

Angelina Marposa

NAME

Daeva Vampire3

3000

CLASS

EXPERIENCE

3

6000

Character Level

NEXT LEVEL

Rebekah

PLAYERNAME

Human

Medium

6' 0"

160 lbs.

Low-Light

RACE

SIZE

HEIGHT

WEIGHT

VISION

24

Female

EYES

HAIR

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	53	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED																				
STR	16	+3	16	+3	16	+3	hit points								Walk 30 ft.																				
DEX	14	+2	14	+2	14	+2	AC	16	:	14	:	16	=	10	+	0	+	0	+	2	+	0	+	0	+	4		0	+0	0					
								TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL		MISC		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESIST	
CON	14	+2	14	+2	14	+2	INITIATIVE		+6		=	+2		+	+4																				
INT	16	+3	16	+3	16	+3	TOTAL				DEX MODIFIER		MISC MODIFIER																						
WIS	14	+2	14	+2	14	+2	BASE ATTACK				+5																								
CHA	21	+5	21	+5	21	+5																													

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers						
FORTITUDE	+7	=	+5	+	+2	+	+0	+	+0	+	+0	+		
REFLEX	+7	=	+5	+	+2	+	+0	+	+0	+	+0	+		
WILL	+5	=	+5	+	+2	+	+0	+	-2	+	+0	+		

TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP							
MELEE	+8	=	+5	+	+3	+	+0	+	+0	+	+0	+	
RANGED	+7	=	+5	+	+2	+	+0	+	+0	+	+0	+	
GRAPPLE	+8	=	+5	+	+3	+	+0	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8	1d3+3	20/x2	5 ft.

Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+8	1d4+4				
Special Properties					

Submachine Gun	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried		M	20/x0	5 ft.
30 ft.	40 ft.	80 ft.	120 ft.	160 ft.	
TH	+7	+7	+5	+3	+1
Dam	2d8	2d8	2d8	2d8	2d8
Special Properties	Lic, Semi and Automatic				

Whip	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	20/x0	5 ft.
15 ft.	30 ft.	45 ft.	60 ft.	75 ft.	
TH	+7	+5	+3	+1	-1
Dam	1d2	1d2	1d2	1d2	1d2
Special Properties					

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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SKILL NAME		KEY ABILITY	SKILLS				6/6 MISC MODIFIER		
			SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	RANKS			
✓	Appraise	INT	3	=	3	+	+		
✓	Balance	DEX	2	=	2	+	+		
✓	Bluff	CHA	11	=	5	+	6.0	+	
✓	Climb	STR	3	=	3	+	+		
✓	Computer Use	INT	3	=	3	+	+		
✓	Concentration	CON	2	=	2	+	+		
✓	Craft (Writing)	INT	3	=	3	+	+		
✓	Diplomacy	CHA	15	=	5	+	6.0	+	4
✓	Disguise	CHA	11	=	5	+	6.0	+	
✓	Drive	DEX	2	=	2	+	+		
✓	Escape Artist	DEX	2	=	2	+	+		
✓	Forgery	INT	3	=	3	+	+		
✓	Gather Information	CHA	10	=	5	+	5.0	+	
✓	Heal	WIS	6	=	2	+	4.0	+	
✓	Hide	DEX	2	=	2	+	+		
✓	Intimidate	CHA	13	=	5	+	6.0	+	2
✓	Intimidate (Physical)	STR	6	=	3	+	3.0	+	
✓	Jump	STR	3	=	3	+	+		
✓	Listen	WIS	8	=	2	+	6.0	+	
✓	Move Silently	DEX	2	=	2	+	+		
✓	Navigate	INT	3	=	3	+	+		
✓	Perform (Sing)	CHA	9	=	5	+	4.0	+	
✓	Research	INT	3	=	3	+	+		
✓	Ride	DEX	2	=	2	+	+		
✓	Search	INT	7	=	3	+	4.0	+	
✓	Sense Motive	WIS	7	=	2	+	5.0	+	
✓	Sleight of Hand	DEX	9	=	2	+	5.0	+	2
✓	Spot	WIS	7	=	2	+	5.0	+	
✓	Survival	WIS	6	=	2	+	4.0	+	
✓	Swim	STR	3	=	3	+	+		
✓	Use Rope	DEX	2	=	2	+	+		
					=	+	+		
					=	+	+		

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bite	Carried	1	0.0	0.0	
Submachine Gun	Carried	1	8.0	0.0	
0 lbs. Lic, Semi and Automatic					
Whip	Carried	1	2.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			10 lbs.	0.0 gp	

