

The Eternal Struggle

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This supplement is an uncompleted *Champions* source book that was originally proposed to Hero Games over three years ago. Since I never received a response from the company, I never completed it in the standard *Champions* descriptive format or finished writing it. The information here is still quite concise and I believe that any missing information, such as power's descriptions, can easily be visualized by reader. If anyone requires more information I can be reached at the email address below.

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Crucifix

"I tell ya Charlie I thought I was a dead man! I'd never seen such a thing as that. When the limo pulled up, I just thought they were wanting directions. And when that woman got out I thought I had died and gone to heaven Charlie. She was the most beautiful thing I had ever seen. But then the two younger guys got out behind her and I knew something wasn't right. There ain't no reason people looking like that have to be talking to someone like me."

"I tried to walk away, but the woman said something to me and I turned back to answer her. When my eyes met hers, something happen. I'd never been that scared in my life. I was frozen in place, too afraid to move! I knew I was a dead man Charlie and those two younger guys were coming to kill me!"

"And then squealing around the corner came a gray van. The men ran toward the van growling, as if they were animals attacking food. The woman turned away from me to look at the van, and when she did I could move again. And I tell ya Charlie, I ran. I've seen many different supers in my time living in the city, but those two young men were the first ones I ever saw that had pointy teeth. I don't know who they were attacking, but I sure hope whoever was in that van survived. I'd like to buy him a beer."

Just as the moon chases the sun from the sky in an eternal struggle for dominance of the heavens, so too are there other, less visible conflicts occurring on a daily basis throughout the world. Love and hate. Good and evil. These are the true struggles that mankind has been forced to deal with since life began. Fittingly, these are the struggles that are solely in the purview of each individual. For whom else decides who you can love or hate? Whom else decided whether you act as a good person or an evil one?

But what if those choices were not completely yours? What if outside forces were responsible for the path you took? Is a person that does evil to prevent evil, evil? Is a person that does good while doing evil, good? Perhaps these are questions better left to saints or philosophers. I'm sure they would know the correct answer, even if they had gotten it through unforeseen means.

Whatever the case, there are eternal struggles going on all around us daily. Some, such as when Captain Atomic saves the city from Dr. Cobalt, are quite visible and have an immediate impact on our daily lives. But it is those eternal struggles that we don't readily see that tend to have the greatest long-term impact on our lives. This book is about one such segment of those struggles.

Eternal Struggles is a *CHAMPIONS* source book that gives general information about two new

organizations that can be easily incorporated into any existing game. This book also gives a brief origin and game statistics for two super-humans that have tentative links to the two organizations as well.

Section One of the book gives a brief overview of Crucifix, a Roman Catholic organization whose sole purpose is to hunt down and destroy all types of supernatural evil.

Section Two describes the origin and membership of the Twilight Children, a group of powerful vampires that have been terrorizing the United States for the last one-hundred years.

Section Three gives game statistics and a brief history for Dracula, the Dark Prince of Vampires, who has informal ties with the Twilight Children and is on an unusual quest for power.

Section Four details the tragic hero Midnight who has made it his life's mission to destroy the evil taint that Dracula, through his existence, has put upon this world.

These four groups of individuals are bound in an eternal struggle for the very souls of mankind. Which side will the heroes align with? Is there darkness in the light, light in the darkness, or is it all just a haze of gray?

Crucifix

Crucifix is a highly secretive organization created and financed by the Roman Catholic Church. Crucifix was created in the early eleventh century to combat mysticism and other forms of supernatural evil, such as demonic possession, that were running rampant at that period of time. Throughout the centuries the organization has grown to combat not only mysticism and possessions, but other supernatural terrors such as vampires, lycanthropes, demons and other out-worldly and malevolent creatures that pose a threat to God's order.

Crucifix has the full sanctioning and support of the Pope, though few others within the church know of its existence, and is lead by Cardinal Paval Androvski, the only man to ever refuse a Papal position. Cardinal Androvski has full access to all Papal files regarding supernatural creatures and would be considered the world's leading authority on such matters; assuming that anyone in the world even knew of his existence.

Crucifix has a six-man strike team on every continent of the world. The team's purpose is to hunt down and destroy all supernatural creatures before their evil influences can corrupt the moral infrastructure of society. This broad directive has sometimes led individual members to become overly zealous in their condemnation of evil. The Church has on occasion been forced to spend as much time and resources hunting down rogue members as it does seeking out its supernatural prey.

Vampires are the highest priority on Crucifix's agenda. Most of a strike team's time is spent seeking out the lairs and communities of these night worshippers; especially the gothic-trendy **Twilight Children**. The Cardinal sees vampires as the true children of Satan and the greatest flaunt to God's authority in existence. Leading the Cardinal's list of Vampires is Vlad Tepes, the infamous **Dracula**, whom Cardinal Androvski believes is the first vampire and the source of all the infection around the world. Cardinal Androvski has given orders that Dracula must be destroyed at all costs, and many operatives have fallen attempting to fulfill those orders.

A strike team's duties do not end with vampires though. Those infected with Lycanthropy are summarily sought out and destroyed. The strike teams consider the days around a full moon to be their busiest and most vital to the completion of their sworn oath to destroy supernatural evil.

Demonic possessions and summonings are also high on the list of things that need to be dealt with. The organization gets the most unwanted publicity from their exorcisms; which always seem to attract at least the National Enquirer, if not members of the respected press.

The Cardinal has no problem using metahumans within his strike teams, as long as the members in question did not receive their abilities from a supernatural source. This rule was not always the case, as one of Crucifix's greatest members was a demi-vampire named **Midnight** who became obsessed with the destruction of vampires and fled Crucifix, becoming a solitary rogue slayer of the creatures, and anyone else that gets in his way.

Each strike team consists of at least one ordained priest that makes sure the rites of the church are properly performed, and one person who is either a metahuman that can control light or a normal person who has been trained to work with and repair the UV emitting equipment that the strike team members are assigned. Over the years, the organization has learned that many of the virulent infections caused by supernatural creatures cannot stand up to the Ultra Violet radiation bandwidths. This has proven to be quite a boon to the strike teams, who were forced in earlier centuries to rely on nothing more than holy water and silver or wood weapons to assist them.

The individual strike team members are chosen because of their loyalty to the Church and their desire to see the will of God and the Pope fulfilled. Because of this, many of the members are zealots and have some difficulty functioning in a normal society. Thus, they tend to stick out like a sore thumb, making it very easy for them to be spotted by the prey they are seeking.

Cardinal Paval Androvski

Cardinal Paval Androvski is a seventy-eight year old man standing five-foot nine-inches tall with hazel eyes and silvery-gray eyebrows and beard. Cardinal Androvski weighs one-hundred and eighty pounds and is completely bald, by choice, not genetics. The Cardinal began shaving his head in 1978 when he turned down the Papal vote of his fellow Cardinals in favor of Karol Wojtyla (John Paul II). Cardinal Androvski was a vain man, taking great pleasure in the appearance of his hair. The shaving of his head was a self-imposed penance for his vanity.

Crucifix

Many of his fellow Cardinals found it odd that Paval would turn down the chance to be Pope. After all, in the entire history of the Catholic Church, only two others had ever turned down the right to be the leader of the faith. But Cardinal Androvski knew he had another destiny to fulfill; one that would be of greater benefit to mankind in the long run. Cardinal Androvski felt, and still feels to this day, that the smiting of true evil where it is hidden is an even greater responsibility to God than preaching the Word.

Cardinal Androvski has been the head of Crucifix since 1974. From his office in the Vatican, the Cardinal directs a dozen strike teams around the world in their fight against evil. Cardinal Androvski is not only responsible for the Church's war on true evil, but it is also his duty to secure and archive all mystical artifacts that his operatives come across while fulfilling their oaths of service. Since Crucifix is one-thousand years old, it is believed that the group's mystical inventory contains several thousand pieces. Only Cardinal Androvski knows for certain though.

Cardinal Androvski is a kind-hearted and caring man who takes his responsibilities very seriously. The war on true evil must be fought, and Cardinal Androvski is more than willing to make whatever manpower sacrifices are necessary to win. After all, those who die fighting against the true evil are given a special place in Heaven with the Savior. This willingness to sacrifice the lives of the membership is seen as unusual in the eyes of many of the operatives, but most, being zealots for the church, are willing to accept their fates and the Cardinal's decrees without argument.

The Cardinal has a particular disdain for vampires. Early in his church career Father Androvski had an encounter with Vlad Tepes, the infamous Dracula, while workings as a priest in Romania. Dracula taunted and toyed with the young priest while systematically devouring the church's congregation, one per day. After a dozen souls had been lost, Dracula came to Father Androvski offering his confession to the young priest. Father Androvski agreed to take Dracula's confession hoping that it might absolve the evil and free the world of its taint. But when the confession was over, Dracula just laughed at the young priest and then killed three nuns on his way out of the church. To this day, Cardinal Androvski can still hear Dracula's laughter echoing in his mind. That laughter is a sound that the Cardinal

knows will be stilled before his days on the earth have ended.

Quote:

"Walk with God my child. In his company you shall never know fear or evil, for those that strive for righteousness at the side of the Lord will always be protected by his embrace; be it in this world or the next."



8	Str	8	Dex	10	Con	11	Bod	20	Int
23	Ego	25	Pre	12	Com	2	PD	2	ED
2	Spd	4	Rec	16	End	19	Stn		

Skills, Talents & Perks:

5	AK: Vatican City	14-
3	AK: Europe	12-
5	Bureaucratics	15-
5	CK: Rome	14-
7	CON: The Pope (Incredibly)	13-
3	Conversation	14-
5	Cramming	
7	Cryptography	15-
3	Deduction	13-
3	High Society	14-
7	Interrogation	16-
3	Lightsleep	
3	Linguist	
0	Romanian (Imitate Dialects, Native)	
3	Latin (Native Accent)	
2	English (Fluent w/accnt)	
2	Italian (Fluent w/accnt)	
2	Greek (Fluent w/accnt)	
2	Turkish (Fluent w/accnt)	
1	Armenian (Fluent)	
1	Bulgarian (Fluent)	
1	Czechoslovakian (Fluent)	
1	Polish (Fluent)	

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1 Spanish (Fluent)	
7 Oratory	16-
5 PERK: Cardinal	
3 Persuasion	14-
7 PS: Roman Catholic Cardinal	16-
2 PS: Scholar	11-
3 Scholar	
5 KS: Crucifix	16-
4 KS: Catholicism	15-
2 KS: Magic & Witchcraft	13-
2 KS: Mystical Items & Artifacts	13-
2 KS: Supernatural Beings	13-
2 KS: Dracula	13-
1 KS: European History	11-
1 KS: World Religions	11-
3 Speed Reading	
3 Tactics	13-
20 +2 level w/Overall Level	

Powers:

- 4 -2" Running (4", 8" NC)
- 4 +20 Presence (OAF-Crucifix of Light, Independent, Only vrs Supernatural: -4)
- 2 Imm. to Aging (1 Chg, L 1 year: +1, IIF-Vial of St. Sebastian, Independent: -2½)
- 6 Two-way Radio (Invisible to Radio: +1/2, IIF - Cardinal's Ring: -¼)

Disadvantages: 100+

- 10 Age (60+)
- 15 HUN: Twilight Children (MP) 8-
- 20 Normal Characteristic Maximum
- 10 PHY: Near-sighted (Infrequently, Greatly)
- 20 PSY: Belief in Catholic Ideals (Common, Total)
- 15 PSY: Hatred of Supernatural Evil (Common, Strong)
- 15 Secret ID: Head of Crucifix

Character Totals:

Characteristics:	50
Skills:	147
Powers:	8
Character Total:	205
Disadvantages:	205

North American Strike team

Structure:

Crucifix's North American strike team is based in Chicago. They also have "safe houses" in most major cities scattered around the US, Canada and into Mexico. A safe house generally consists of a larger, older-style home on the outskirts of the city. Safe houses need to be large enough to

comfortably house all the strike team members for long periods of time, but small enough to not attract unusual attention. A safe house will have a weapon's locker in the basement and generally an oversized garage large enough to house the team's travel van, and two undercover vehicles.

