byfy we dampire slaver	Life Points Drama Points Essence Points	42 42 15 20
ANGULA	Experience Points	20
Roleplaying Game		
Player Name		

Character Name Juanita "Nita" Rodriguez Character Type Hero Description Leader of Street Gang

ATTRIBUTES

Strength	3	1
Dexterity	5	I
Constitution	2	I

Intelligence 3 Perception 3 Willpower 5

SKILLS

Acrobatics		Knowledge	1
Art		Kung Fu	7
Computers		Languages	1
Crime	4	Mr. Fix-It	
Doctor		Notice	3
Driving	3	Occultism	
Getting Medieval	3	Science	
Gun Fu	5	Sports	
Influence	3		

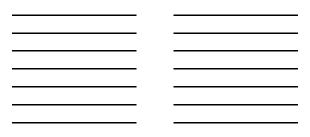
	Iron Mind (3)
Empathy (2)	
	Attractiveness (2)
Natural Toughness (2)	Nerves Of Steel (3)
Hard To Kill (4)	Situational Awareness (2)

DRAWBACKS

USEFUL INFORMATION

Initiative	5	Perception	6
Actions	3	Hearing	6
Speed	35 14	Smell	6
Throw Range	8	Taste	6
Lift Cap.	150	Touch	6
Natural AV	4	Vision	6
Survival	11 .	Total Spells	<u> </u>
Resist Fear	14	Occ Research	3

NOTES



Adversary (2)	Greed (1)
Love (2)	Cruelty (1)
Minority (1)	Obligation (2)
Showoff (2)	Teenager (2)

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	



QUALITIES

Criminal (2)

	Personality	Independent and street-wise	
Sintin		Piss her off and find out	
	Weaknesses		
the dampire slaver	Romantic Interests		
ANGIG	Role Within the Group		
ROLEPLAYING GAME		Take care of eliminating riva	gang
		Have a "normal" life	<u> </u>
Gender Female Height		Apparent Age 18	Income
Age <u>18</u> Weight		Ethnicity Hispanic	Property
	115	·	
·			
POSSESSIONS		CONTACTS / ALLIES	ENEMIES
Rosary		Rosario	
Pager		Maria	
Men's wallet		Evelia	
Condoms			
Cross Pendant			
Italian Charm Bracelet			
Acura Intega			
	LANGUA	GES	
Spanish			
	CHARACTER I	HISTORY	

							WEAP	ONS					
2501	T'N		١	Neapor	ı	Ammo	Damage		Rar	nge		Notes	
the demained			Baseb	all Bat			12						
the dampire	slauer	151	Knife				6						
ANC		1	Pistol			<u> </u>	12		pistol				
ROLEPLAYIN	G GAME	-					I						
	(Lest						I						
				C	OMB/								
Maneuver			Roll E	Bonus		Bas	se Damage			No	otes		
Dodge: Kung Fu			2	I		none	I						
Grapple			4	I		none	l		irment v				
Jump Kick)	I		12	l	Acro -	+ Dex first,	add su	ccess le	vels to da	amage
Kick		1		I		8	l						
Melee Weapon			3	I		varies	1						
Punch			2	I		6	II	-					
Slam-Tackle			3	I		6	I	_					
Spin Kick		1		I		10	l	V	les terre -				
Sweep Kick		1		I		3	1		ks targe				
Throw Weapon			7	I		varies	1	Uses	throwing	g range	9		
				I			1						
				I			1						
				I			1						
				I			1						
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				I			I						
						SPELLS							
Spell Name	Level	QC	Book	Page	EC		Spell Name	Ð	Level	QC	Book	Page	EC
						ARMOR							
Туре	Bash	Slash	/Stab	Bu	llet		Туре	В	ash	Slash	n/Stab	Bu	llet