

Name:

Motivation: Become a God, serve Gabriel

Critter Type: Vampire

Attributes: Str 8 Dex 6 Con 8 Int 3 Per 3 Will 4

Ability Scores: Muscle 22 Combat 19 Brains 13

Life Points: 101

Drama Points: 5

Special Abilities: Hard to kill 9, Vampire

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Maneuvers			
Name	Score	Damage	Notes
Bite	21	30	Must grapple first, no defence action.
Dodge	19	-	Defence action
Grapple	21	-	Resisted by dodge
Kick	18	23	Bash
Punch	19	21	Bash
Takedown	22	14	Resisted by dodge/parry; target prone

Name: Vampire veteran

Motivation: Follow orders, lead others

Critter Type: Vampire

Attributes: Str 6 Dex 5 Con 5 Int 3 Per 3 Will 3

Ability Scores: Muscle 18 Combat 16 Brains 12

Life Points: 69

Drama Points: 2-4

Special Abilities: Hard to kill 5, vampire

Maneuvers			
Name	Score	Damage	Notes
Bite	18	23	Must grapple first; no defence
Dodge	16	-	Defence action
Grapple	18	-	Resisted by dodge
Kick	15	18	Bash
Punch	16	16	Bash