One of the criteria for a safe house is that it must be near a private airport. The strike team has access to two Bell Ranger helicopters for short trips and a Lear Jet for longer, cross-country trips. These vehicles are owned and maintained by a private corporation that is secretly owned by the church. In the case of the North American strike team, the homes and vehicles are owned by Nuance Industries. A false corporation that fronts as a novelty items distributor.

The strike team is always ready to travel at a moment's notice and it's not uncommon for them to be in Chicago on Monday, New Orleans on Tuesday, San Francisco on Wednesday and somewhere else on Thursday and Friday. The team tries very hard to not have to work on the Sabbath so that they can attend mass at whichever local Catholic Church they might be near, but that is seldom the case. Evil has no Sabbath and the strike team must always be ready to combat it. Generally, Father Antuan will just perform an in-house service and confessional for his teammates.

Members

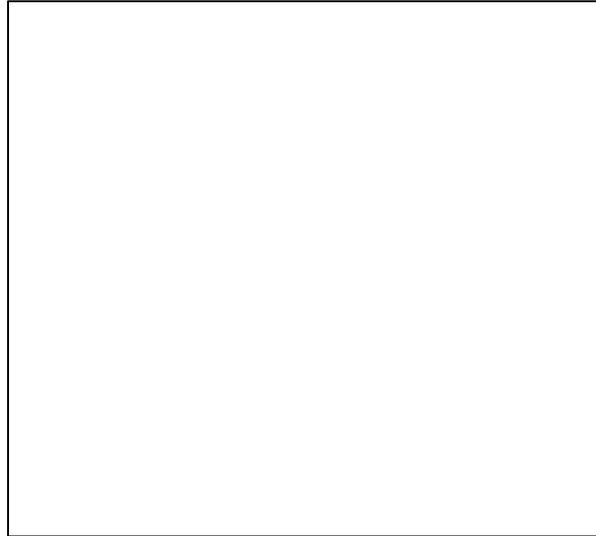
Gus Andrews:

Gus is a forty-five year old man with brown hair and eyes. Gus is six foot four inches tall and weighs two-hundred and eighty pounds. Gus is a large, powerful man who was a football star while in college at Notre Dame. Gus would have gone on to a professional football career after college had it not been for his encounter with a werewolf that took the life of his fiancée and one true love.

Gus turned to the church for answers, and originally found none. Feeling as though he had been betrayed by God, Gus began a secret crusade to hunt down werewolves. It wasn't until years later, after a decade long private war, that Gus encountered members of Crucifix. At first Gus was leery, but after talking to strike team members, and in particular Father Drew Hansen, Gus was born again; first in his love of God and secondly in his believe that his actions were actually making a difference in the world.

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Gus has spent the last seven years working as part of the North American strike team. Gus has had no regrets in his chosen path. Even the memory of the day that his teammate and good friend Father Drew died in his arms after an encounter with a demon, has only strengthened Gus' resolve to combat the evils of the world.



20	Str	14	Dex	18	Con	13	Bod	10	Int
12	Ego	18	Pre	12	Com	8	PD	6	ED
4	Spd	8	Rec	36	End	35	Stn		

Skills, Talents & Perks:

2	AK: Midwest	11-
2	AK: Canada	11-
17	Boxing	
a-5	Jab (OCV +1, DCV +3, 4d6)	
b-5	Hook (OCV -2, DCV +1, 8d6)	
c-4	Block (OCV +2, DCV +2)	
d-3	Clinch (OCV -1, DCV -1, STR 30)	
2	CK: St. Louis	11-
3	Climbing	12-
3	Combat Driving	12-
3	Conversation	13-
1	Gambling	8-
3	Interrogation	13-
5	KS: Werewolves	14-
3	KS: Crucifix	12-
2	KS: Supernatural Beings	11-
3	KS: Football	12-
2	PS: Crucifix Operative	11-
3	Streetwise	13-
1	Systems Operation	8-
4	WF (Common Missile Weapons, Small Arms)	
9	+3 level w/Boxing	
15	+3 level w/Ranged Combat	

Powers:

- 6 Armor (5pd/5ed) Bullet Proof Vest (OIF, Activation 11-: -1½)
- 12 1¼6 RKA Colt .45 with Silver Bullets (OAF, 8 Chgs w/4 Clips: -1)
- 6 Two-way Radio (Invisible to radio: +½ IIF Comm-watch: -¼)
- 2 Absolute Time Sense (IIF Comm-watch: -¼)
- 15 2d6 RKA (AE 3" rad: +1, Holy Water OAF, Fragile, 6 Chgs, Not vrs Supernatural: -3)
- 2 UV Vision (OAF UV Flash Light: -1)
- 20 UV Laser (OAF Laser Pistol, 8 Chgs w/4 Clips: -1)
- (15) 2d6 RKA (Energy)
- (5) Armor Piercing on RKA (Only vrs Supernatural: -1)

Disadvantages:

100+

- 10 DF: Large Size, stands out (Concealable)
- 20 HUN: Twilight Children (MP) 11-
- 10 HUN: Werewolves (AP) 8-
- 20 Normal Characteristic Maximum
- 15 PSY: Hatred of Werewolves (Uncommon, Total)
- 15 PSY: Protective of Jessie (Very Common, Moderate)
- 10 PSY: Loyal to Crucifix (Common, Moderate)
- 10 PSY: Slow to trust anyone (Common, Moderate)
- 10 RIV: Adam Callahan (PC Rival)
- 8 WAT: Crucifix (AP, NCI) 8-

Character Totals:

Characteristics:	82
Skills:	83
Powers:	63
Character Total:	228
Disadvantages:	228

Adam Callahan:

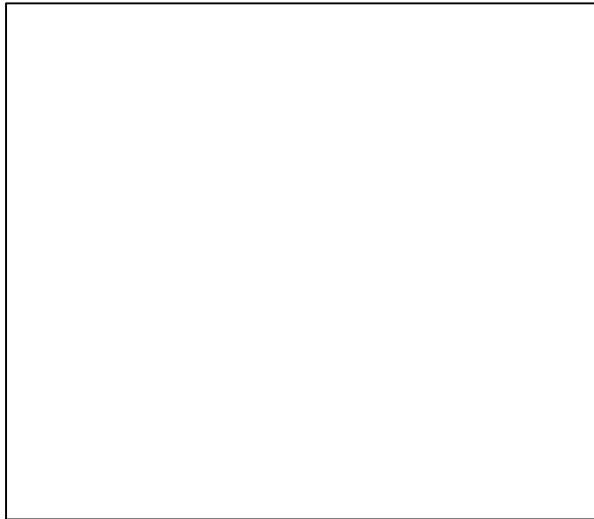
Adam is a devout Irish Catholic that grew up on the streets of Boston. Standing five-foot six-inches and weighing one-hundred and fifty pounds, Adam is somewhat unremarkable. If not for his fiery auburn hair and pronounced Boston accent, the thirty-two year old Adam would be the kind of man that could easily slip by unnoticed in a crowd of people.

Adam is always quick to make a joke, and quicker to take offense at one directed at him. Most of the members of his strike team believe that Adam has a perpetual chip on his shoulder, just begging to be knocked off. On more than one occasion Father Antuan has had to exert a lot of "religious influence" on Adam to keep him from doing

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something uncalled for against his own teammates. If it were not for the fact that Adam is a mechanical genius, as well as completely dedicated to the ideals of Crucifix, he would have been ousted from the strike team long ago.

Adam never speaks of his reasons for joining Crucifix. Speculation amongst the strike team members seem to cover every gambit of possibility, but most of the members believe that Adam had some type of run-in with either a New England ghost or one of the Salem Witches. The guessing pool has now reached several hundred dollars, and everyone within the strike team is itching to find out the truth.



15	Str	15	Dex	15	Con	14	Bod	13	Int
9	Ego	10	Pre	10	Com	6	PD	4	ED
4	Spd	6	Rec	30	End	30	Stn		

Skills, Talents & Perks:

3	Bribery	11-
3	CK: Boston	12-
1	Computer Programming	8-
21	Dirty Infighting	
a-4	Punch (OCV +0, DCV +2, 5d6)	
b-5	Roundhouse (OCV -2, DCV +1, 7d6)	
c-4	Low Blow (OCV -1, DCV +1, 2d6 NND)	
d-4	Disarm (OCV -1, DCV +1)	
e-4	Kidney Blow (OCV -2, DCV +0, 1d6+1 HKA)	
11	Electronics	15-
3	Gambling	11-
2	KS: Jokes	11-
2	KS: Crucifix	11-
2	KS: Electronic Companies	11-
2	KS: Catholicism	11-
1	KS: Witchcraft	8-

3	Lightning Calculator	
13	Mechanics	16-
1	PS: Shipyard Worker	8-
1	Streetwise	8-
4	TF (Air Vehicles, Ground Vehicles)	
3	Weaponsmith (Energy)	11-
2	WF (Small Arms)	
6	+2 level w/Dirty Fighting	
10	+2 level w/Ranged Combat	

Powers:

6	Two-way Radio (Invisible to radio: + $\frac{1}{2}$ IIF Comm-watch: - $\frac{1}{4}$)
2	Absolute Time Sense (IIF Comm-watch: - $\frac{1}{4}$)
15	2d6 RKA (AE 3" rad: +1, Holy Water OAF, Fragile, 6 Chgs, Not vrs Supernatural: -3)
2	UV Vision (OAF UV Flash Light: -1)
20	UV Laser (OAF Laser Pistol, 8 Chgs w/4 Clips: -1)
	(15) 2d6 RKA
	(5) Armor Piercing on RKA (Only vrs Supernatural: -1)
6	+2d6 Hand to Hand (0 End: + $\frac{1}{2}$ OIF Silver Knuckles: - $\frac{1}{2}$)

Disadvantages: 100+

10	DF: Bright Auburn Hair (Concealable)
5	DF: Boston Accent (Easily Concealable)
15	HUN: Twilight Children (MP) 8-
20	Normal Characteristic Maximum
15	PSY: Quick to Anger (Common, Strong)
10	PSY: Loner (Common, Moderate)
10	PSY: Fear of Witchcraft (Common, Moderate)
10	RIV: Gus Andrews (PC Rival)
8	WAT: Crucifix (AP, NCI) 8-

Character Totals:

Characteristics:	58
Skills:	94
Powers:	51
Character Total:	203
Disadvantages:	203

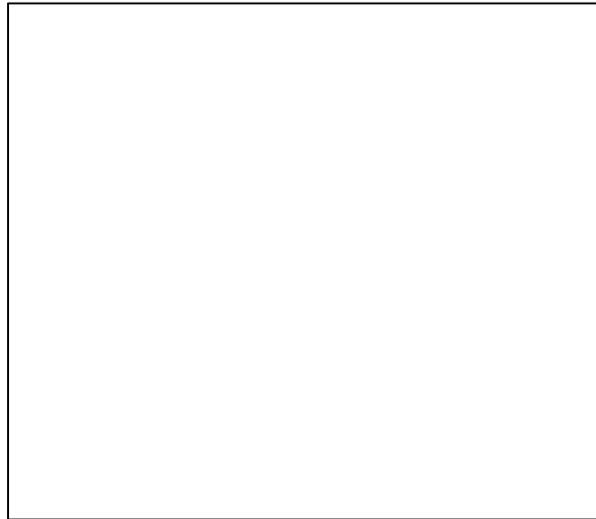
Jessie Daniels:

Jessie is the blonde haired, blue eyed spitfire of the strike team. Wrapped up in Jessie's small, five-foot four-inch, one-hundred pound frame is a perpetual bundle of energy that never seems to tire or lose good humor. The twenty-two year old Jessie is cheerful and always has a smile on her face. No matter how bad things get, or how harry a mission becomes, the strike team knows they can count on "little sister" to lighten the mood and find a solution to the problem quickly.

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Jessie is the strike team's tactics and cyber expert. Jessie is an accomplished computer hacker and uses her skills to hunt down supernatural creatures that use cyberspace to transfer money and objects around the world. Jessie's tactical ability stems from her father, General Theodore Daniels, who trained his only child to follow in his footsteps. Little did he know that she would turn to God and away from the military.

After high school, Jessie entered the Rosewood Convent against her father's wishes. Jessie planned to devote her life to God by becoming a nun. While at the convent, Jessie encountered a ghostly spirit named the Soul Wraith, who was trying to steal the souls of some of the nuns. If not for some innovative thinking on Jessie's part to stop the creature, she and many others would have been killed. Shortly thereafter, Jessie was approached by Crucifix and left the convent, but not the work of God, behind.



10	Str	18	Dex	18	Con	10	Bod	15	Int
14	Ego	13	Pre	16	Com	4	PD	4	ED
4	Spd	6	Rec	36	End	28	Stn		

Skills, Talents & Perks:

3	Acrobatics	13-
3	AK: World Geography	12-
2	CK: Chicago	11-
3	Climbing	13-
9	Computer Programming	15-
3	CON: General Theodore Daniels (Extremely)	8-
3	Cryptography	12-
7	Deduction	14-
3	KS: Crucifix	12-

3	KS: Supernatural Creatures	12-
2	KS: Cyber-space	11-
2	KS: Military	11-
1	KS: Financial Practices	8-
1	KS: Catholicism	8-
3	Navigation	11-
3	Paramedic	12-
3	Seduction	12-
3	Spanish (Fluent w/accnt)	
3	Stealth	13-
3	Systems Operation	12-
7	Tactics	14-
4	TF (Air Vehicles, Ground Vehicles)	
5	WF (Small Arms, Swords, Common Missile Weapons)	
10	+2 level w/Ranged Combat	
6	+3 level w/UV Sword	

Powers:

5	Mental Defense (8 pts)
2	+1" Running (7", 14" NC)
6	Armor (5pd/5ed) Bullet Proof Vest (OIF, Activation 11-: -1½)
6	Two-way Radio (Invisible to radio: +½ IIF Comm-watch: -¼)
2	Absolute Time Sense (IIF Comm-watch: -¼)
15	2d6 RKA (AE 3" rad: +1, Holy Water OAF, Fragile, 6 Chgs, Not vrs Supernatural: -3)
20	UV Laser (OAF Laser Pistol, 8 Chgs w/4 Clips: -1)
	(15) 2d6 RKA
	(5) Armor Piercing on RKA (Only vrs Supernatural: -1)
10	1d6+1 HKA (Total 2d6) (OAF UV Sword, 8 Chgs Last 1 Turn; OAF: -1)

Disadvantages: 100+

5	DF: Cute (Easily Concealable)
20	Normal Characteristic Maximum
15	HUN: Twilight Children (MP) 8-
15	HUN: Soul Wraith (MP) 8-
10	PHY: Diabetic (Infrequently, Greatly)
15	PSY: Loyal to Crucifix (Common, Strong)
15	PSY: Love of God (Very Common, Moderate)
10	PSY: Protective of Innocents (Common, Moderate)
10	PSY: Outgoing and Friendly (Common, Moderate)
10	VUL: Ghostly Presence Attacks (1½ Effect); Attack: Common, +10
13	WAT: Crucifix (AP, NCI) 14-

Crucifix

Character Totals:

Characteristics:	77
Skills:	95
Powers:	66
Character Total:	238
Disadvantages:	238

Roberta Sanchez:

Roberta Sanchez is a robust Puerto Rican woman standing five-foot seven-inches tall and weighing in at one-hundred and fifty pounds. Even at fifty-five years old, Roberta still has the same raven-black hair and dark sparkling eyes of her youth. Roberta is considered to be the strike team's "mother" and this is an honor that she doesn't take lightly. As the team's mother, Roberta has no problem putting other teammates in their place when they are acting stupid, and has ended more than one dispute between quarrelling teammates by sending them to their rooms or out of the house to cool off.

As a young girl growing up in San Juan, Roberta encountered more than her fair share of supernatural phenomena; especially considering that her mother was the local Santeria priestess. As a child Roberta was fascinated by the mystical, but all that changed when one of her mother's "spirits" became too possessive and wouldn't relinquish her mother's body. In the end, Roberta was forced to kill her mother's body in order to save her mother's soul.

After her mother's death, Roberta had to live at the San Juan Orphanage. It was there that the frightened Roberta learned more of Catholicism and the teachings of God. After leaving the orphanage, Roberta dedicated her life to tracking down evil spirits and exorcising them in the name



of God. In time, this brought her to Crucifix, where Roberta has spent the last twenty-five years of her life doing God's work.

13	Str	12	Dex	13	Con	11	Bod	15	Int
18	Ego	15	Pre	12	Com	5	PD	3	ED
3	Spd	6	Rec	26	End	30	Stn		

Skills, Talents & Perks:

3	Ak: Puerto Rico	12-
2	AK: United States	11-
2	CK: San Juan	11-
2	CK: Chicago	11-
3	Concealment	12-
3	Conversation	12-
3	English (Fluent w/accnt)	
7	Interrogation	14-
4	KS: Crucifix	13-
3	KS: Catholicism	12-
2	KS: Evil Spirits	11-
2	KS: Santeria	11-
2	KS: Mysticism	11-
3	Lip Reading	11-
3	Oratory	12-
3	Paramedic	12-
0	Spanish (Native)	
3	Systems Operation	12-
1	Tactics	8-
3	TF (Ground Vehicles, Boats)	
2	WF (Small Arms)	
3	+1 level Punch, Grab & Haymaker	
15	+3 level w/Ranged Combat	

Powers:

5	+10 PRE; Defense Only: -1
3	Mental Awareness
3	+1 Enhanced Perception
5	Mental Defense (9 pts)
-2	-1" Running (5", 10" NC)
6	Armor (5pd/5ed) Bullet Proof Vest (OIF, Activation 11-: -1½)
6	Two-way Radio (Invisible to radio: +½ IIF Comm-watch: -¼)
2	Absolute Time Sense (IIF Comm-watch: -¼)
15	2d6 RKA (AE 3" rad: +1, Holy Water OAF, Fragile, 6 Chgs, Not vrs Supernatural: -3)
2	UV Vision (OAF UV Flash Light: -1)
20	UV Laser (OAF Laser Pistol, 8 Chgs w/4 Clips: -1)
	(15) 2d6 RKA
	(5) Armor Piercing on RKA (Only vrs Supernatural: -1)

Disadvantages:

100+

20	HUN: Voudou (MP)	11-
15	HUN: Twilight Children (MP)	8-

Crucifix

- 20 Normal Characteristic Maximum
- 15 PSY: Hatred of Evil Spirits (Common, Strong)
- 10 PSY: Devout Catholic (Common, Moderate)
- 10 PSY: Impatient with foolishness (Common, Moderate)
- 8 WAT: Crucifix (AP, NCI) 8-

Character Totals:

Characteristics:	59
Skills:	74
Powers:	65
Character Total:	198
Disadvantages:	198

Solaris (Douglas Blaylock):

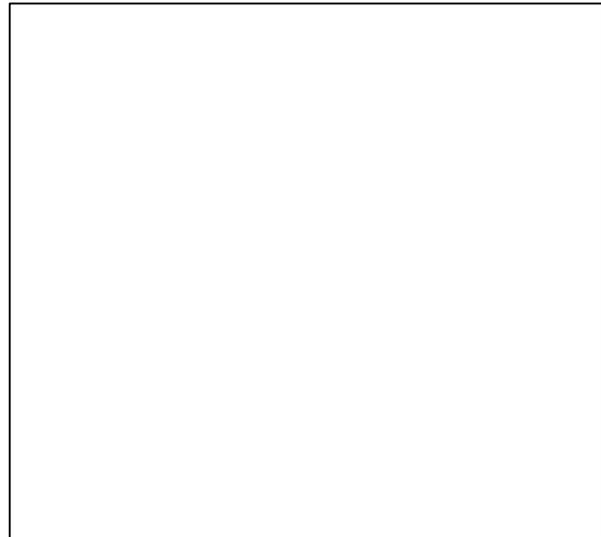
The first twenty years of Doug's life in San Antonio were unremarkable. As a child, Douglas dreamed of being a superhero like the ones he saw on television and in the newspaper. The happiest day of Doug's life was when his mutant power activated. Now he could be a superhero too! The saddest day of Doug's life was when he realized that all his power would allow him to do was glow; but that didn't originally deter him.

At nineteen, the six-foot two-inch blonde haired, gray-eyed Doug was the spitting image of a superhero. Doug designed a yellow and gold costume and took to the streets of San Antonio to foil crime. Of course a hero that can do nothing but glow like the sun didn't exactly put terror into the hearts of criminals. But this didn't matter to Doug. Solaris was going to make a name for himself, even if it ended up killing him!

While out on patrol one night, which consisted of Douglas riding around on a motorcycle while glowing, he saw an strange van parked next to the Alamo. Fearing that a crime might be in progress, Doug quickly phoned the police and then snuck around back to investigate. What Doug found was the Crucifix strike team battling a dozen lesser vampires. Doug was so frightened that his power activated by accident. The UV radiation stuck the lesser vampires like a ton of bricks, destroying two and momentarily stunning others so that the strike team could take them out.

Father Antuan immediately saw the benefit of having Doug in the strike team and offered him a position. Doug looked back on his ineffectual superhero career, and then looked at the ashen corpses of the vampires. It didn't take him long to realize that within Crucifix Solaris was a true hero, and so Douglas accepted the offer. By the time

the police arrived, all they found were piles of ash and Doug's motorcycle.



13	Str	20	Dex	23	Con	10	Bod	10	Int
11	Ego	15	Pre	16	Com	6	PD	5	ED
4	Spd	8	Rec	46	End	30	Stn		

Skills, Talents & Perks:

1	Acting	8-
2	AK: USA	11-
3	Bump of Direction	
2	CK: San Antonio	11-
1	CK: Chicago	8-
1	Electronics	8-
2	KS: Superheroes	11-
2	KS: Crucifix	11-
1	KS: Cathoicism	8-
1	KS: Vampires	8-
5	Luck (1d6)	
1	Mechanics	8-
3	Oratory	12-
3	Paramedic	11-
1	Spanish (Basic)	
1	Systems Operation	8-
4	TF (Air Vehicles, Ground Vehicles)	
2	WF (Small Arms)	
15	+3 level w/Ranged Combat	

Powers:

10	EC: UV Light (10-pt reserve)
10	a-CE: UV Light (8" rad.) 2 End
12	b-CE: UV Light (4" rad.) Damage Shield: +½ 2 End
10	c-2d6 Flash (Normal Sight) 2 End
6	Armor (5pd/5ed) Bullet Proof Vest (OIF, Activation 11-: -1½

Crucifix

- 6 Two-way Radio (Invisible to radio: +½ IIF
Comm-watch: -¼)
- 2 Absolute Time Sense (IIF Comm-watch: -¼)
- 15 2d6 RKA (AE 3" rad: +1, Holy Water OAF,
Fragile, 6 Chgs, Not vrs Supernatural: -3)
- 2 UV Vision (OAF UV Flash Light: -1)
- 20 UV Laser (OAF Laser Pistol, 8 Chgs w/4
Clips: -1)
(15) 2d6 RKA
(5) Armor Piercing on RKA (Only vrs
Supernatural: -1)

Disadvantages: **100+**

- 10 DF: Leaks light when excited or scared
(Easily Concealable, Always Noticed)
- 5 DF: Scans as a Mutant (Easily Concealable)
- 20 HUN: Twilight Children (MP) 11-
- 15 HUN: Idigo (AP) 11-
- 15 PSY: Loyal to Team (Common, Strong)
- 10 PSY: Fear of being killed by supernatural
(Common, Moderate)
- 10 PSY: Pretends to a Hero (Common,
Moderate)
- 15 S ID: Douglas Blaylock
5 1d6 Unluck
- 10 VUL: Magic (1½ STUN)
- 10 WAT: Crucifix (AP, NCI) 11-

Character Totals:

Characteristics:	83
Skills:	51
Powers:	91
Character Total:	225
Disadvantages:	225

Father Antuan Wilcox:

Antuan Wilcox is a thirty-eight year old black man with black hair and brown eyes. Father Antuan stands six-foot tall and weights in at one-hundred and seventy-five pounds, most of which is wiry muscle. Father Antuan's duties with the strike team keep him in good physical condition, but during lax periods he likes to go to the local gym and work out by shooting hoops with some of the kids. This allows Father Antuan to keep abreast of what is happening in the community and gives him the opportunity to function as a normal catholic priest, dealing with normal problems.

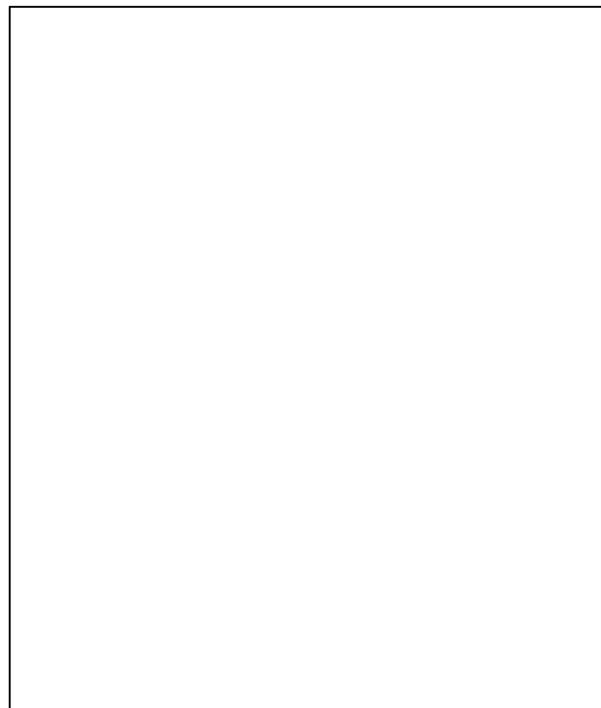
Father Antuan grew up in Harlem. If not for the Catholic Church, and father McCarthy, Antuan would have ended up in a street gang; which would have eventually sent him to prison, if not gotten him killed. It was through his own experiences with the church that Father Antuan learned of the benefits of what a strong religious

upbringing can do for both the self-esteem and sense of self-worth of an impoverished child growing up in the inner-city. Father Antuan tries to teach the inner-city kids this where ever he is, and as time permits.

Father Antuan's strong convictions and knowledge of the teachings of the church helped him capture the attention of his superiors and allowed him to rise rather quickly through the ranks of the church. Many of his colleagues believe that Father Antuan would make Bishop before the age of thirty, as his knowledge of Catholicism and the church seemed to greater than most priests twice his age. When the Bishops and Arch-bishops discussed Father Antuan, it was always with a sense of pride in what he was doing for the church.

It was Father Antuan's peculiar reading habits that brought him to the attention of Cardinal Androvski. The Cardinal routinely monitors which books about the occult or other supernatural phenomena are being taken from the multitude of church libraries. When the Cardinal sees a pattern of reading such material beginning, he marks the reader as someone to watch. Such was the case with Father Antuan, who had read every book about the supernatural that was available to him.

No one was surprised when Father Antuan was summoned to the Vatican. Everyone assumed that the young priest was going to be elevated. If



Crucifix

they had known the truth, or for that matter if Father Antuan had known the truth, none of them would have believed it. Father Antuan took the news about the existence of Crucifix as he did all other things, with faith in his God and his church. Father Antuan was asked to replace Father Drew Hansen as the Crucifix strike team leader. He accepted without a moment's hesitation, and has never regretted his decision.

15	Str	14	Dex	18	Con	11	Bod	18	Int
15	Ego	18	Pre	14	Com	4	PD	4	ED
3	Spd	10	Rec	36	End	35	Stn		

Skills, Talents & Perks:

2	AK: USA	11-
2	AK: Harlem	11-
1	AK: Canada	8-
3	Bureaucratics	13-
2	CK: New York	11-
1	CK: Chicago	8-
3	Combat Driving	12-
7	CON: Cardinal Androvski (Incredibly)	13-
4	CON: Cardinal George (Extremely)	11-
5	Conversation	14-
1	High Society	8-
5	KS: Catholicism	15-
3	KS: Crucifix	13-
3	KS: Supernatural Beings	13-
2	KS: Basketball	11-
2	KS: Guitar	11-
1	KS: Street Gangs	8-
4	Latin (Native Accent)	
3	Oratory	13-
3	Paramedic	13-
3	Perfect Pitch	
3	PERK: Catholic Priest	
4	PS: Catholic Priest	13-
1	Streetwise	8-
3	Systems Operation	13-
4	TF (Ground Vehicles, Air Vehicles)	

- 2 WF (Small Arms)
- 6 +2 level w/Punch, Grab & Haymaker
- 4 +2 level w/UV Laser

Powers:

- 5 +10 Presence; Defense Only: -1
- 10 Mental Defense (13 pts)
- 2 +1" Running (7", 14" NC)
- 6 Armor (5pd/5ed) Bullet Proof Vest (OIF, Activation 11-: -1½)
- 6 Two-way Radio (Invisible to radio: +½ IIF Comm-watch: -¼)
- 2 Absolute Time Sense (IIF Comm-watch: -¼)
- 15 2d6 RKA (AE 3" rad: +1, Holy Water OAF, Fragile, 6 Chgs, Not vrs Supernatural: -3)
- 2 UV Vision (OAF UV Flash Light: -1)
- 20 UV Laser (OAF Laser Pistol, 8 Chgs w/4 Clips: -1)
(15) 2d6 RKA
(5) Armor Piercing on RKA (Only vrs Supernatural: -1)

Disadvantages:

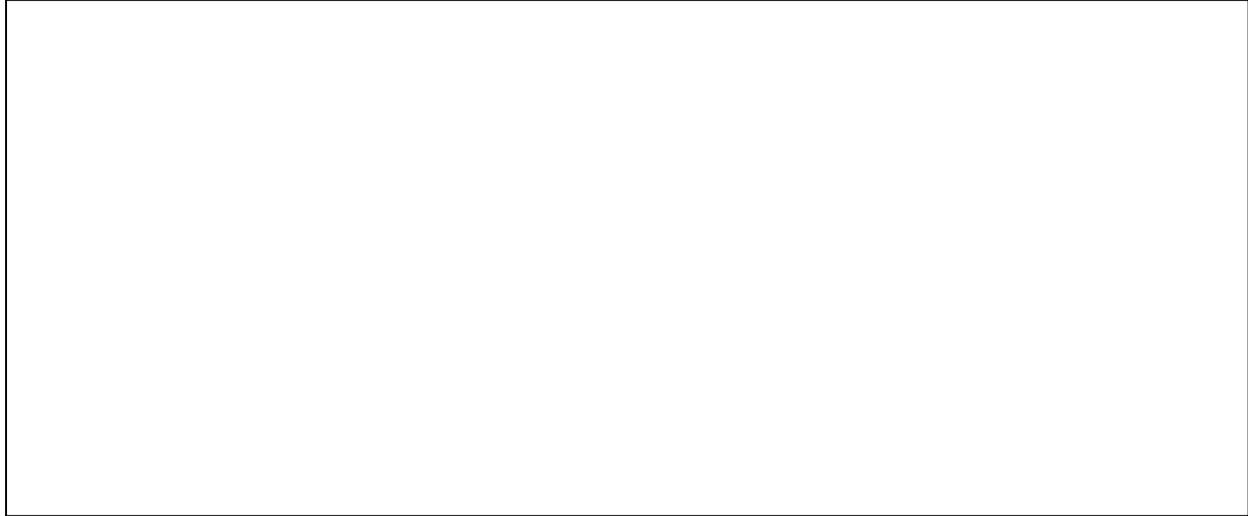
100+

- 5 DF: Priest (Easily Concealable)
- 20 HUN: Twilight Children (MP) 11-
- 15 HUN: Midnight (MP) 8-
- 20 Normal Characteristic Maximum
- 5 PHY: Color-blind (Infrequently, Slightly)
- 20 PSY: Belief in Glory of God (Common, Total)
- 15 PSY: Subject to Orders (Common, Strong)
- 10 PSY: Loyal to Crucifix (Common, Moderate)
- 15 S ID: Leader in Crucifix
- 13 WAT: Crucifix (AP, NCI) 14-

Character Totals:

Characteristics:	83
Skills:	87
Powers:	68
Character Total:	238
Disadvantages:	238

The Twilight Children



History

The idea for the formation of the Twilight Children began in the mind of one vampire who found himself alone in a strange new world. That vampire was Diego Luis Salovar, also known as Silver, and the strange new world was Houston Texas, 1867. It was there that Diego's reign of terror against humanity in America began. It was in Houston that the first vampire on American soil chose his life's course of action; a course of action that would continue on to this very day.

