

NAME: Bitemark				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
30/35	Strength	x1	10	20
14	Dexterity	x3	10	12
23	Constitution	x2	10	26
10	Body	x2	10	0
13	Intelligence	x1	10	3
20	Ego	x2	10	20
18	Presence	x1	10	8
4	Comeliness	x1/2	10	-3
14/15	Physical Defex	x1	6	8
13/14	Energy Defens	x1	5	8
4	Speed	x10	2.4	16
12	Recovery	x2	11	2
46	Endurance	x1/2	46	0
37	Stun	x1	37	0
Characteristics Cost:				120

STR Roll: 16-	Run	12"
DEX Roll: 12-	Swim	2"
INT Roll: 12-	Jump	7"
EGO Roll: 13-		
PER Roll: 12-		

Experience: 179

DISADVANTAGES		BASE: 200+PTS
Distinctive, "Adept", easily concealable, minor	5	
Distinctive, "Vampire Cosmic", not concealable, extreme	25	
Enraged, "If made to look foolish", uncommon, occur 14-, recover 11-	10	
Hunted, "Knights of the Coiled Throne", as powerful, harsh, appear 11-	15	
Hunted, "Grand Protector Armada", as powerful, harsh, appear 8-	10	
Physical Lim, "Must feed on blood", infrequently, slightly	5	
Psych Lim, "Hunts enemies of King Coldfang", common, strong	15	
Psych Lim, "Power hungry", very common, strong	20	
Rep, "Evil monster", occur 14-, extreme reputation	20	
Rivalry, "Other hunters", professional	5	
Vuln, "Cold", common, x1 1/2 stun	10	
Vuln, "Fire", common, x1 1/2 stun	10	
Disadvantages Total :		150
Experience Spent +		179
Total Points =		529



PLAY WITH THIS TOO

PTS	POWERS	END
30	10/10 Armor	
10	+0 STR Clinging	
7	1 LVLS Density Increase (stats already included), Always On(-1/2), 0 END Persistent(+1)	
30	EC (30), "Vampire Cosmic"	
9a)	Desolid, cannot pass thru solids, Vulnerability: Holy items, Only during the full moon(-2), 0 END (+1/2)	
30b)	2D6 HKA, "Bite/Claws", vs physical defense, Penetrating(+1/2), 0 END(+1/2)	
21c)	10D6 Mind Control, Only vs. those he has bitten(-1/2), 1/2 END (+1/4)	
6	+3 Hearing	
5	IR Vision	
3	LS - Aging	
15	Radar Sense, "Sonar"	
37	2D6 RKA, No Knockback (-1/4), No Range(-1/2), Only during the full moon(-2), Only In Hero ID(-1/4), NND(+1), Defense: Life Support vs. Breathing, Useable while Desolid(+2), Area Effect(+1/2), 0 END (+1/2)	
10	1 BODY Regen	
18	12" Running, 1/2 END (+1/4)	
3	Ultra Hearing	
==Perks==		
30	Followers: D-Kay (150pt)	
20	Vehicle: Starcophacus (100pt)	
==Skills==		
3	Acrobatics 12-	
3	KS: Vampire Society 12-, (INT based)	
8	4 Levels: Bite, Scythe and Rifles	
3	Persuasion 13-	
3	Survival 11-	
3	Tracking 12-	
==Equipment==		
10	5/5 Armor, "Body Armor", OIF(-1/2)	
90	6D6 HKA, "Howler Scythe", vs physical defense, OAF(-1), 0 END (+1/2), x1 Armor Piercing(+1/2)	
2	Radio XMIT/REC, OAF(-1)	
409	: Powers Total	
120	+ Characteristic Total	
529	= Total Cost	

Base OCV: 5		Base DCV: 5				
Adjustment +	Final OCV =	Adjustment +	Final DCV =			
Maneuver	Phase	OCV	DCV	Effect		
Block	1/2	+0	+0	stops attack		
Brace	0	+2	1/2	+2 vs RMod		
Disarm	1/2	-2	+0	STR vs STR		
Dodge	1/2	+0	+3	all attacks		
Grab	1/2	-1	-2	grab, do STR		
Haymaker	1/2	+0	-5	x1 1/2 STR		
Move By	1/2	-2	-2	STR/2 + v/5		
Move Through	1/2	-v/5	-3	STR + v/3		
Set	1	+1	+0			
Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10
DEX:	14	SPD:	4	ECV:	7	
Phases	- - 3	- - 6	- - 9	- - 12		
PD/rPD	30/ 15	ED/rED	29/ 15			
END:	46	STUN:	37	BODY:	10	
3D6	Loc	StunX	NStun	BodyX	CV	Armor
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	Stomach	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	
NOTES						
Last updated October 24th, 2015 by Mathew R. Ignash.						
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Code name: Bitemark						
Motto: "No one and nothing shall keep me from a great destiny."						
1 Team: Minion of King Coldfang						
Partner: D-Kay						
Species: Vampire Cosmic						
Gender: Male						
Age: Unknown						