

Character Name: Sage Clairmont **Age:** 66
Occupation: Bloodmage
Species: Vampire
Alignment: Order **d6 Class:** Arcane
Weight: 122lb
Height: 5'8" **Gender:** Female
Move: 10



Reflexes	4D	Presence	2D
acrobatics		animal handling	
p brawling	5D	charm	
climbing		command	
p contortion	4D+1	con	
dodge		disguise	
flying		intimidation	
p jumping	4D+1	persuasion	
p melee combat	5D	willpower	
riding			
p sneak	4D+2		

Coordination	3D	Knowledge	2D
lockpicking		business	
marksmanship		demolitions	
missile weapons		forgery	
piloting		languages	
sleight of hand		p medicine	2D+2
p throwing	3D+1	navigation	
		scholar	
		security	
		tech	

(w) Physique	2D+1	Perception	2D
lifting		gambling	
running		hide	
p stamina	2D+2	p investigation	2D+2
swimming		p Know-how	3D
		repair	
		search	
		p streetwise	3D
		survival	
		tracking	

(s) Magic	4D	
p alteration	6D+1*	alchemy
apportation		
conjunction		
p divination	4D+1	alchemy

Spells

Life is Blood - (alt/alc) (Healing spell; requires your own blood, some herbs, and apply to wounds) - DC: 16; Take 1 pt. Damage Result Points + 1D+1 healed
Blood Dart - (alt/alc) (Attack Spell; take 1 pt damage requires your blood) DC 12 Str +2D dmg. Range: 100 m. Encant: "Blood Dart"
Tale of Blood I, II - (div/alc) (I) DC:16 - taste the blood at a crime scene & know what happened.; (II) DC 22, Taste a victim's blood and know who, where he is and if he is alive

Funds	3D	Char. Pts	5
Strength Dmg.	2D	Fate Pts	3

Body Pts	31	Taken	
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(See Hardiness)

Wound Level	Body Pts Range	
Stunned	25	19
Wounded	18	12
Severely Wnd	12	6
Incap.	6	3
Mortally Wnd	3	0
Dead (0)	0	

Character Name: Sage Clairmont

Advantages:

Racial Adv.: Increase Attribute: Physique (R1) +1 to related totals; Life Drain: Physical (5), Natural Weapons: Fangs (R1) +1D damage; Hardiness (+2 DR against all damage)

Personal Adv.: Arcane Knowledge: Folk; Contacts (R1) - alchemy black market; Skill bonus: Magic Aptitude (R1) - +1D to Alteration spells.

Disadvantages

Racial Disadv.: Achilles Heel: Nutritional Requirements (R3): Blood; Advantage Flaw: Infection (R4) all Spec. Abil. and Disadv., infection skill at Physique +4D; Prejudice (R1) by humans; Quirk (R2) randomly roll to determine blood need. Achilles Heel: Atmospheric Incompatibility (R3): Sun light (+2 damage modifier to damage taken while in sun light and +2 modifier to all difficulties while in sun light)

Equipment:

potions (2 each): blind, eagles eyes, revitalize, smokescreen, thunder. Alchemical ingredients: naphtha, coal dust, brimstone, magnesium. Dagger (+1D damage). Leaster Coat: AV +2

Description:

What seems like a century ago, your lover fell victim to a Vampire's bite. You were young and ambitious, and instead of turning away from him as you should have, you decided to study alchemy to find a cure. Unfortunately, the beast in your lover was hard to control and he eventually infected you. So mortified by his actions, he threw himself from the second floor apartment and impaled himself on a picket fence. You continue your work for your own sake now. Some are less than thrilled with your efforts, especially some Vampire clans that do not wish to be cured. In time, you have been able to curb certain drawbacks of your vampiric nature, like you are not as sensitive to sun light as others are, and your cravings do not come as often.

On the side, you offer up your services to anyone in need. The chemicals and potions you get from the alchemical black market don't come free. This latest job will take you out of Galitia and to Albredura, which is good because one of the clans is not happy with you because of you injected one of their kind with an experimental antitoxin. The results of that injection is unknown. It is simply a good time to leave while things calm down.