As luck would have it, Diego arrived in the city at just the right moment. Houston was in the midst of the worst epidemic of Yellow Fever to ever hit the area. Hundreds were dying on a weekly basis and it was a simple thing for Diego to include the bodies of his victims along with those that had succumb to the disease. Long after the fever passed, Diego managed to conceal his murders, for many of the people that had grown ill with the fever did not die right away, but lingered in sickness for months. Eventually there did come a time when Diego realized that discovery was eminent. It was then that Diego decided to create his Twilight Children.

In the beginning the Twilight Children served two purposes: The Children were an initial, and sometimes a second or third feeding for Diego, and since they rose from the dead in a few days there was no body to alarm the town's folk or make them think anything was amiss. Secondly, the Children were a decoy. If it were discovered that a vampire was loose in the town, or one of the surrounding areas, since the Twilight Children now roamed as far as a day's ride from the town,

Diego would sacrifice one of the Twilight Children to the mod, allowing them to vent their anger on the unsuspecting dupe. This ploy allowed Diego to go undetected in Houston society for many years.

The largest obstacle to the Twilight Children in those early days was travel. Horseback and stagecoach were notoriously slow, meaning it could take days to travel even the shortest distances. To a vampire, getting caught in the daylight was the worst possible fate it could endure. Diego knew that time was running out for himself and the Twilight Children in Houston and something would have to be done soon. The Children's numbers were growing too rapidly, and even though Diego managed to slim down their number by destroying many of the lesser Children, some of Diego's original creations were now growing powerful and would soon begin making vampires themselves. Six or eight vampires was difficult, but not impossible to conceal. Twenty or thirty roaming the streets of Houston was another matter entirely.

A short time later, after being forced to sacrifice another of the Children to keep from being detected, Diego hit upon a plan. Since the Twilight Children needed to be able to travel, then a reason for large covered wagons and sealed crates moving by road or railroad needed to be devised. To this end, in 1899 Diego, along with some human partners, created the Twilight Slumber Casket Company. Twilight Slumber could ship coffins by wagon or railroad anywhere in the country in a matter of days. Hidden inside those coffins would lay the Twilight Children. America was now opened up to Diego, and he and his Twilight Children intended to take advantage of that fact.

The Twilight Children

For over ten years the Children used the coffin shipments as a mode of transportation. In that time some of the Children grew powerful and left the fold, deciding to explore the world on their own terms. Others attempted to usurp Diego's power and leadership role from him. All those attempts were failures, and the vampire, or vampires in question, were generally destroyed in a horrible fashion, which usually involved chaining the victims out in the open and leaving them for the sun to destroy. Diego accepted no challenge to his authority, and had no mercy within him for anyone or any thing that attempted to cross him. That has not changed in the intervening years.

As the industrial age swept across America, things began to change for the Twilight Children. The advent of automobiles, and then air-planes, made travel for the Children simple. The roaring twenties were a good period for the Twilight Children. Night clubs and large cities made it easy for the vampires to conceal themselves and find prey. Women became "liberated" and no longer demanded that a man escort them everywhere. The fairer sex became the food of choice for the Twilight Children, and soon their ranks swelled with female vampiresses. But those good times could not last. The Great Depression brought new hardships and a new sense of moral purpose to the country. While society did not become puritan, it did become stricter, and once again the Twilight Children were forced to thin their ranks in order to maintain their secrecy.

While the Children did have some difficult times during World War II, which usually involved explaining why able-bodied young men such as themselves were not in the service, by the end of the war and start of the fifties things had changed. The country was once again becoming more adventurous. Rock and Roll leaped from the back-alley colored jute joints into the consciousness of mainstream America. The morality of the nation was slipping yet again, and the Twilight Children were there to take advantage of it. Diego was not going to let this second chance get away from him. The Twilight Children were going to thrive in this new immorality by catering to its whims. The Twilight Children were going to feed the fires of decadence, making sure this second opportunity was not lost to them.

The mid to late fifties brought the beatniks, motorcycle gangs and the start of civil unrest between the races in America. All of these examples of moral decline were nurtured by the

Twilight Children through covert activities, such as the placing of false blame on uninvolved third parties and various forms of blackmail. The sixties brought even more civil unrest and the Vietnam Conflict. The country was tearing itself apart and the Twilight Children did everything they could to keep the hostilities and improprieties in the minds of the people. The hippie movement and the "Summer of Love" were especially good times for the Children. As more of the nation's youth rebelled against the establishment and delved into mind-altering drugs, the Twilight Children began to gain a following of the confused youth searched for answers. While mankind was walking on the moon, the Twilight Children were building a cult of darkness.

The seventies saw the Twilight Children at the peak of their power. Collectively, the Children owned dozens of disco-techs around the country. The profits from these venues went on to finance illegal drug trade, especially targeting the nation's youth. Diego had learned his lessons well. While the middle-aged and older men controlled the country, the youth of America would eventually grow into those people, and whatever could be done to damage their moral stability in their youths would only become larger and more defined moral deficits in their later years. This plan was working well, until the period of new morality called the eighties.

Reganomics and recession brought the world of the Twilight Children crashing down. America's new war on drugs, while not being overly successful, succeeded in crippling a large portion of the Children's assets. With the death of disco, the age of the disco-techs also closed. The Twilight Children were in the first stages of financial ruin, for too much of their assets were tied up in businesses dealing with mankind's hedonistic pursuits. By the end of the eighties, the Twilight Children's billion dollar empire had been shattered. While Diego was still very wealthy, the power that he had to corrupt mankind had been lost.

For several years the Twilight Children seemed to disappear. While the goth movement was still quite strong, and in fact was growing, Diego and the core of his Children remained in seclusion. Only the Seeds, Diego's name for the lesser vampires that did not yet have the power to make more like themselves, were active at this time. The Seeds attempted to emulate the Twilight Children, and soon small bars with gothic or

The Twilight Children

demonic sounding names began springing to life. While they were nothing like the extravagant nightclubs of the Twilight Children, they still served the same basic purpose of corrupting the morals of the nation's youth.

In 1997, six years after their self-imposed exile, the Twilight Children reemerged into the world with a new plan. The moral corruption that the Children had been sewing for years was well established. Now it was time for phase two. It was time for the Twilight Children to strike terror into the hearts of society. Fear would be the Twilight Children's new weapon. Society's morals were damaged. With fear, those morals would be completely shattered. Fear would make man turn against man. Fear would make mankind hate each other, because it no longer had the moral fortitude to believe that there might be good in the world. Fear was the new weapon!

"This just in... A black family of eight in Dallas was found murdered in their home today. The bodies were dismembered and scattered throughout the house. Scrawled on the walls, in the victim's own blood, were numerous swastikas and other Klan insignias. A spokesman for the KKK denies any involvement in such a heinous crime. The city's black community has filed an injunction against the Dallas Police Department, demanding justice for the hate crime."

"A synagogue in Los Angeles was discovered to be the scene of some type of mass assassination. Twenty four members of the synagogue, that had gone missing the night before, were found hanging from the rafters, their corpses appearing to have been killed in a ritual fashion. Scrawled across the pews in Arabic was a message to the Jewish community declaring the start of a Jihad."

"This morning in Mobile Alabama, a dozen members of a vocal pro-life organization were found crucified in front of the True Harmony Baptist Church. Each of the victim's hearts had been removed from the body and the chest cavities filled with various forms of pro-life and abortion literature. While no pro-choice group has claimed responsibility for the atrocity, Sheriff Chet Baker was quoted as saying that he had a very good idea which pro-life group was responsible, and he would find the evidence to convict them within a matter of days."

And it continues on...

Members

Bong: *Born: 1946 Reborn: 1968*

Bartholomew "Bong" Bartlett was a semi-radical chemistry student that attended UC-Berkley in the late sixties. Had Bong chosen to pursue his career in science he had all the makings to be a superb chemist. Instead, Bong decided to use his vast chemical knowledge to manufacture LSD and other types of hallucinogenic drugs, which he then sold to the students on campus. Bong wasn't interested in making money, as he sold his creations for what they cost him to make. Bong was interested in exploring new realities with mind altering drugs, and he was very successful at it.

It was this talent with chemistry that brought Bong to the attention of Silver. When the Twilight Children came to California to sample the west-coast nightclub scene, and to stir up some dissention and trouble along the way, the rumors of Berkley's chemical wizard drifted back to Silver. Diego decided that having someone that could create the drugs in the "family" would go a long way in maintaining the hedonistic ideals that the Children were trying to foster. In a matter of days Silver was able to track-down Bong's whereabouts and, on one cool October evening, took Bong's life and birthed him in undeath.

Bong is a short, thin man standing five-foot five-inches tall and weighing one-hundred and thirty-five pounds. Bong has long, mousy-blond hair that hangs down his back in a ponytail and a shaggy beard and moustache. Bong's eyes are brown, but at night they seem to glow with an unusual intensity not seen in other vampires. The strangeness of Bong's eyes has been attributed to the drugs that were in his system when he was bitten by Silver. Bong is the least formal of the Twilight Children and prefers to wear jeans and tee-shirts most of the time.

Personality:

Bong is a very laid-back individual who rarely sees the need to rush around or get overly excited about anything. "Take life as it comes," is Bong's motto, and it is that carefree nature that has allowed him to thrive in his undeath where so many others have surrendered to despair and madness. The only regret that Bong has about losing his former life is that he is no-longer affected by the drugs that he once loved. Bong's greatest wish is to be able to create a form of LSD that will work on vampires. If Bong can succeed in

The Twilight Children

that, he will be the happiest undead creature in the universe.

Quote:

"Hey dude, don't be bummed. It only hurts for a second, and the colors you'll see are amazing."



30	Str	25	Dex	25	Con	15	Bod	18	Int
14	Ego	20	Pre	16	Com	10	PD	10	ED
6	Spd	11	Rec	50	End	45	Stn		

Skills, Talents & Perks:

21 Common Vampire Skills	
a-3	Acrobatics 14-
b-3	Disguise 11-
c-3	Mimicry 11-
d-3	Persuasion 13-
e-3	Shadowing 11-
f-3	Stealth 14-
g-3	Survival 11-
2	AK: UC-Berkley 11-
2	CK: New York 11-
2	CK: San Francisco 11-
1	Computer Programming 8-
3	Criminology 13-
4	KS: Twilight Children Operations 14-
3	KS: Drug Scene 13-
3	KS: Radical & Extremist Groups 13-
3	KS: Hippie Culture 13-
2	KS: Science Journals 11-

2	PS: Nightclub Management	11-
6	SC: Pharmacology	16-
5	SC: Chemistry	15-
3	Streetwise	13-
1	TF (Small Ground Vehicles)	
24	+3 level w/All Skills	
5	+1 level w/HTH Combat	

Powers:

5	EC: Vampire Body
9	a-Armor (6 PD/6 ED); Not vrs Silver, UV or Holy Items: -1/2
5	b-Clinging
3	c-+10 PD; Not vrs Silver, UV or Holy Items: -1/2
3	d-+10 ED; Not vrs Silver, UV or Holy Items: -1/2
5	e-+5" Running (11", 22" NC)
5	f-+10" Superleap (16", 32" NC)
7	g-+25 PRE (Penetrating Stare); Offense Only: -1; Only to make someone "freeze": -1
105	MP: Vampire Attacks
u-4	1 1/6 HKA (Total 3d6+1); 0 End: +1/2
u-7	3d6 Drain Body (Return/week); 0 End: +1/2 Killing attack must do body: -1/4
u-7	2d6 Transform to Lesser Vampire (Major) Cumulative: +1/2 Cont: +1; Uncont: +1/2 End: +1/2 No Rng: -1/2
12	+4 Enh Perception
5	IR Vision
16	Life Support
a-10	Need Not Breathe
b-3	Immune to Aging
c-3	Immune to Disease
30	2 Body Regen (w/Lost Limbs and Organs)

Disadvantages: **100+**

10	DNPC: Human Servant 8- (Normal)
10	DNPC: Lesser Vampires 11- (Less Powerful)
10	DF: Vampire (Easily, Always Noticed)
10	DF: Glowing Eyes (at night); (Easily, Always Noticed)
10	ENR: If take Body (11-, 8-) (Uncommon)
25	HUN: Crucifix (AP, NCI) 14-
10	HUN: Non-aligned Lesser Vampires (LP, NCI) 8-
10	PHY: Blood Need (Infrequently, Greatly)
10	PHY: Non-living (Frequently, Slightly)
15	PSY: Enjoys Killing (Common, Strong)
10	PSY: Overconfident (Common, Moderate)
10	PSY: Zen Ideologies (Common, Moderate)
10	PSY: Love of Drugs (Common, Moderate)
10	RIV: Other Vampires (Professional, PC)
15	S ID: Bartholomew "Bong" Bartlett
30	SUS: UV Light 3d6 BODY/Turn (Very Com)

The Twilight Children

- 15 SUS: Silver 1d6 STUN/Turn (Com)
- 10 VUL: 2x Effect Religious Presence Attacks (Uncom)
- 5 VUL: 1½ BODY UV Light Attacks (Uncom)
- 15 WAT: Dracula (MP, NCI) 14-
- 15 WAT: Silver (MP, NCI) 14-
- 125 Creature Bonus

Character Totals:

Characteristics:	170
Skills:	92
Powers:	228
Character Total:	490
Disadvantages:	490

Cat: Born: 1951 Reborn: 1977

Catherine Morgan was a small-time cat burglar that made the unfortunate mistake of trying to break into Club Twilight's manager's office very early one Tuesday morning. What Catherine found was what she expected: a safe full of money. What Catherine didn't expect to find was a secret room containing a dozen caskets of various designs and colors. What shocked Catherine more than anything else was that after her initial terror at finding the coffins, she relaxed and was no-longer afraid. Catherine knew what her life was, and what she wanted it to be. The choice was very clear to Catherine and it only took her a moment to make her decision.

Ten hours later when the Twilight Children awoke from their slumber, they found Catherine casually sitting in the lounge chair drinking a cognac and watching them emerge. The money that Catherine had come to steal was scattered on the floor at her feet, no-longer of any importance to her. Silver was at first angered that his security and secret had been breached, but Catherine's dispassionate nature spoke volumes to him. Catherine was a woman that had nothing left in her life to care about, not even the life itself. Catherine was the kind of person that would make a superb vampire. Silver took Catherine's simple life from her and gave her back an existence that she could never have dreamt of.

Catherine is a beautiful, but somewhat plain looking woman with short brown hair and hazel eyes. At five-foot five-inches tall and weighing one-hundred and ten pounds, Catherine has an athletic rather than voluptuous build. As a cat burglar Catherine kept herself in excellent physical condition while alive. That exceptional conditioning has been further augmented by the

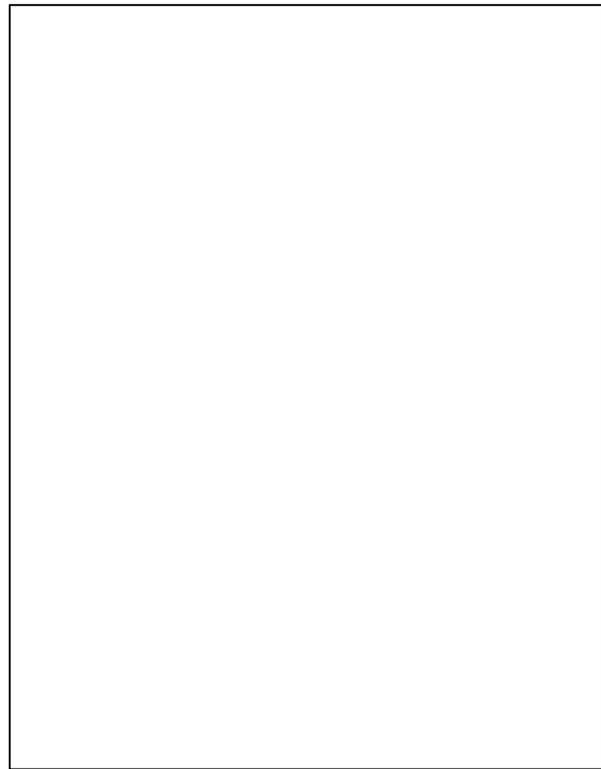
vampirism, making Catherine's reflexes and flexibility abnormally fast, even for a vampire.

Personality:

Catherine is a very rational and somewhat dispassionate individual. Emotional attachments such as friendship and love have never factored into Catherine's life to any great degree, and never will. The only true satisfaction that Catherine has ever felt in her life has stemmed from her vampirism, as it has given her the ability to be something more than an a common thief. On the day that Catherine Morgan was bitten, she died. But on that day the Cat was born, and now she truly lives.

Quote:

"They say a cat has nine lives. Too bad that's not true for humans too!"



30	Str	30	Dex	25	Con	15	Bod	13	Int
11	Ego	20	Pre	14	Com	10	PD	10	ED
8	Spd	11	Rec	50	End	45	Stn		

Skills, Talents & Perks:

21	Vampire Skills	
a-3	Acrobatics	15-
b-3	Disguise	11-
c-3	Mimicry	11-
d-3	Persuasion	13-

The Twilight Children

e-3	Shadowing	11-
f-3	Stealth	15-
g-3	Survival	11-
3	Absolute Time Sense	
3	Ambidexterity	
3	Breakfall	15-
3	Bribery	13-
2	CK: New York	11-
2	CK: San Francisco	11-
3	Climbing	15-
5	Concealment	13-
3	Contortionist	15-
10	Find Weakness (HKA)	11-
3	Gambling	11-
2	KS: Major Fences	11-
3	KS: New York Street Scene	12-
4	KS: Twilight Children Operations	13-
2	KS: Famous Crimes	11-
2	KS: New York nightclubs	11-
3	Lockpicking	15-
2	PS: Cat Burglar	11-
5	Security Systems	13-
3	Sleight of Hand	15-
3	Streetwise	13-
3	Trading	13-
1	TF (Small Ground Vehicles)	
2	WF (Small Arms)	
10	+2 level w/HTH Combat	
10	+1 level w/Overall Level	

Powers:

5	EC: Vampire Body
9	a-Armor (6 PD/6 ED); Not vrs Silver, UV or Holy Items: -½
5	b-Clinging
3	c-+10 PD Not vs Silver, UV or Holy Itms: -½
3	d-+10 ED Not vs Silver, UV or Holy Itms: -½
5	e-+5" Running (11", 22" NC)
5	f-+10" Superleap (16", 32" NC)
7	g-+25 PRE (Penetrating Stare); Offense Only: -1; Only to make someone "freeze": -1
105	MP: Vampire Attacks
u-4	2d6 HKA (Total 4d6) 0 End: +½
u-7	3d6 Drain Body (Return/week) 0 End: +½ Killing attack must do body: -¼
u-7	2d6 Transform to Lesser Vampire (Major) ; Cum: +½Cont: +1; Uncont: +½0 End: +½ No Rng: -½
15	+5 Enh Perception
5	IR Vision
16	Life Support
a-10	Need Not Breathe
b-3	Immune to Aging
c-3	Immune to Disease
30	2 Body/Turn Regen (Lost Limbs and Organs)

Disadvantages:

100+

10	DNPC: Human Servant 8- (Normal)
10	DNPC: Lesser Vampires 11- (LP)
10	DF: Vampire (EC, MR)
10	ENR: If take Body (11-, 8-) (Uncom)
25	HUN: Crucifix (Ap, NCI) 14-
10	HUN: Lesser Vampires (LP, NCI) 8-
10	HUN: NYC Police (LP, NCI) 8-
10	PHY: Blood Need (Infrequently, Greatly)
10	PHY: Non-living (Frequently, Slightly)
15	PSY: Enjoys Killing (Common, Strong)
15	PSY: Dispassionate (Very Common, Moderate)
10	PSY: Overconfident (Common, Moderate)
10	PSY: Loves being a Vampire (Common, Moderate)
5	REP: Thief (8-)
10	RIV: Other Vampires (Prof, PC)
15	S ID: Catherine Morgan
30	SUS: 3d6 BODY/Turn UV Light (Very Com)
15	SUS: 1d6 STUN/Turn Silver (Com)
10	VUL: 2x Effect Religious Presence Attacks
5	VUL: 1½ BODY UV Light Attacks
15	WAT: Dracula (MP, NCI) 14-
15	WAT: Silver (MP, NCI) 14-
160	Creature Bonus

Character Totals:

Characteristics:	188
Skills:	116
Powers:	231
Character Total:	535
Disadvantages:	535

Digger: Born: 1842 Reborn: 1872

Theodore Marshall was one of the first of the Twilight Children, and the only one that is currently still following Diego's orders, as all the others have either fled or died. Sometimes even Digger doesn't truly understand why he stays, and he has asked himself that question many times. But for Digger, it always comes back to the same answer: He was nothing but a gravedigger making fifty cents a day before Silver came into his life. Now he is an important member of a something, and people and Seeds look up to him. Sometimes, maybe self-respect is a good enough reason.