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

Vampire Disciplines	
Awe	You amplify your personality to more easily influence other people. You gain a +5 bonus on social skills (such as most uses of Diplomacy and Gather Information) made to influence or deter others. This Discipline affects everyone who can see you. It does not work through photos, video or other artificial visual means. Even after the effect ends, targets remember their enhanced feelings toward you and are inclined to tailor their future reactions accordingly. (You don't get additional bonuses, but someone who liked you previously doesn't turn against you when you're not around.) Local disturbances and concerns of safety end the effect for nearby targets. (They may be listening with rapt attention but someone drawing a gun on them has a higher priority.) Targets get a Will save to resist this ability (DC 18). When dealing with large numbers of normal humans, make one skill roll with a penalty (-4 for 10, -8 for 20, -12 for 50, -16 for 100 or more) rather than individual rolls. [Daeva - Targets take a -4 penalty to resist this Discipline] - Free Action - Cost 0 Vitae - Duration: 1 minute
Revelation	[Free Action, Cost 1 Vitae, Duration is Instantaneous] You speak a few heartfelt words or give a compassionate look to a single person, which causes the target to confess things he normally keeps private. The target gets a Will save DC 15 to resist this ability (DC 10 + your Hit Dice + your Charisma modifier). He takes a -5 penalty on his save if he is currently subject to your Awe or Entrancement, a +5 bonus if you are his enemy and another +5 bonus if you have inflicted violence upon him within the past day. The nature of what the target reveals is determined by your words and actions before using this ability. (If you were talking about fears, the target reveals his fears and so on.) The target continues to reveal these private feelings each round until you stop him or he makes a Will save; each round after the first gives him a cumulative +1 bonus on this save. You can steer the conversation to other subjects (and other types of secrets). If the target's initial save against this ability is a 1, he cannot stop from exposing all of his secrets to you, stopping only when you direct him to or he runs out of secrets. The target remembers that he confessed but may not understand why he did so and may take action later to correct this "error in judgment." [Daeva - The target takes a -4 penalty to resist this Discipline.]

SPECIAL QUALITIES	
Deathsleep	Every day at dawn, a vampire feels an urge to rest in a sleep indistinguishable from death. She may spend one Vitae to resist this urge and remain awake through the day. A sleeping vampire can still spend Vitae to heal herself. To awaken at sundown, a vampire spends one Vitae. A sleeping vampire with no Vitae to spend remains trapped in sleep until someone feeds her or several months pass and she spontaneously awakens, wasted away to nearly nothing (10 hit points) and ravenous with hunger. Some vampires believe that more powerful vampires trapped this way take longer to awaken.
Predator's Taint	You recognize other vampires. They do not automatically know the other vampire's clan or abilities, but the undead spirits recognize their kindred death and hunger for the living. You know if another vampire is weaker than you (two or more levels below), stronger (two or more levels above) or about at about the same level of power.
Sunlight Vulnerability	A vampire fully exposed to sunlight takes four points of Constitution damage on his turn each round of exposure. Partial exposure does proportionately less damage. Certain Disciplines may reduce or increase this damage.
Undead	Vampires are unliving bodies powered by Vitae. While this state has its advantages, unlike living things, vampires do not heal from rest and time, and they do not benefit from standard medical attention (such as the Heal skill). To heal, a vampire must spend Vitae.
Heal Wounds	Spending one Vitae heals 10 hit points of damage or two points of ability damage from a single ability. Spending two Vitae heals one point of ability drain.
Resistance to Damage	A critical hit against you merely stuns rather than dealing Constitution damage. You do not bleed. If you take enough damage to be in a dying state makes checks to recover but never loses hit points from failed checks., You do not need to breathe, Immune to normal poisons and disease.
Vampire Vitae	Vitae 12 Max; can spend 1/round

FEATS	
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Improved Initiative	You get a +4 bonus on initiative checks.
Sneak Attack	+1d6 damage when flanking or when opponent loses Dex bonus to Def.
Track	To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

PROFICIENCIES	
Assault Rifle, Auto Pistol, Bayonet, Bite, Bow, Brass Knuckles, Chain, Club, Concealed Pistol, Crossbow, Dynamite, Frag Grenade, Grapple, Greataxe, Greatsword, Knife, Longspear, Molotov Cocktail, Pepper Spray, Pistol, Pistol Whip, Plastic Explosive, Rifle, Rifle Butt, Sap, Shotgun, Shuriken, Smoke Grenade, Sniper Rifle, Spear, Submachine Gun, Taser, Teargas Grenade, Thermite Grenade, Throwing Axe, Tranquilizer Gun, Unarmed, Unarmed Strike, Whip, Zip Gun	

LANGUAGES	
Apache, English, Spanish	

Notes:

Character Sheet Notes: