

Name: Unholy Warriors
(DEMON)

Alternate ID:

Val	Char	Base	Cost
18	STR	10	8
17	DEX	10	21
15	CON	10	10
11	BODY	10	2
13	INT	10	3
8	EGO	10	-4
15	PRE	10	5
8	COM	10	-1
7/17	PD	4	3
4/14	ED	3	1
4	SPD	2.7	13
7	REC	7	0
30	END	30	0
37	STUN	28	9
7"	RUN	6	2
2"	SWIM	2	0
3 1/2"	LEAP	4	0

STR Roll: 13- **Run:** 7"
DEX Roll: 12- **Swim:** 2"
CON Roll: 12- **Leap:** 3 1/2"
INT Roll: 12-
EGO Roll: 11-
PER Roll: 12-

Disadvantages	Pts
Normal Characteristic Maxima	0
Distinctive Features: DEMON Tatoo or Scars	5
Easily Concealed, Noticed and Recognizable, Detectable By Commonly-Used Senses	
Hunted: UNTIL 8- (Occasionally), More Powerful, NCI, Harshly Punish	20
Hunted: DEMON 11- (Frequently), More Powerful, NCI, Watching	15
Psychological Limitation: Loyal To DEMON Common, Strong	15
Psychological Limitation: Religious Fanatic Common, Strong	15
Psychological Limitation: Fear of Morbanes Common, Moderate	10
Social Limitation: Hidden Identity Frequently (11-), Major	15

XP **Base Points : 100**
0 **Disads Total + 95**
Experience Spent + 0
Total Cost = 190



Pts. Power/Skill/Perk/Talent END

- 18 **Enchanted Dagger:** Killing Attack - Hand-To-Hand 2d6 (3d6 w/STR), Reduced Endurance (1/2 END; +1/2) (45 Active Points); OAF (-1), No Knockback (-1/4), STR Minimum 3 (-1/4) 1
- 12 **Silenced Pistol:** Killing Attack - Ranged 2d6, Invisible Power Effects (Fully Invisible; +1) (60 Active Points); 2 clips of 1 Charge (-1 1/2), STR Minimum 10 (STR Min. Cannot Add/Subtract Damage; -1), OAF (-1), Beam (-1/4), Real Weapon (-1/4) [1]
- 15 **Magical Robes:** Armor (10 PD/10 ED) (30 Active Points); OIF (-1/2), Activation Roll 8- (-1/2) 0
- 11 **Morbane Mind Speak:** Mind Link , One Specific Mind, Any dimension, No LOS Needed (25 Active Points); Requires A Magic Roll (-1/2), Does Not Provide Mental Awareness (-1/4), Gestures (-1/4), Incantations (-1/4) 0
- 25 **Magic Pool:** VPP (Magic Pool), 20 base + 5 control cost, (30 Active Points); VPP Powers Can Be Changed By Studying Arcane Tomes (-1/2); all slots Gestures (-1/4), Incantations (-1/4) 0
- 0 1) **Detect Magic:** Detect A Single Thing 12- (Unusual Group), Discriminatory, Analyze, Range (18 Active Points); Requires A Magic Roll (-1/2), Costs Endurance (Only Costs END to Activate; -1/4), Gestures (-1/4), Incantations (-1/4) Real Cost: 8 2
- 0 2) **Lizard Skin:** Armor (7 PD/6 ED) (20 Active Points); Requires A Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4) Real Cost: 10 0
- 0 3) **Cheetah Speed:** (Total: 19 Active Cost, 9 Real Cost) Running 5" (10 Active Points); Requires A Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4) (Real Cost: 5) **plus** +1 DCV and +2 OCV with one weapon (9 Active Points); Requires A Magic Skill Roll (-1/2), Gestures (-1/4), Incantations (-1/4) (Real Cost: 4) Real Cost: 9 1

- 3 +1 with Knife
3 +1 with Pistol

- 2 AK: City Of Operation 11-
1 Language: Ancient Language (basic conversation)
9 Magic 15-
3 WF: Small Arms, Blades
9 Any Three Out Of The Following List (See Notes) [Notes: --- Intelligence Agent Package --- Acting, Bribery, Bureaucrats, Conversation, Cryptography, Disguise, Interrogation, Oratory, Persuasion --- Combat Agent Package --- Concealment, Interrogation, Oratory, Stealth]
3 Scholar
1 1) KS: DEMON Operations (2 Active

Base OCV: 6 Base DCV: 6

Adjustment+ Adjustment+

Final OCV: Final DCV:

Levels: +1 with Knife,+1 with Pistol

Combat Maneuvers

Name	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	+4DC to attack
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

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

DEX: 17 SPD: 4 ECV: 3
Phases: 3, 6, 9, 12
7/17 PD (0/10 rPD) 4/14 ED (0/10 rED) MD: 0
END: 30 STUN: 37 BODY: 11



- Points) 11-
- 1 2) KS: Magical Area Of Interest (2 Active Points) 11-
 - 1 3) KS: Occult (2 Active Points) 11-
 - 1 4) KS: Research or Archeology (2 Active Points) 11-

81 : Powers Cost

37 + Skills Cost

72 + Characteristics Cost

190 = Total Cost