

# Tony Dupre

NAME  
**Mekhet Vampire3**  
 CLASS  
 3  
 Character Level  
 3000  
 EXPERIENCE  
 6000  
 NEXT LEVEL

# J. Pingol

PLAYERNAME  
**Human**  
 RACE  
 27  
 AGE  
**Medium**  
 SIZE  
 Male  
 GENDER

DEITY  
 5' 9"  
 HEIGHT  
 197 lbs.  
 WEIGHT  
 EYES  
 HAIR

ALIGNMENT  
**Low-Light**  
 VISION  
 -1  
 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	14	+2	14	+2	14	+2
<b>DEX</b> Dexterity	21	+5	21	+5	21	+5
<b>CON</b> Constitution	18	+4	18	+4	18	+4
<b>INT</b> Intelligence	14	+2	14	+2	14	+2
<b>WIS</b> Wisdom	14	+2	14	+2	14	+2
<b>CHA</b> Charisma	12	+1	12	+1	12	+1

HP	hit points	WOUNDS/CURRENT HP
65		
AC	armor class	SUBDUAL DAMAGE
18		
INITIATIVE	modifier	DAMAGE REDUCTION
+5		
BASE ATTACK	bonus	SPEED
+5		Walk 30 ft.

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+9	=	+5	+4	+0	+0	+0	
<b>REFLEX</b> (dexterity)	+10	=	+5	+5	+0	+0	+0	
<b>WILL</b> (wisdom)	+7	=	+5	+2	+0	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+7	=	+5	+2	+0	+0	+0
<b>RANGED</b> attack bonus	+10	=	+5	+5	+0	+0	+0
<b>GRAPPLE</b> attack bonus	+7	=	+5	+2	+0	+0	+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7	1d3+2	20/x2	5 ft.

Auto Pistol		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried		M	20/x0	5 ft.
30 ft.	40 ft.	80 ft.	120 ft.	160 ft.		
TH +12	+11	+9	+7	+5		
Dam 2d6+1	2d6	2d6	2d6	2d6		
Special Properties	Lic, Semi and Automatic					

Bite		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x2	5 ft.
TOTAL ATTACK BONUS	+7	DAMAGE	1d4+3			
Special Properties						

*Sniper Rifle		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary		M	20/x0	5 ft.
30 ft.	120 ft.	240 ft.	360 ft.	480 ft.		
TH +12	+11	+9	+7	+5		
Dam 2d12+1	2d12	2d12	2d12	2d12		
Special Properties	Lic, Semiautomatic					

\*: 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
*Armor (Prototype III - Sunsuit)	Light	-1	-2	0	
User can operate in UV Light without taking damage for 4 hours per day.					

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/6
				RANKS	MISC MODIFIER
✓ Appraise	INT	2	= 2	+	+
✓ Balance	DEX	6	= 5	+	1.0
✓ Bluff	CHA	1	= 1	+	+
✓ Climb	STR	0	= 2	+	+
✓ Computer Use	INT	5	= 2	+	3.0
✓ Concentration	CON	4	= 4	+	+
✓ Craft (Writing)	INT	2	= 2	+	+
✓ Demolitions	INT	5	= 2	+	3.0
✓ Diplomacy	CHA	1	= 1	+	+
✓ Disable Device	INT	5	= 2	+	3.0
✓ Disguise	CHA	1	= 1	+	+
✓ Drive	DEX	8	= 5	+	3.0
✓ Escape Artist	DEX	5	= 5	+	2.0
✓ Forgery	INT	5	= 2	+	3.0
✓ Gather Information	CHA	1	= 1	+	+
✓ Heal	WIS	2	= 2	+	+
✓ Hide	DEX	4	= 5	+	1.0
✓ Intimidate	CHA	1	= 1	+	+
✓ Intimidate (Physical)	STR	2	= 2	+	+
✓ Jump	STR	2	= 2	+	+
✓ Listen	WIS	4	= 2	+	2.0
✓ Move Silently	DEX	5	= 5	+	2.0
✓ Navigate	INT	2	= 2	+	+
✓ Open Lock	DEX	8	= 5	+	3.0
✓ Perform (Sing)	CHA	3	= 1	+	2.0
✓ Pilot	DEX	8	= 5	+	3.0
✓ Repair	INT	5	= 2	+	3.0
✓ Research	INT	2	= 2	+	+
✓ Ride	DEX	5	= 5	+	+
✓ Search	INT	2	= 2	+	+
✓ Sense Motive	WIS	2	= 2	+	+
✓ Sleight of Hand	DEX	9	= 5	+	6.0
✓ Speak Language(Italian)		2	= 0	+	2.0
✓ Spot	WIS	8	= 2	+	6.0
✓ Survival	WIS	2	= 2	+	+
✓ Swim	STR	-2	= 2	+	+
✓ Tumble	DEX	9	= 5	+	6.0
✓ Use Rope	DEX	9	= 5	+	4.0
			=	+	+
			=	+	+
✓/: can be used untrained. X: exclusive skills. *: Skill Mastery.					

