

# Vampire



**POWER FACTS:** Using blood may have supernatural Physique and/or Tenacity, may entrance weaker wills, change into mist, move nearly undetected in shadows, vulnerable to sunlight. Do not approach when they are hungry.

## ATTRIBUTES

<b>Physique</b>	+1
<b>Prowess</b>	+4
<b>Tenacity</b>	+1
<b>Style</b>	+4
<b>Cunning</b>	+2
<b>*Lore*</b>	0

## ASPECTS

<b>Concept:</b>	<b>Arrogant Vampire of House Cerberus</b>
<b>Trouble:</b>	On Academic Probation
<b>School:</b>	Gladiatorial Team Captain
<b>Other:</b>	My Will Must Be Supreme!
<b>Other:</b>	Blindingly Fast
<b>Secret:</b>	

## STUNTS

- Because I am an *Arrogant Vampire of House Cerberus*, I get +2 when I use Prowess to Attack someone who is more powerful than I.
- Because I am the *Gladiatorial Team Captain*, I get a +2 when I use Prowess to Create Advantage when helping someone on my team
- Because *My Will Must Be Supreme!*, I get a +2 when I use Style to Overcome Obstacle when mesmerizing someone
- Because I am *Blindingly Fast*, once per game session I can get to an altercation so long as the location can be reached physically.
- Because I am *Blindingly Fast*, I get +2 when I use Physique to Overcome Obstacle when running.

**STRESS**    [] [] [] []

## CONSEQUENCES

[] **MILD**    [] **MODERATE**    [] **SEVERE**    [] **EXTREME**

**REFRESH: 1**