

Angelina Marposa

NAME
Daeva Vampire1 0
CLASS EXPERIENCE
1 1000
Character Level NEXT LEVEL

Rebekah

PLAYERNAME
Human Medium
RACE SIZE
24 Female
AGE GENDER

DEITY
6' 0" 160 lbs.
HEIGHT WEIGHT
EYES HAIR

None
ALIGNMENT
Low-Light
VISION
0
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3	16	+3
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	21	+5	21	+5	21	+5

HP hit points 40
AC armor class 15
WOUNDS/CURRENT HP
SUBDUAL DAMAGE
DAMAGE REDUCTION
SPEED Walk 30 ft.
TOTAL 13 : 15 = 10 + 0 + 0 + 2 + 0 + 0 + 3
FLAT TOUCH BASE ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL MISC MISS CHANGE
ARCANE SPELL FAILURE 0 ARMOR CHECK PENALTY +0 SPELL RESIST 0

INITIATIVE modifier +6 = +2 + +4
TOTAL DEX MODIFIER MISC MODIFIER
BASE ATTACK bonus +3

SAVING THROWS
FORTITUDE (constitution) +6 = +4 + +2 + +0 + +0 + +0 +
REFLEX (dexterity) +6 = +4 + +2 + +0 + +0 + +0 +
WILL (wisdom) +4 = +4 + +2 + +0 + -2 + +0 +
conditional modifiers

TOTAL
MELEE attack bonus +6 = +3 + +3 + +0 + +0 + +0 +
RANGED attack bonus +5 = +3 + +2 + +0 + +0 + +0 +
GRAPPLE attack bonus +6 = +3 + +3 + +0 + +0 + +0 +

UNARMED
TOTAL ATTACK BONUS +6
DAMAGE 1d3+3
CRITICAL 20/x2
REACH 5 ft.

Bite
HAND TYPE SIZE CRITICAL REACH
Carried P M 20/x2 5 ft.
TOTAL ATTACK BONUS +6
DAMAGE 1d4+4
Special Properties

*Pistol
HAND TYPE SIZE CRITICAL REACH
Primary M 20/x0 5 ft.
TH 30 ft. 60 ft. 90 ft. 120 ft. 150 ft.
+5 +3 +1 -1 -3
Dam 2d4 2d4 2d4 2d4 2d4
Special Properties Lic

*: 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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/4 MISC MODIFIER
✓ Appraise	INT	3	= 3	+	+
✓ Balance	DEX	2	= 2	+	+
✓ Bluff	CHA	9	= 5	+	4.0 +
✓ Climb	STR	3	= 3	+	+
✓ Computer Use	INT	3	= 3	+	+
✓ Concentration	CON	2	= 2	+	+
✓ Craft (Writing)	INT	3	= 3	+	+
✓ Diplomacy	CHA	9	= 5	+	4.0 +
✓ Disguise	CHA	9	= 5	+	4.0 +
✓ Drive	DEX	2	= 2	+	+
✓ Escape Artist	DEX	2	= 2	+	+
✓ Forgery	INT	3	= 3	+	+
✓ Gather Information	CHA	9	= 5	+	4.0 +
✓ Heal	WIS	6	= 2	+	4.0 +
✓ Hide	DEX	2	= 2	+	+
✓ Intimidate	CHA	9	= 5	+	4.0 +
✓ Jump	STR	3	= 3	+	+
✓ Listen	WIS	6	= 2	+	4.0 +
✓ 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	6	= 2	+	4.0 +
Sleight of Hand	DEX	6	= 2	+	4.0 +
✓ Spot	WIS	6	= 2	+	4.0 +
✓ Survival	WIS	6	= 2	+	4.0 +
✓ Swim	STR	3	= 3	+	+
✓ Use Rope	DEX	2	= 2	+	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bite	Carried	1	0.0	0.0	
Pistol	Equipped	1	2.0	0.0	
0 lbs. Lic					
TOTAL WEIGHT CARRIED/VALUE			2 lbs.	0.0 gp	

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

SPECIAL QUALITIES	
Discipline - 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 16). 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	
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.	

FEATS	
Improved Initiative	You get a +4 bonus on initiative checks.
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 Strike, Whip, Zip Gun	

LANGUAGES	
Apache, English, Spanish	