

**Character Name:** Zeke  
 Alternate Identities: Ezekiel Winston  
 Player Name: Clinton Menezes  
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## CHARACTERISTICS

Val Char	Base Points	Total	Roll	Notes
10 STR	10	0	10	11- HTH Damage 2d6 END [1]
14 DEX	10	12	14	12- OCV 5 DCV 5
20 CON	10	20	20	13-
15 BODY	10	10	15	12-
15 INT	10	5	15	12- PER Roll 12-
20 EGO	10	20	20	13- ECV: 7
20 PRE	10	10	20	13- PRE Attack: 4d6
4 COM	10	-3	4	10-
8 PD	2	6	8/16	8/16 PD (3/11 rPD)
8 ED	4	4	8/16	8/16 ED (3/11 rED)
3 SPD	2.4	6	3	Phases: 4, 8, 12
6 REC	6	0	6	
40 END	40	0	40	
30 STUN	30	0	30	
8" Running	6	4	8"	
3" Swimming	2	1	3"	
2" Leaping	2	0	2"	
<b>95 Total Characteristics Points</b>				

## CHARACTER IMAGE

## EXPERIENCE POINTS

<b>Total earned:</b>	0
Spent:	0
Unspent:	0
Base Points:	125
Disad Points:	135
Total Points:	195

## MOVEMENT

Type	Total
Run (6)	8" [16" NC]
Swim (2)	3" [6" NC]
H. Leap (2")	2"
V. Leap (1")	1"

## DEFENSES

Type	Amount
Physical Defense	8/16
Res. Phys. Defense	3/11
Energy Defense	8/16
Res. Energy Defense	3/11
Mental Defense	9
Power Defense	5

## COMBAT INFORMATION

Level	OCV	To Hit (OCV + 11)	DCV
<b>Base</b>	5	16	<b>5</b>
"Half"	3	14	<b>3</b>
"Zero"	0	11	<b>0</b>

## 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
<b>RMOD</b>	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	END
	Demon Hunter	
5	1) Interrogation 14-	
3	2) Shadowing 12-	
3	3) Stealth 12-	
	Demonic Knowledge	
2	1) CuK: Demon cults 11-	
3	2) KS: Angels, Devils, & Demons 12-	
3	3) KS: Bindings & Wards 12-	
2	4) KS: Mystic World 11-	
0	5) Language: Demon Tongue (idiomatic; literate, Non Human Language) (5 Active Points)	
	Everyhero	
0	1) AK: Netherworld 8-	
0	2) Acting 8-	
0	3) Climbing 8-	
0	4) Concealment 8-	
0	5) Conversation 8-	
0	6) Paramedics 8-	
0	7) Persuasion 8-	
0	8) TF: Common Motorized Ground Vehicles, Everyman	
	Misc Background	
2	1) KS: Anatomy 11-	
1	2) KS: Literature & Poetry 8-	
4	3) Native Language: English (idiomatic; Literate)	

**28 Total Skills Cost**

## PERKS

Cost	Name	END
	Resource Pools	
0	1) Equipment Points: 20	
0	2) Vehicle/Base Points: 10	
0	3) Follower/Contact Points: 10	
<b>0</b>	<b>Total Perks Cost</b>	

## POWERS

Cost	Power	END
3	<i>Protection Tattoos/Scars</i> : Power Defense (5 points) (5 Active Points); Limited Power Only vs Magic and Infernal Powers (-1/2)	0
	Gear	
8	1) Armor (8 PD/8 ED) (24 Active Points); Long Vest (Protects Locations 10-13) (-1 1/2), OIF (-1/2)	0
	Demonic Form	
3	1) <i>Demon Form</i> : Damage Resistance (3 PD/3 ED)	0
1	2) <i>Environmental Tolerance</i> : LS (Safe at High/Low Temp)	0
12	3) <i>Fear Aura</i> : +3 with DCV (15 Active Points); Limited Power Power loses about a fourth of its effectiveness (Requires successful presence attack; -1/4)	
5	4) <i>Infernal Mind</i> : Mental Defense (9 points total)	0
5	5) <i>Taste Torment</i> : Detect A Class Of Things 12- (Smell/Taste Group)	0
0	Luck 1d6, Custom Adder	0
24	Multipower, 30-point reserve, (30 Active Points); all slots Limited Power Power loses about a fourth of its effectiveness (Not on Holy Ground; -1/4)	
2u	1) <i>Destructive Torment</i> : Drain PRE 1 1/2d6, BOECV (Mental Defense applies; +1) (30 Active Points)	3
2u	2) <i>Fearsome Form</i> : Aid Presence 3d6 (30 Active Points); Self Only (-1/2), Limited Power Power loses about a fourth of its effectiveness (Must know targets fears; -1/4)	0
2u	3) <i>Nightmares</i> : Mental Illusions 6d6 (30 Active Points)	3
2u	4) <i>Pain Burst</i> : Ego Attack 3d6 (30 Active Points)	3
2u	5) <i>Paralyzing Pain</i> : Entangle 1d6, 2 DEF, BOECV (Mental Defense applies; +1) (30 Active Points)	3
1u	6) <i>Sense Fear/Torment</i> : Telepathy 6d6 (30 Active Points); Limited Power Power loses about half of its effectiveness (Only Fear; -1)	3