Submachine Gun				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried		M	20/x0	5 ft.
	30 ft.	40 ft.	80 ft.			120 ft.		160 ft.
TH	+12	+11	+9			+7		+5
Dam	2d8+1	2d8	2d8			2d8		2d8
Special Properties		Lic, Semi and Automatic						

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Armor (Prototype III - Sunsuit)	Equipped	1	6.0	0.0	
User can operate in UV Light without taking damage for 4 hours per day.					
Auto Pistol	Carried	1	4.0	0.0	
0 lbs. Lic, Semi and Automatic					
Bite	Carried	1	0.0	0.0	
Laser Sight (Improved)	Equipped	1	0.0	0.0	
Adds +1 equipment bonus to hit targets within weapons range					
Scope	Equipped	1	0.0	0.0	
Increases range on weapon by 150%					
Silencer	Equipped	1	0.0	0.0	
DC 15 Listen check to locate the source of the gunfire.					
Sniper Rifle	Equipped	1	35.0	0.0	
0 lbs. Lic, Semiautomatic					
Submachine Gun	Carried	1	8.0	0.0	
0 lbs. Lic, Semi and Automatic					
Walkie-Talkie Helmet (Military)	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			53 lbs.	0.0 gp	

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

Vampire Disciplines
<p><b>Heightened Senses</b></p> <p>You magnify your senses to a superhuman level, giving you a +5 bonus on Listen, Search and Spot checks. At the GM's discretion you may get this bonus on other skill checks as well (Sense Motive checks, for example). When your sight is heightened, you have darkvision (60 feet) and your low-light vision range is doubled, so you see four times as far as a normal human in low light conditions. While your senses are heightened, you are vulnerable to attacks on those senses, taking a -4 penalty on saves to resist such attacks and suffering whatever additional effect the attack has against vulnerable creatures. You may selectively amplify only some of your senses (instead of all of them at once) to reduce the number of possible sources. Adjusting which senses are magnified is a free action. [Mekhet - The bonus on Listen, Search and Spot checks is +8 rather than +5.] - Action Free - Cost 0 Vitae - Duration is Concentration</p> <p><b>Touch of Shadow</b></p> <p>[Free Action, Cost 0 Vitae, Duration of 1 minute] You conceal on your person an object of Diminutive or smaller size. The item is undetectable even if it is in plain sight (such as a pack of cigarettes held in your open palm). Anyone trying to find the concealed object must make a Will save DC 14 (DC 10 + your Hit Dice + your Charisma modifier) to find the item. Furthermore, he must know exactly what he is looking for (such as a pack of cigarettes, a knife, a pistol, a bag of drugs and so on); a nonspecific search fails to turn up anything. Smaller objects increase the DC by +4 per size category, larger ones decrease the DC by -4 per size category. If you draw attention to the object (such as by pointing at it or deliberately showing it to someone), the concealment ends. A person who spots the object can point it out to others, giving them a +4 bonus on their saves, but anyone who rolls a 1 on his save cannot see the object despite all attempts. As with Cloak of Shadow, this Discipline is a mental effect rather than a physical one. Because the ability is nonphysical, you cannot conceal an object and hide another object behind the first object; the other object is clearly visible. [Mekhet or Nosferatu: Creatures have a -4 penalty to resist this Discipline.]</p>

SPECIAL QUALITIES
<p><b>Deathsleep</b></p> <p>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.</p> <p><b>Predator's Taint</b></p> <p>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.</p> <p><b>Sunlight Vulnerability</b></p> <p>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.</p> <p><b>Undead</b></p> <p>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.</p> <p><b>Heal Wounds</b></p> <p>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.</p> <p><b>Resistance to Damage</b></p> <p>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.</p> <p><b>Vampire Vitae</b></p> <p>Vitae 14 Max; can spend 1/round</p>

FEATS
<p><b>Armor Proficiency (Light)</b></p> <p>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.</p> <p><b>Evasion</b></p> <p>Take no damage on successful Ref saves.</p> <p><b>Point Blank Shot</b></p> <p>You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.</p>

PROFICIENCIES
<p>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</p>

LANGUAGES
<p>English, French, Italian, Spanish</p>

## Notes:

Character Sheet Notes: