



Regeneration (Constitution Life Points per Hour) (Part of Vampire Quality)

Situational Awareness (2)

Vampire

## Drawbacks

Mental Problems (Cruelty) (3)

Obsession (Find the black cross) (2)

Tragic Love (4)

## Skills

Acrobatics: 9

Knowledge: 5

Art: 2+1

Kung Fu: 9

Computers: 0

Languages: 3

Crime: 5

Mr. Fix-It: 2

Doctor: 2

Notice: 5

Driving: 4

Occultism: 4

Getting Medieval: 8

Science: 1

Gun Fu: 2

Sports: 0

Influence: 6

Wild Card: 0

<b>Maneuvers</b>	<b>Bonus</b>	<b>Base Damage</b>	<b>Notes</b>
Big Ass Knife	16	27	Slash/stab
Bite	19	27	Must Grapple First; M
Catch Weapon	14	None	Ranged Defense Acti
Claw	17	18	Slash/stab

Dodge	17	None	Defense Action
Grapple	19	None	Resisted by Dodge
Jump Kick	14	30	Bash
Kick	16	20	Bash
Parry	17	None	Defense Action
Parry Ranged	15	None	Defense Action
Punch	17	18	Bash
Spin Kick	15	22	Bash
Toss	14	9	Bash; must Grapple f

### **Background on Una the Master Vampire**

The Black Cross of Berzier, a relic which will allow vampires to walk in the daylight, has been under the protection of Father Adam Guiteau, who has had the cross in his possession for a little over six years. Guiteau believed the cross to be safe, hidden in a remote sanctuary in Mexico, but now the cross has fallen into the hands of Una, a master vampire who has her eyes on the ability to walk in the warmth of the sun.

Quote: "For 600 years I have fed on your kind at will." **Roleplaying Una the Master Vampire**

Una can be a bit sensitive and emotional, she can easily loose her temper, or otherwise lets her emotions rule.

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