**72 Total Powers Cost**

## EQUIPMENT

Cost	Equipment	END
	Contacts (10/15);	
5	1) <i>Retired Exorcist</i> : Contact: Father Charley (Contact has useful Skills or resources, Good relationship with Contact) 12-;	
5	2) <i>Mystic Arts Supplier</i> : Contact: Alex Kingston (Contact has significant Contacts of his own, Contact has very useful Skills or resources) 8-;	
5	3) <i>Police</i> : Contact: Detective Mariska Alerton (Contact has significant Contacts of his own, Contact has useful Skills or resources, Good relationship with Contact) 11-;	
	;	
	Vehicles (10/15);	
	1) <i>Motorcycle</i> : Vehicles & Bases (0 Active Points);	
5	2) <i>Studio Apartment (Workshop)</i> : Vehicles & Bases;	
	;	

Equipment (20/30);

- |   |                                                                                                                                                                                                                                                                                                                                                                                                                                |           |
|---|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------|
| 3 | 1) <i>Police Scanner</i> : Radio Perception, Transmit, 1 Continuing Fuel Charge lasting 6 Hours (+0) (10 Active Points); OAF (Police Scanner; -1), Sense Affected As More Than One Sense Hearing (-1/4);                                                                                                                                                                                                                       | [1<br>cc] |
| 7 | 2) <i>Binoculars</i> : (Total: 15 Active Cost, 7 Real Cost) +8 versus Range Modifier for Sight Group (12 Active Points); OAF (Binoculars; -1) (Real Cost: 6) plus Absolute Range Sense (3 Active Points); OAF (Binoculars; -1) (Real Cost: 1);                                                                                                                                                                                 | 0         |
| 9 | 3) <i>Handcuffs</i> : Entangle 3d6, 6 DEF, Takes No Damage From Attacks All Attacks (+1/2) (67 Active Points); 1 Recoverable Charge (-1 1/4), OAF (-1), Set Effect (Hands Only/Feet Only) (-1), Does Not Prevent The Use Of Accessible Foci (-1), No Range (-1/2), Can be escaped automatically with Lockpicking or Controtonist rolls (-1/2), Must follow Grab or target must be willing (-1/2), Cannot Form Barriers (-1/4); | [1<br>rc] |
| 6 | 4) <i>Sight Group Images</i> 1" radius, +/-4 to PER Rolls, 1 Continuing Fuel Charge lasting 1 Hour (+0) (22 Active Points); OAF (-1), Limited Power Only to Create Light (-1), No Range (-1/2);                                                                                                                                                                                                                                | [1<br>cc] |
| 2 | 5) <i>Tools</i> : +2 with Lockpicking (4 Active Points); OAF (-1);                                                                                                                                                                                                                                                                                                                                                             |           |
| 2 | 6) <i>Video Camera</i> : Eidetic Memory, 1 Continuing Fuel Charge lasting 6 Hours (+0) (5 Active Points); OAF Fragile (-1 1/4);                                                                                                                                                                                                                                                                                                |           |
| 1 | 7) <i>Uber sunglasses</i> : Sight Group Flash Defense (3 points) (3 Active Points); OAF Fragile (-1 1/4);                                                                                                                                                                                                                                                                                                                      | 0         |

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## DISADVANTAGES

Cost	Disadvantage
5	Psychological Limitation: Protective of Innocents (Uncommon, Moderate)
5	Distinctive Features: Scars/Tattoos in binding symbols (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
10	Psychological Limitation: Enjoys the misery/torment/pain of others (Common, Moderate)
5	Dependence: Suffering/Pain of others Takes 3d6 Damage (Common, 1 Week)
10	Hunted: Demon Lord 8- (Mo Pow, NCI, Limited Geographical Area, PC has a Public ID or is otherwise very easy to find, Watching)
10	Hunted: All those who hate Demon-Kind 8- (As Pow, Harshly Punish)
20	Accidental Change: Holy Ground Always (Uncommon)
	Demon Aspect Disads
20	1) Distinctive Features (20): Aura of Evil (Concealable; Causes Fear; Detectable By Commonly-Used Senses)
10	2) Physical Limitation (15): Restricted by Pentagrams (Infrequently, Greatly Impairing)
20	3) Susceptibility (25): Holy Ground, Within 1" of Holy object 1d6 damage per Phase (Common)
20	4) Susceptibility (25): Hearing Hymns/Holy Bells 1d6 damage per Phase (Common)
0	Normal Characteristic Maxima
<b>135</b>	<b>Total Disadvantages Cost</b>

## APPEARANCE

**Hair Color:** Black (Blue Highlights)

**Eye Color:** Green w/red

**Height:** 5' 8"

**Weight:** 141 lbs

**Description:**

## BACKGROUND

## PERSONALITY

## QUOTE

## POWERS/TACTICS

## CAMPAIGN\_USE