

**Character Name:** Sonia Lior  
 Alternate Identities:  
 Player Name: Sarah Adams



## CHARACTERISTICS

Val	Char	Base	Points	Total	Roll	Notes
10	STR	10	0	10	11-	HTH Damage 2d6 END [1]
20	DEX	10	30	20	13-	OCV 7 DCV 7
17	CON	10	14	17	12-	
15	BODY	10	10	15	12-	
18	INT	10	8	18	13-	PER Roll 15-
15	EGO	10	10	15	12-	ECV: 5
13	PRE	10	3	13	12-	PRE Attack: 2 1/2d6
16	COM	10	3	16	12-	
3	PD	2	1	3/17	3/17	PD (0/10 rPD)
3	ED	3	0	3/17	3/17	ED (0/10 rED)
3	SPD	3.0	0	3		Phases: 4, 8, 12
5	REC	5	0	5		
34	END	34	0	34		
29	STUN	29	0	29		
6"	Running	6	0	6"		
2"	Swimming	2	0	2"		
2"	Leaping	2	0	2"		

**79 Total Characteristics Points**

## CHARACTER IMAGE

## EXPERIENCE POINTS

<b>Total earned:</b>	0
Spent:	0
Unspent:	0
Base Points:	125
Disad Points:	75
Total Points:	200

## MOVEMENT

Type	Total
Run (6)	6" [12" NC]
Swim (2)	2" [4" NC]
H. Leap (2")	2"
V. Leap (1")	1"

## DEFENSES

Type	Amount
Physical Defense	3/17
Res. Phys. Defense	0/10
Energy Defense	3/17
Res. Energy Defense	0/10
Mental Defense	4
Power Defense	0

## COMBAT INFORMATION

Level	OCV	To Hit (OCV + 11)	DCV
Base	7	18	7
"Half"	4	15	4
"Zero"	0	11	0

## COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	--	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4 DC attack damage
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged Attacks only
Strike	1/2	+0	+0	STR or weapon

## COMBAT MODIFIERS

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMOD	0	-2	-4	-6	-8	-10

Targeting shot	OCV	Hit Location
Head shot (Head to Shoulders)	-4	1d6+3
High shot (Head to Vitals)	-2	2d6+1
Body shot (Hands to Legs)	-1	2d6+4
Low shot (Shoulders to Feet)	-2	2d6+7
Leg shot (Vitals to Feet)	-4	1d6+12

Die Roll	Hit Location	KA Stun X	NA Stun X	Body X	OCV
3-5	Head	x5	x2	x2	-8
6	Hands	x1	x1/2	x1/2	-6
7-8	Arms	x2	x1/2	x1/2	-5
9	Shoulders	x3	x1	x1	-5
10-11	Chest	x3	x1	x1	-3
12	Stomache	x4	x1 1/2	x1	-7
13	Vitals	x4	x1 1/2	x2	-8
14	Thighs	x2	x1	x1	-4
15-16	Legs	x2	x1/2	x1/2	-6
17-18	Feet	x1	x1/2	x1/2	-8

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## SKILLS

Cost	Name	
	Dhampir Vampire Hunter	
6	1)	+3 with Crossbows
5	2)	+1 with DCV
3	3)	Analyze: Vampires 13-
3	4)	Breakfall 13-
3	5)	Contortionist 13-
3	6)	Disguise 13-
2	7)	Language: Romanian (fluent conversation)
3	8)	Stealth 13-
2	9)	Survival (Urban) 13-
	Everyman Skills	
0	1)	Acting 8-
0	2)	CK: Vibora Bay 8-
0	3)	Climbing 8-
0	4)	Concealment 8-
0	5)	Deduction 8-
0	6)	Language: English (idiomatic) (4 Active Points)
0	7)	Paramedics 8-
0	8)	Shadowing 8-
0	9)	TF: Everyman, Small Motorized Ground Vehicles
	Novelist	
0	1)	PS: Writer (Everyman) 11-
3	2)	Research 13-
3	Scholar	
1	1)	KS: Horror Fiction (2 Active Points) 11-
1	2)	KS: Local 'News of the Wierd' (2 Active Points) 11-
1	3)	KS: Publishing Industry (2 Active Points) 11-
1	4)	KS: Slavic Myths & Monsters (2 Active Points) 11-
1	5)	KS: Vampires (2 Active Points) 11-
	Socialite	
3	1)	Conversation 12-
3	2)	High Society 12-
3	3)	Persuasion 12-
3	4)	Seduction 12-
<b>53</b>	<b>Total Skills Cost</b>	

