

Angelina Marposa

NAME
Daeva Vampire2
 CLASS
2
 Character Level
3000
 NEXT LEVEL

Rebekah

PLAYERNAME
Human
 RACE
Medium
 SIZE
Female
 GENDER
24
 AGE

DEITY
6' 0"
 HEIGHT
160 lbs.
 WEIGHT
HAIR

None
 ALIGNMENT
Low-Light
 VISION
-1
 POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED			
STR Strength	16	+3	16	+3	16	+3	hit points	47							Walk 30 ft.			
DEX Dexterity	14	+2	14	+2	14	+2	AC armor class	15	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC
CON Constitution	14	+2	14	+2	14	+2												
INT Intelligence	16	+3	16	+3	16	+3	INITIATIVE modifier	+6	TOTAL									
WIS Wisdom	14	+2	14	+2	14	+2	BASE ATTACK bonus	+4										
CHA Charisma	21	+5	21	+5	21	+5												

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+6	= +4	+2	+0	+0	+0		
REFLEX (dexterity)	+6	= +4	+2	+0	+0	+0		
WILL (wisdom)	+4	= +4	+2	+0	-2	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+7	= +4	+3	+0	+0	+0	
RANGED attack bonus	+6	= +4	+2	+0	+0	+0	
GRAPPLE attack bonus	+7	= +4	+3	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7	1d3+3	20/x2	5 ft.

Bite		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+7		1d4+4				
Special Properties						

*Pistol		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary		M	20/x0	5 ft.
30 ft.	60 ft.	90 ft.	120 ft.	150 ft.		
TH +6	+4	+2	+0	-2		
Dam 2d4	2d4	2d4	2d4	2d4		
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 +6	+6	+4	+2	+0		
Dam 2d8	2d8	2d8	2d8	2d8		
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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/5 MISC MODIFIER
✓ Appraise	INT	3	= 3	+	+
✓ Balance	DEX	2	= 2	+	+
✓ Bluff	CHA	10	= 5	+	5.0 +
✓ Climb	STR	3	= 3	+	+
✓ Computer Use	INT	3	= 3	+	+
✓ Concentration	CON	2	= 2	+	+
✓ Craft (Writing)	INT	3	= 3	+	+
✓ Diplomacy	CHA	14	= 5	+	5.0 + 4
✓ Disguise	CHA	9	= 5	+	4.0 +
✓ 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	12	= 5	+	5.0 + 2
✓ Jump	STR	3	= 3	+	+
✓ Listen	WIS	7	= 2	+	5.0 +
✓ 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	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. *: Skill Mastery.

Whip				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	S	M	20/x0	5 ft.
	15 ft.	30 ft.	45 ft.	60 ft.		75 ft.		
TH	+6	+4	+2	+0		-2		
Dam	1d2	1d2	1d2	1d2		1d2		
Special Properties								

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bite	Carried	1	0.0	0.0	
Pistol 0 lbs. Lic	Equipped	1	2.0	0.0	
Submachine Gun 0 lbs. Lic	Carried	1	8.0	0.0	
Whip	Carried	1	2.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			12 lbs.	0.0 gp	

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

SPECIAL QUALITIES
<p>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 17). 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</p> <p>Discipline - 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.]</p> <p>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.</p> <p>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.</p> <p>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.</p> <p>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.</p> <p>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.</p> <p>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.</p> <p>Vampire Vitae Vitae 12 Max; can spend 1/round</p>

FEATS
<p>Improved Initiative You get a +4 bonus on initiative checks.</p> <p>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.</p>

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