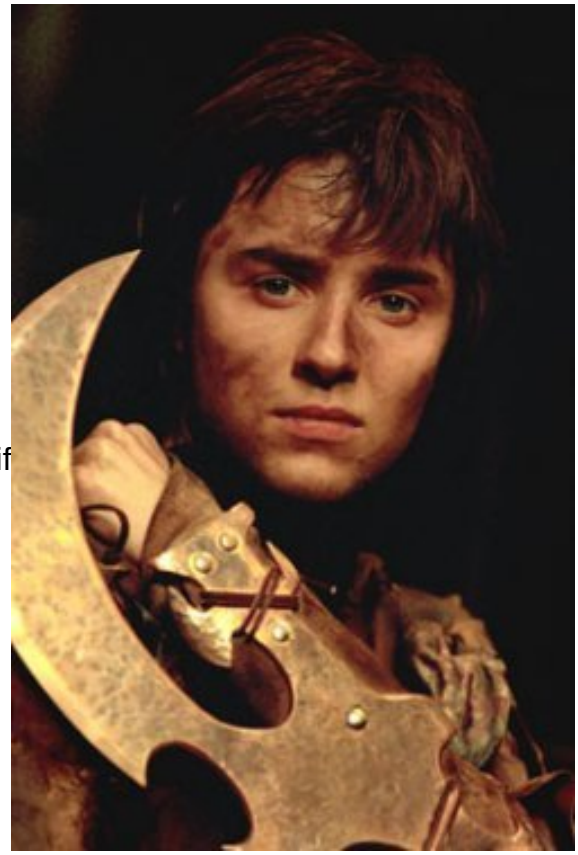

Qualities

Demon –Tainted Human

18-point Quality

Cordelia Chase: “Imagine what could have happened if you’d gone nuts and
slept with Darla.”

Angel: “You know I would never do that.”

-2.17 Disharmony

The origins of Demon-Tainted Humans are many; some are naturally occurring others require a little divine or magical intervention. Maybe two vampires slept together and this is their supernatural child (or should that be orphan?).

+3 to Strength and +2 to Dexterity and Constitution. These bonuses can raise the Demon-Tainted’s Attributes above the human maximum of six. Also none of the Demon-Tainted Humans physical Attributes can be below three after bonuses are applied.

As a result of their demonic ancestor they have the Acute Sense (Hearing) and Acute Sense (Smell) Qualities.

Two levels of Hard to Kill (and can buy additional levels on top of that, up to a total of ten). On the down side, they get an automatic Adversary (Demons), worth three points. They are not well liked among their more full-blooded kindred.

+2 free level of Getting Medieval or Kung Fu Skills (they must also spend at least some points on those skills, for a minimum beginning level of two in each).

Damage is regenerated at a rate of one life point per Constitution level every hour. The Demon-Tainted Human recovers from injuries unnaturally fast.

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