## PERKS

## POWERS

Cost	Power	END
	Dhampir Abilities	
4	1) <i>Dhampiric Presence</i> : (Total: 10 Active Cost, 4 Real Cost) +5 PRE (5 Active Points); Only vs Undead (-1) (Real Cost: 2) <b>plus</b> +5 PRE (5 Active Points); Only vs Vampires (-1 1/2) (Real Cost: 2)	0
5	2) <i>Friend of the Dark</i> : Nightvision	0
5	3) <i>Keen Senses</i> : +2 PER with all Sense Groups (6 Active Points); Sight bonus cancelled by full daylight (-1/4)	0
9	4) <i>Malleable Bones</i> : +3 with Breakfall, Contortionist & Disguise	
4	5) <i>Malleable Bones</i> : Armor (6 PD/0 ED) (9 Active Points); Only vs Blunt Damage & Joint Locks/Breaks (-1 1/2)	0
1	6) <i>Resist Domination</i> : Mental Defense (4 points total)	0
12	7) <i>Sense the Undead</i> : Detect Undead 15-/13- (Mental Group), Discriminatory, Sense	0
	Equipment	
9	1) <i>Body Armor</i> : (Total: 29 Active Cost, 9 Real Cost) Armor (7 PD/7 ED) (21 Active Points); Hit Locations Shoulders to Thighs (9-14) (-1), OIF (-1/2), Real Armor (-1/4), Mass (Half Mass; -1/4) (Real Cost: 7) <b>plus</b> +4 PD (4 Active Points); Hit Locations Shoulders to Thighs (9-14) (-1), OIF (-1/2), Half Mass (-1/2), Real Armor (-1/4) (Real Cost: 1) <b>plus</b> +4 ED (4 Active Points); Hit Locations Shoulders to Thighs (9-14) (-1), Half Mass (-1/2), OIF (-1/2), Real Armor (-1/4) (Real Cost: 1)	0
16	2) <i>Crossbow</i> : Multipower, 52-point reserve, (52 Active Points); all slots OAF (-1), Required Hands (Two-Handed; -1/2), STR Minimum 10 (-1/2), Real Weapon (-1/4)	
1u	a) <i>Quarrels</i> : RKA 2d6+1, 2 clips of 6 Recoverable Charges (+0), +1 Increased STUN Multiplier (+1/4), Variable Special Effects (Limited Group of SFX; Custom Quarrel Materials; +1/4) (52 Active Points); Beam (-1/4)	0
1u	b) <i>Clubbing Attack</i> : HA +3d6 (15 Active Points); Hand-To-Hand Attack (-1/2)	0
0	Luck 1d6, Everyhero Ability	0
<b>62</b>	<b>Total Powers Cost</b>	

## EQUIPMENT

Cost	Equipment	END
	Contacts/Followers Pool (10 Pool/15 Armory);	
5	1) <i>Midnight Moon Weekly Editor</i> : Contact: Johnathan Leer (Contact has significant Contacts of his own, Contact has useful Skills or resources) 12-;	
5	2) <i>Rich Friend</i> : Contact: Victor Harker (Contact has very useful Skills or resources) 12-;	
5	3) <i>Weaponsmith</i> : Contact: Ele (Contact has significant Contacts of his own, Contact has useful Skills or resources) 12-;	

**Cost Name**

Resource Pools

- 0 1) Equipment Points: 20
- 0 2) Vehicle/Base Points: 10
- 0 3) Follower/Contact Points: 10

**0 Total Perks Cost****TALENTS****Cost Name**

- 6 Combat Luck (3 PD/3 ED)

**6 Total Talents Cost**

Equipment Pool (20 Pool/30 Armory);

- 9 1) *Hand Axe*: HKA 1d6, Range Based On STR (+1/4), Reduced Endurance (0 END; +1/2) (26 Active Points); OAF (-1), STR Minimum 6 (-1/2), Real Weapon (-1/4); 0
- 4 2) *Radio*: Radio Perception/Transmission (Radio Group), [1 Continuing Fuel Charge lasting 6 Hours (+0) (10 Active Points); OAF (-1), Sense Affected As More Than One Sense Hearing (-1/2); cc]
- 2 3) *Sunglasses*: Hearing Group Flash Defense (5 points) (5 Active Points); OAF (-1); 0
- 10 4) *Vampire Repellant Herbs*: Change Environment 4" radius, -3 to PRE Roll or Skill Roll, Reduced Endurance (0 END; +1/2) (31 Active Points); OAF (-1), Only vs Vampires (-1); 0
- 3 5) *First Aid Kit*: +3 with Paramedics (6 Active Points); OAF (-1);
- 1 6) *Digital Camera*: Eidetic Memory, 1 Continuing Fuel Charge lasting 6 Hours (+0) (5 Active Points); OAF Fragile (-1 1/4), Normal Sight Only (-1)
- 2 7) *Digital Recorder*: Eidetic Memory, 1 Continuing Fuel Charge lasting 6 Hours (+0) (5 Active Points); OAF Fragile (-1 1/4), Normal Hearing Only (-1)

;

Vehicle/Base Pool (10 Pool/15 Armory);

- 11 1) *Motorcycle (UV 52)*: Vehicles & Bases;
- 4 2) *Sonia's Apartment*: Base;

