

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 |
|----------------------------|------------|----------|---------------|-------------|------------|----------|
| STR Strength | 14 | +2 | 14 | +2 | 14 | +2 |
| DEX Dexterity | 21 | +5 | 21 | +5 | 21 | +5 |
| CON Constitution | 18 | +4 | 18 | +4 | 18 | +4 |
| INT Intelligence | 14 | +2 | 14 | +2 | 14 | +2 |
| WIS Wisdom | 14 | +2 | 14 | +2 | 14 | +2 |
| CHA Charisma | 12 | +1 | 12 | +1 | 12 | +1 |

| HP | hit points | 65 | WOUNDS/CURRENT HP |
|-------------|--------------|---------------|-------------------|
| AC | armor class | 18 | 13 : 19 = 10 + |
| TOTAL | FLAT | TOUCH | BASE |
| INITIATIVE | modifier | +5 | = +5 + +0 |
| TOTAL | DEX MODIFIER | MISC MODIFIER | |
| BASE ATTACK | bonus | +5 | |

| SUBDUAL DAMAGE | DAMAGE REDUCTION | SPEED |
|----------------|---------------------|----------------------|
| 2/- | Walk 30 ft. | |
| ARMOR BONUS | SHIELD BONUS | STAT |
| SIZE | NATURAL ARMOR | DEFLEC-TION |
| MISC | MISS CHANCE | ARCANE SPELL FAILURE |
| | ARMOR CHECK PENALTY | SPELL RESIST |

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

| TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
|--------------------------------|-------------------|------|------|------|------|------|
| MELEE attack bonus | +7 | = +5 | +2 | +0 | +0 | |
| RANGED attack bonus | +10 | = +5 | +5 | +0 | +0 | |
| GRAPPLE attack bonus | +7 | = +5 | +2 | +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 | DAMAGE | | | | |
| +7 | 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 |
|---|-------------|----------------|------------------|-----------|----------|
| ✓ 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 + -2 |
| ✓ Forgery | INT | 5 | = 2 | + | 3.0 + |
| ✓ Gather Information | CHA | 1 | = 1 | + | + |
| ✓ Heal | WIS | 2 | = 2 | + | + |
| ✓ Hide | DEX | 4 | = 5 | + | 1.0 + -2 |
| ✓ Intimidate | CHA | 1 | = 1 | + | + |
| ✓ Intimidate (Physical) | STR | 2 | = 2 | + | + |
| ✓ Jump | STR | 2 | = 2 | + | + |
| ✓ Listen | WIS | 4 | = 2 | + | 2.0 + |
| ✓ Move Silently | DEX | 6 | = 5 | + | 3.0 + -2 |
| ✓ Navigate | INT | 2 | = 2 | + | + |
| ✓ Open Lock | DEX | 8 | = 5 | + | 3.0 + |
| ✓ Perform (Sing) | CHA | 3 | = 1 | + | 2.0 + |
| ✓ Pilot | DEX | 9 | = 5 | + | 4.0 + |
| ✓ Repair | INT | 8 | = 2 | + | 6.0 + |
| ✓ 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 + -2 |
| ✓ 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 + -2 |
| ✓ 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 |

| SPECIAL QUALITIES | |
|--|--------------|
| Deathsleep | [mc_wod, 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. | |
| Predator's Taint | [mc_wod, 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. | |
| Sunlight Vulnerability | [mc_wod, 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. | |
| Undead | [mc_wod, 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. | |
| Heal Wounds | [mc_wod, p.] |
| Spending one Vitae heals 10 hit points of damage or two points of ability drain from a single ability. Spending two Vitae heals one point of ability drain. | |
| Resistance to Damage | [mc_wod, 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. | |
| Vampire Vitae | [mc_wod, p.] |
| Vitae 14 Max; can spend 1/round | |

| Vampire Disciplines | |
|--|-----------------|
| Heightened Senses | [mc_wod, p.147] |
| 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=Concentration | |
| Touch of Shadow | [mc_wod, p.153] |
| [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.] | |

| FEATS | |
|---|-----------------|
| Armor Proficiency (Light) | [mc_wod, p.117] |
| 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. | |
| Evasion | [mc_wod, p.120] |
| Take no damage on successful Ref saves. | |
| Point Blank Shot | [mc_wod, p.122] |
| You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet. | |

| 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 |
|-----------------------------------|
| English, French, Italian, Spanish |

Notes:

Character Sheet Notes: