

 Life Points
 77
 77

 Drama Points
 15

 Essence Points
 20

 Experience Points
 20

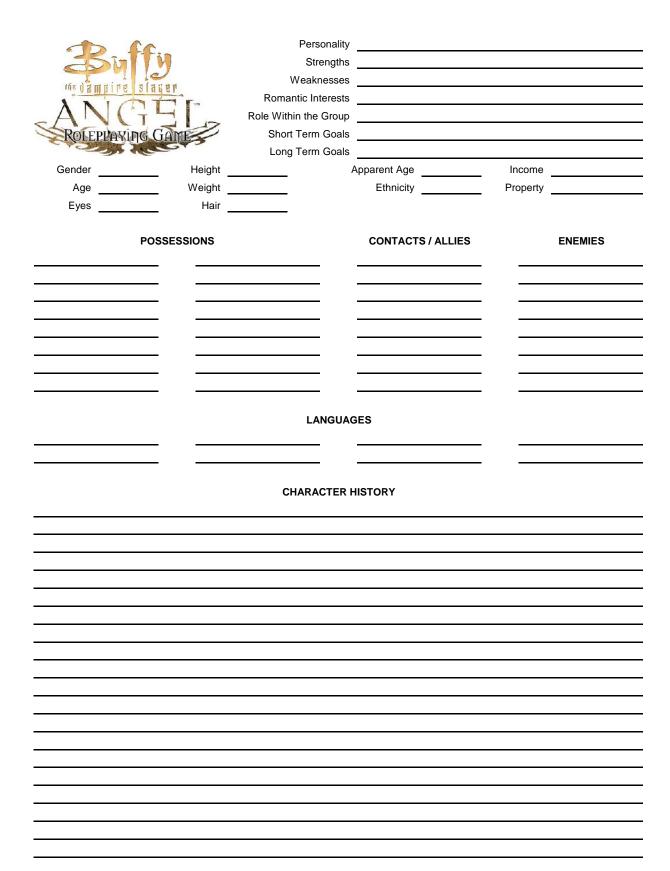
Player Name	
Character Name	AnnaBella Rumbaldi
Character Type	Hero
Description	Slayer

Desc	приоп	Slaye	ı					
		AT	TRIBUTES				QUALI	TIES
Strength	7		Intelligence	2	I	Slayer (16)		
Dexterity	8		Perception	3	<u> </u>			
Constitution	6		Willpower	5	<u> </u>			
			SKILLS					
Acro	batics	4	Know	ledge				
	Art		Kui	ng Fu	7			Fast Reaction Time (2)
Com	puters		Langu	ıages		Nerves Of Steel (3)	1	Hard To Kill (5)
	Crime	3	Mr.	Fix-It	_1_	Situational Awaren	ess (2)	Attractiveness (2)
[Doctor		١	Votice	3			
	Driving		Occi	ultism	3			
Getting Me	edieval	6	Sc	ience				
G	un Fu		S	Sports				
Infl	uence	3						
							DRAWB	ACKS
						Adversary (5)		Obligation (3)
	US	SEFUL	. INFORMATION			Secret (3)		Teenager (2)
Initiative	13		Perception	6		Honorable (1)		Recklessness (2)
Actions	4		Hearing	6				
Speed	70	28	Smell	6				
hrow Range	16		Taste	6				
Lift Cap.	650		Touch	6		SI	JCCESS LEV	ELS TABLE
Natural AV			Vision	6	<u></u>			
Survival	21		Total Spells		<u> </u>	9-10	1	Adequate
Resist Fear	20		Occ Research	5	<u></u>	11-12	2	Decent
						13-14	3	Good

NOTES

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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	







Weapon	Ammo	Dan	nage	Range	Notes
Crossbow		16	<u> </u>	pistol	
Quarterstaff		24	I		Uses 2 hands
Bow		20	I	pistol	
Stake		14	I		
Sword		28	I		-

COMBAT MANEUVERS

				C	OMB/	AT MANEUV	ERS						
Maneuver	Roll Bonus				Base	e Damage	Notes						
Aiming: Getting Medieva		9	nc		none	I	Adds success levels to shooting roll					II	
Catch Weapon	1	10	I		none	I	Rang	ed defer	ise ac	tion			
Decapitation	9				varies	I	Total damage multiplied by 5						
Disarm: Kung Fu		12		i		none	I	Resisted by parry					
Dodge: Kung Fu		15				none	I						
Feint: Kung Fu			9	I		none	<u> </u>	Adds	Adds success levels to next action				
Grapple		1	17	l		none			Impairment varies				
Gunshot		8		l		varies	I	Ranged attack modifiers apply					
Head Butt		1	13	l	14		I	If target grapple no defend; if missed			ed atta		
Jump Kick		1	12	l		24	I	Acro + Dex first, add success levels			s to da		
Kick		1	14	l		16	I						
Knockout: Kung Fu		1	13	l		1/2	I						
Melee Weapon		1	14	l		varies	I						
Punch		1	15	l		14	I						
Slam-Tackle			7	l		14	I						
Spin Kick		13				18	I						
Stake		14		<u> </u>		14	I						
Sweep Kick		14		<u> </u>		7	I	Knocks target down					
Through the Heart		cn	n-3	l		varies		x4 damage vs humans, x5 or x1 dam			amage		
Throw Weapon		13		l	varies		I	Uses throwing range					
				l			I						
				l			I						
						SPELLS							
Spell Name	Level	QC	Book	Page	EC		Spell Name		Level	QC	Book	Page	EC
						_							
						_							
						_							
						_							
-						_							
						_							
1													
1													
						ARMOR							
Type	Bash	Slash	n/Stab	Bul	let		Type	В	ash	Slasł	n/Stab	Bul	llet