Digger would probably have gone completely unnoticed by Diego had he not accidentally stumbled onto the Twilight Children's existence while performing his regular burial duties. After all, gravediggers tends to notice when the people they bury seem to dig themselves out of their

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holes a few days after being put in them. At first, Silver was just going to kill Digger. But there was something in the black man's eyes that changed Diego's mind. Anger could be a very powerful tool for a vampire, and who could have more anger than a former slave forced to live a meaningless and unfruitful existence?

Digger is a tall, if not somewhat thin black man standing six-foot three-inches and weighing one-hundred and sixty pounds. Digger is dark-skinned with black hair and brown eyes. Over the last century Digger has learned to stand straight and be proud, but even to this day can be browbeaten by someone of authority. Maybe that's why he stays with Diego. Digger prefers colorful and elaborate clothing, and was truly in his element during the disco era, but by today's standards Digger's clothing makes him look like a pimp.

Personality:

Some of Digger's associates have chided him that he has three personalities. There's the "Disco Dynamite", which is Digger's everyday persona. Then there's the "Uncle Tom" that seems to pop up every time Diego barks. And then finally, there's the "Gravedigger". This is the personality the surfaces when the killing time approaches. Gravedigger is the slave whose anger emerges every time a racial slur is made. Gravedigger is the rage that burns in the heart of every minority that has ever been treated as less than human.

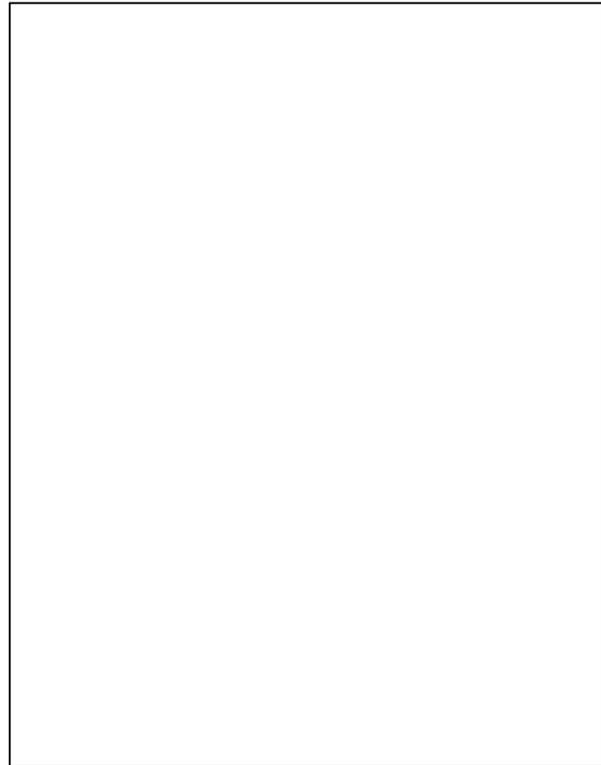
Quote:

"I's spent a hun'ed years watchin folk like yourself treat us like animals. Well, if'n an animal I be, then you be me food, so I thank yah for that, masser."

35	Str	24	Dex	28	Con	15	Bod	10	Int
10	Ego	20	Pre	16	Com	10	PD	10	ED
6	Spd	13	Rec	56	End	47	Stn		

Skills, Talents & Perks:

25	Vampire Skills	
a-3	Acrobatics	14-
b-3	Disguise	11-
c-3	Mimicry	11-
d-3	Persuasion	13-
e-7	Shadowing	13-
f-3	Stealth	14-
g-3	Survival	11-
2	AK: Texas	11-
2	AK: Midwest	11-
3	CK: Houston	12-
2	CK: New York	11-



2	CK: San Francisco	11-
3	Combat Driving	14-
3	Gambling	11-
5	KS: Twilight Children Operations	14-
4	KS: Civil War Era	13-
3	KS: Civil Rights	12-
3	KS: US History	12-
2	KS: Activists	11-
2	KS: KKK	11-
2	PS: Gravedigger	11-
2	PS: Nightclub Manager	11-
1	Systems Operation	8-
25	+5 level w/HTH Combat	

Powers:

5	EC: Vampire Body
9	a-Armor (6 PD/6 ED); Not vrs Silver, UV or Holy Items: -½
5	b-Clinging
3	c-+10 PD Not vs Silver, UV or Holy Itms: -½
3	d-+10 ED Not vs Silver, UV or Holy Itms: -½
7	e-+6" Running (12", 24" NC)
5	f-+10" Superleap (17", 34" NC)
7	g-+25 PRE (Penetrating Stare); Offense Only: -1; Only to make someone "freeze": -1
105	MP: Vampire Attacks
u-4	2d6 HKA (Total 4d6), 0 End: +½
u-7	3d6 Drain Body (Return/week); 0 End: +½
	Killing attack must do body: -¼

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u-7 2d6 Transform to Lesser Vampire (Major);
 Cumulative: +½Cont: +1; Uncont: +½0
 End: +½No Range: -½
 12 +4 Enh Perception
 5 IR Vision
 16 Life Support
 a-10 Need Not Breathe
 b-3 Immune to Aging
 c-3 Immune to Disease
 30 2 BODY/Turn Regen (Lost Limbs and
 Organs)

Disadvantages: **100+**

10 DNPC: Human Servant (Normal) 8-
 10 DNPC: Lesser Vampires (LP) 11-
 10 DF: Vampire (EC, AN)
 5 DF: Unusual Southern Accent (EC)
 10 ENR: If take Body (11-, 8-)
 25 HUN: Crucifix (AP, NCI) 14-
 10 HUN: Lesser Vampires (LP, NCI) 8-
 10 PHY: Blood Need (Infrequently, Greatly)
 10 PHY: Non-living (Frequently, Slightly)
 15 PSY: Enjoys Killing (Common, Strong)
 15 PSY: Hatred of Bigots (Common, Strong)
 10 PSY: Overconfident (Common, Moderate)
 10 PSY: Loyal to Silver (Common, Moderate)
 10 RIV: Other Vampires (Prof, PC)
 15 S ID: Theodore Marshall
 25 SUS: 3d6 BODY/Minute UV Light (V Com)
 15 SUS: 1d6 STUN/Turn Silver (Com)
 5 1d6 Unluck
 5 VUL: 1½ Effect Religious Presence
 Attacks (Uncom)
 5 VUL: 1½ BODY UV Light Attacks (Uncom)
 15 WAT: Dracula (MP, NCI) 14-
 15 WAT: Silver (MP, NCI) 14-
 120 Creature Bonus

Character Totals:

Characteristics:	159
Skills:	91
Powers:	230
Character Total:	480
Disadvantages:	480

Jax: *Born: 1953 Reborn: 1971*

Jack Effingham has many regrets about being a vampire. The desire to feel the sunlight warming the skin on a hot summer day as it did while alive. The lack of passion for anything but the kill and the sweet taste of blood. Even the inability to register anything but the most severe temperature

extremes can be daunting. But for Jax, the worst thing about being a vampire is being one trapped in the body of a young looking seventeen year old! Imagine being carded everywhere you go for eternity, and then you might understand how Jax feels.

The day of Jax's rebirth was like any other for him. Jax woke up, ate breakfast, went to high school, came home, studied, and went to his job at McBurger's. But that night at McBurger's was different. A group of the white gang-bangers decided to pick on three black girls ordering at the counter. At first Jax did nothing but try to look invisible, but when one of the men slapped the girl in front of him, Jax snapped. A second later Jax was over the counter and hitting the man. Two seconds after that Jax was lying on the floor with a gunshot hole in his chest. The last thing Jax remembered before slipped unconscious was hearing men scream. Two nights later, when Jax awoke, it was to a new life and destiny. Jax had been saved by Digger in appreciation, and he wasn't sure how he felt about that.

Jax stands five-foot nine-inches tall and weighs one-hundred and seventy pounds. Jax has a very young appearance, which is only enhanced by his strawberry-blonde hair and freckles. But there's something about the look in Jax's eyes that seems old to people that take the time to stare into them. Jax takes care to only wear clothing that makes him look older and more mature, but he usually just comes off looking like a young man in a suit.

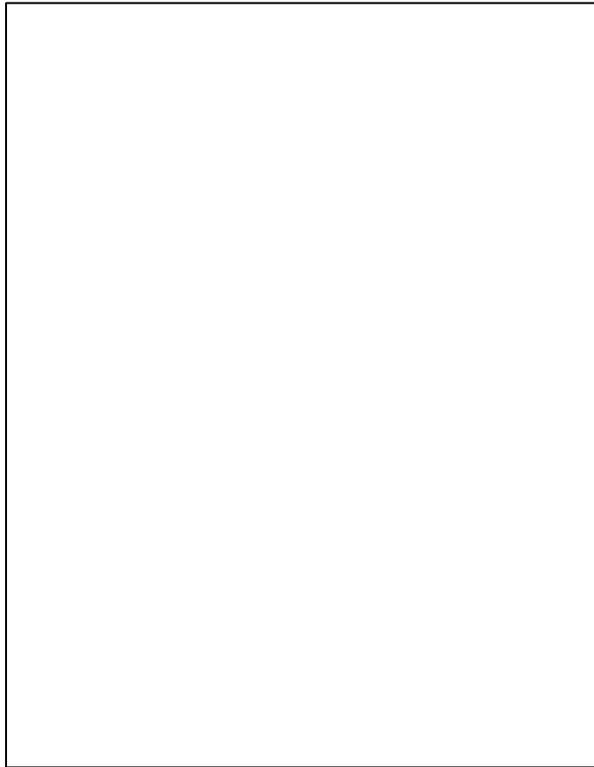
Personality:

Jax is a bit of a loner that has always felt as though he never quite fit in with the Twilight Children. Jax sometimes tries to remember those ideals that got him into this situation in the first place, but the hunger for living blood always supersedes Jax's good intentions, forcing him to kill again and again. Jax has secretly kept a careful eye on his family over the years, and has actually met his nieces and nephews, though they did not know who he was. Jax takes precautions to make sure he does not produce any Seeds as young as or younger than himself. No one else should be forced to live with such pain.

Quote:

"Be happy that I'm only giving you death fool. It could be far, far worse for you if I so choose!"

