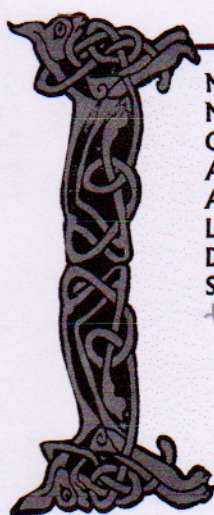




QUICK SHEET



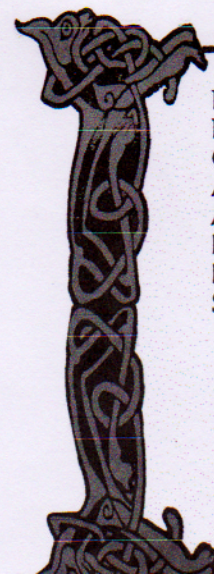
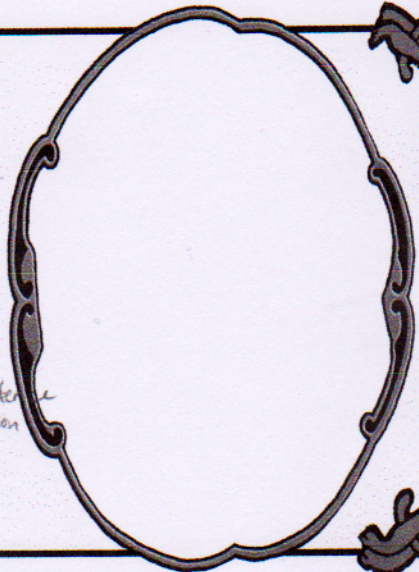
Name: Brand new vampire
Motivation: Blood
Critter Type: Vampire
Attributes: Str 5 Dex 4 Con 4 Int 2 Per 2 Will 2
Ability Scores: Muscle 16 Combat 12 Brains 9
Life Points: 52
Drama Points: 1
Special Abilities: Attractiveness -1, Hard to kill 2, Vampire

Maneuvers			
Name	Score	Damage	Notes
Bite			



Name: Brand-new vampire
Motivation: Blood!
Critter Type: Vampire
Attributes: Str 5 Dex 4 Con 4 Int 2 Per 2 Will 2
Ability Scores: Muscle 16 Combat 12 Brains 9
Life Points: 52
Drama Points: 0-3
Special Abilities: Attractiveness -1, Hard to kill 2, vampire

Maneuvers			
Name	Score	Damage	Notes
Bite	14	18	Must grapple first, no defence
Dodge	12	-	Defence action action
Grapple	14	-	Resisted by dodge
Kick	11	14	Bash
Punch	12	12	Bash



Name: Vampire minion
Motivation: Blood! Follow orders
Critter Type: Vampire
Attributes: Str 5 Dex 4 Con 5 Int 2 Per 3 Will 3
Ability Scores: Muscle 16 Combat 14 Brains 11
Life Points: 59
Drama Points: 1-3
Special Abilities: Attractiveness -1, Hard to kill 3, Vampire

Maneuvers			
Name	Score	Damage	Notes
Bite	16	14	Must grapple first, no defence
Dodge	14	-	Defence action action
Grapple	16	-	Resisted by dodge
Kick	13	15	Bash
Punch	14	13	Bash