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## DISADVANTAGES

<b>Cost</b>	<b>Disadvantage</b>
	Dhampir
5	1) Distinctive Features: Reddish eye tint (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
10	2) Light Sensitivity - Physical Limitation: -1 to Sight Perception in full daylight or equivalent (Frequently, Slightly Impairing)
10	3) Light Sensitivity - Vulnerability: 1 1/2 x Effect Sight-based Flash (Common)
0	4) Soft Bones -3 STR (already figured in)
5	5) Unholy Beast - Psychological Limitation: Will not approach holy symbols/ground (Uncommon, Moderate)
15	6) Unholy Beast - Distinctive Features: Monstrous Aura (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Uncommonly-Used Senses)
	Heretige
15	1) Hunted: Ana Silivasi 8- (Mo Pow, Capture)
15	2) Psychological Limitation: Hatred of Vampires (Uncommon, Total)
<b>75</b>	<b>Total Disadvantages Cost</b>

## APPEARANCE

**Hair Color:** Sable Brown

**Eye Color:** Brown

**Height:** 5' 7"

**Weight:** 128 lbs

### **Description:**

Sable brown, slightly wavy hair that falls to her shoulder blades. She says her eyes are brown, but they have a distinct reddish cast. Pale, somewhat exotic looking face. She has unnaturally pointy canine teeth, but not enough to be noticeable at a glance. Normally wears short-sleeved shirts and black jacket with dark jeans and low-heel black boots.

## BACKGROUND

Sonia's human father, Alexander Lior, travelled to Romania to do some family tree study on distant relatives from the country. He met and fell in love with the vampiress, Ana Silivasi. They were married and had Sonia, but Sonia's mother deserted them soon after the birth. Heartbroken and angry, Alexander returned to the United States with his daughter. Sonia lived strictly among humans and grew very close to her father until her mother appeared when she was 18 and demanded her daughter come with her to live as a vampire. Alexander refused to allow Ana to take her. Ana killed him, but not before Alexander managed to wound her badly enough with holy water to force her to retreat. Knowing it wouldn't be long before her mother returned, Sonia took what money she had and ran away, eventually settling in Vibora Bay.

### **Current occupations:**

Sonia works as a writer of dark, supernatural horror fiction, and sometimes writes for supernatural "fact" magazines. But the articles she submits report the truth of monsters, and her more intense desire is to find and kill monsters like her mother, and eventually to track down Ana and take revenge for her father. As an author who sets her own schedule, she has lots of time for monster hunting ;). She has essentially disowned the monstrous side of her heritage.

## PERSONALITY

Serious and driven, sometimes downright fierce. But she is friendly toward humans and likes normal animals. Standoffish of children, as they tend to be afraid of her.

## POWERS/TACTICS

### Dhampiric Abilities

These are abilities that come from your half-vampire nature. As your character grows and advances, you'll basically have 2 paths you can follow. The first is simply becoming better equipped and trained. The downside of this choice is that you really can't get anything that a normal human couldn't. The other half is to delve deeper into the vampiric side of your nature. There you can gain more supernatural abilities. However, going down this path risks making the monstrous side of your nature more powerful.

- **Dhampiric Presence**
  - By nature of being half-vampire and the legends surrounding Dhampirs, the undead tend to fear you. This is even more true for vampires. As a result, you're at +5 PRE vs the undead and +10 PRE overall vs vampires.
- **Friend of the Dark**
  - You can see just as well in the dark as a normal person can in full daylight. However, this also makes you more sensitive to bright light. As a result, you take 1 1/2 times the normal effect from sight-based Flash attacks and your Visual Perception rolls suffer a -1 penalty (this already takes into account your Keen Senses ability, below).
- **Keen Senses**
  - Your vampiric heritage has given you keener than normal senses. You have a +2 on all Perception rolls.
- **Malleable Bones**
  - You were born with unusually flexible bones. This allows you to bend and contort your body in various ways, makes it harder for your bones to break and even allows you to make minor alterations to your appearance (increased or decreased height & shoulder width; slight raising or lowering of the cheekbones and forehead and so forth). You're not a true metamorph (you can't fully change form), but with a bit of makeup and a good costume, you can radically alter your appearance. As a result you gain a +3 on your Breakfall, Contortionist and Disguise skills. Also, you take 6 points less damage from blunt impacts and joint attacks.
- **Resist Domination**
  - Your supernatural nature makes your mind much more resilient to attempts at intrusion and domination. This is very handy when hunting down vampires, which are known for their mesmerism abilities.
- **Sense the Undead**
  - You can sense the presence of undead entities in your immediate vicinity. You don't necessarily know their exact location, but by the "feel" you can get a general idea of what kind of undead they are (spiritual/corporeal, intelligent/mindless, vengeful/angry/lost, etc).

### Equipment

- **Body Armor**
  - Unfortunately, even though your supernatural nature makes you tougher and stronger than normal mortals, you're still no match for a true vampire in a direct fight. As a result, you've invested in good quality body armor, covering your shoulders, torso and thighs.
- **Crossbow**
  - Since fighting vampires hand to hand is generally bad for one's health, you've had a custom built modern crossbow made. You also have custom bolts built from various materials (hawthorn, ash, silver-tipped, gold-tipped, and the like) since not all undead (and not all vampires) are vulnerable to the same thing. You typically carry 12 bolts of various types so you're able to handle a variety of situations.