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30	Str	26	Dex	25	Con	14	Bod	10	Int
15	Ego	20	Pre	16	Com	10	PD	10	ED
6	Spd	11	Rec	50	End	45	Stn		

Skills, Talents & Perks:

23	Vampire Skills	
a-3	Acrobatics	14-
b-5	Disguise	12-
c-3	Mimicry	11-
d-3	Persuasion	13-
e-3	Shadowing	11-
f-3	Stealth	14-
g-3	Survival	11-
2	AK: USA	11-
2	CK: Dallas	11-
2	CK: San Francisco	11-
1	CK: New York	8-
3	Computer Programming	11-
3	Conversation	13-
3	KS: Twilight Children Operations	12-
3	KS: Baseball	12-
2	KS: Super Heroes	11-
2	KS: Super Villains	11-
2	KS: Kung Fu	11-
1	KS: Extremist Groups	8-
19	Kung Fu	
a-4	Punch (OCV +0, DCV +2, 8d6)	
b-4	Block (OCV +2, DCV +2)	
c-3	Throw (OCV +0, DCV +1, 6d6+v/5)	

d-4 Disarm (OCV -1, DCV +1)
 e-4 Dodge (OCV --, DCV +5)
 3 Lightsleep
 10 Luck (2d6)
 5 Mechanics 12-
 2 PS: Business 11-
 1 Spanish (Basic)
 4 TF (Helicopters, Small Ground Vehicles, Parachuting, Skiing)
 10 +2 level w/HTH Combat

Powers:

5 EC: Vampire Body
 9 a-Armor (6 PD/6 ED); Not vrs Silver, UV or Holy Items: -1/2
 5 b-Clinging
 3 c-+10 PD Not vs Silver, UV or Holy Itms: -1/2
 3 d-+10 ED Not vs Silver, UV or Holy Itms: -1/2
 7 e-+6" Running (12", 24" NC)
 5 f-+10" Superleap (16", 32" NC)
 7 g-+25 PRE (Penetrating Stare); Offense Only: -1; Only to make someone "freeze": -1
 105 MP: Vampire Attacks
 u-4 1 1/6 HKA (Total 3d6+1) 0 End: +1/2
 u-7 3d6 Drain Body (Return/week) 0 End: +1/2
 Killing attack must do body: -1/4
 u-7 2d6 Transform to Lesser Vampire (Major) Cum: +1/2 Cont: +1; Uncont: +1/2 0 End: +1/2
 No Rng: -1/2
 9 +3 Enhanced Perception
 5 IR Vision
 16 Life Support
 a-10 Need Not Breathe
 b-3 Immune to Aging
 c-3 Immune to Disease
 30 2 BODY/Turn Regen (Lost Limbs and Organs)

Disadvantages: 100+

10 DNPC: Human Servant (Normal) 8-
 10 DNPC: Lesser Vampires (LP) 11-
 10 DF: Vampire (EC, MR)
 5 DF: Looks Young (EC)
 10 ENR: If take Body 11-, 8- (Uncom)
 25 HUN: Crucifix (AP, NCI) 14-
 10 HUN: Lesser Vampires (LP, NCI) 8-
 10 PHY: Blood Need (Infrequently, Greatly)
 10 PHY: Non-living (Frequently, Slightly)
 10 PSY: Does not Enjoy Killing (Common, Moderate)
 10 PSY: Overconfident (Common, Moderate)
 10 PSY: Loner (Common, Moderate)
 10 PSY: Idealist (Common, Moderate)
 10 PSY: Protective of Family (Com, Moderate)
 5 REP: No real threat (11-); Only amongst Vampires: -1

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- 10 RIV: Other Vampires (Prof, PC)
- 10 RIV: Silver (Prof, Superior)
- 15 S ID: Jack Effingham
- 30 SUS: 3d6 BODY/Turn UV Light (Very Com)
- 15 SUS: 1d6 STUN/Trun Silver (Common)
- 10 VUL: 2x Effect Religious Presence Attacks (Uncom)
- 5 VUL: 1½ BODY UV Light Attacks (Uncom)
- 15 WAT: Dracula (MP, NCI) 14-
- 15 WAT: Silver (MP, NCI) 14-
- 115 Creature Bonus

Character Totals:

Characteristics:	165
Skills:	103
Powers:	227
Character Total:	495
Disadvantages:	495

Silver: *Born: 1754 Reborn: 1785*

Diego Luis Pedro Duran y Salovar was a Catholic priest that was born and raised in Madrid Spain during an unusual period in the country's history. Spain was in the middle of its Enlightenment, a time of reform that involved implementing intellectual reasoning to the political, social and economic problems of the country. Anticlericalism was an important part of the Enlightenment ideology and outspoken religious organizations such as the Jesuits were expelled from the country for their vocal opposition to it. This suppression of religion in all its forms made for an ideal environment for supernatural creatures and mystical activity.

By the age of twenty-eight, Diego's ability to maintain Church doctrine within the restrictive environment of Spain earned him the Bishop's Mitre. Of course, along with the Mitre came the added responsibility of leading a brave group of men called the Crucifix against the supernatural taints that had infected the country. This mission was made more difficult by the fact that few people were willing to give assistance to the Church and its minions for fear of denunciation because of the King's edicts.

In time, fighting this two-front battle began to take its toll on Bishop Diego. Each day the country seemed to grow more decadent and each night a new supernatural treat crept from the damp earth to reek havoc upon the unsuspecting people. This period of Enlightenment seemed to do little good, for reasoning was not feeding the masses, and it certainly was not hampering the evil spirits that

had infested the land. There is an old say that states that the Devil will come knocking when you least want him to. Bishop Diego had no choice but to open the door.

Dracula seemed very sure of himself as he moved into Bishop Diego's life. Every night the Dark Prince would come to the church to speak with the Bishop; and every night in turn Bishop Diego would try to kill him. During each of these confrontations, Dracula would extol his views of the world to Diego, explaining why he was important to the wellbeing of it all. As days turned into weeks, Diego began to stop fighting against the Dark Prince, and began to listen.

The spring turned into fall, and Dracula continued to visit Bishop Diego. Each time the Dark Prince was greeted with less animosity and a greater eagerness to learn from him. Bishop Diego had lost his faith in the word. Fighting for the rights of the Church, on pain of death against King and country, was more than any man should have been forced to bear. On top of all that, Bishop Diego could plainly see that he could not win the supernatural battles ahead of him. God had turned his eyes from the world, as Dracula said. If God felt that this evil should be abolished then He would make it so. Dracula was correct. Evil is necessary for the world if it is going to survive. Only in evil can God's light truly shine.

On a cold winter's eve, Bishop Diego Salovar ceased to exist and the vampire Silver was born. For the next fifty years Diego was nurtured and educated at the hands of true evil, until it was time for Silver to take his rightful place in the world.

Personality:

Diego was raised during a time when authority was absolute. A superior's orders were never questioned, and a priest of the church was the voice of God and must be obeyed at all cost. This arrogance comes through quite clearly in Diego. He will be obeyed at all cost!

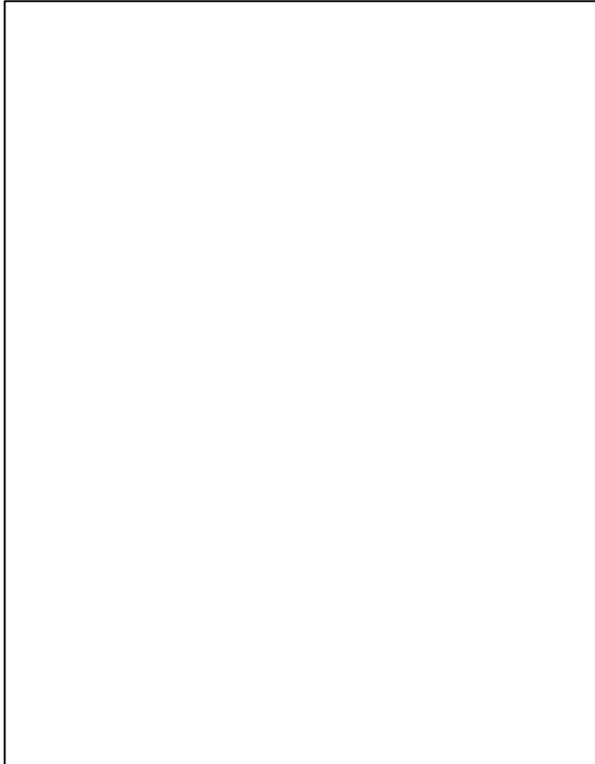
Spending the last two-hundred years as a vampire has given Diego very clear ideals as to the nature of man. Man was created by God to be the destroyer of all things. Man was God's avenging angel. Vampires are the pinnacle of what man can become as a destroyer. Through anarchy and fear the weak men are weeded out as chaff is from wheat.

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As penance for being forced to be a destroyer, Diego always wears a silver pennant around his neck. The pain the touch of silver brings to him helps to keep his mind focused on his task at hand.

Quote:

"Yea though I walk through the valley of the shadow, I shall fear no evil, for it has come, and it is too late for all."



45	Str	27	Dex	30	Con	18	Bod	15	Int
23	Ego	30	Pre	22	Com	12	PD	12	ED
7	Spd	15	Rec	60	End	60	Stn		

Skills, Talents & Perks:

- 41 Vampire Skills
- a-3 Acrobatics 14-
- b-5 Disguise 12-
- c-7 Mimicry 13-
- d-7 Persuasion 17-
- e-9 Shadowing 14-
- f-3 Stealth 14-
- g-7 Survival 13-
- 3 Absolute Time Sense
- 3 Acting 15-
- 4 AK: North America 13-
- 3 AK: Southwest 12-
- 2 AK: Europe 11-
- 5 Breakfall 15-

- 3 Bureaucratics 15-
- 3 CK: New York 12-
- 3 CK: Houston 12-
- 2 CK: Los Angeles 11-
- 1 CK: San Francisco 8-
- 3 Combat Sense 12-
- 3 Concealment 12-
- 7 Cryptography 14-
- 25 Danger Sense (All, Immediate) 11-
- 3 Deduction 12-
- 5 Defense Maneuver
- 3 English (Fluent w/accnt)
- 10 Find Weakness w/HKA 11-
- 1 High Society 8-
- 3 Interrogation 15-
- 7 KS: Twilight Children Operations 16-
- 5 KS: Catholicism 14-
- 5 KS: Crucifix 14-
- 4 KS: 18th thru 20th Century History 13-
- 4 KS: Nightclub Scene 13-
- 3 KS: Supernatural Creatures 12-
- 2 KS: Stock Market 11-
- 2 KS: Extremest Groups 11-
- 2 KS: Jazz Music 11-
- 1 KS: Dracula 8-
- 1 KS: Archaeology 8-
- 4 Latin (Native)
- 10 Money (Wealthy)
- 5 Oratory 16-
- 3 Perfect Pitch
- 2 PS: Catholic Priest 11-
- 2 PS: Nightclub Owner 11-
- 2 PS: Businessman 11-
- 2 SC: Theology 11-
- 3 Seduction 15-
- 0 Spanish (Native Accent)
- 1 Systems Operation 8-
- 5 Tactics 13-
- 4 TF (Air Vehicles, Small Ground Vehicles, Boats)
- 2 WF (Swords, Early Firearms)
- 20 +2 level w/Overall Level
- 16 +2 level w/All Combat
- 15 +3 level w/HTH Combat

Powers:

- 105 MP: Vampire Attacks
- u-9 3d6 HKA (Total 5d6); AP: +½0 End: +½
- u-8 3d6 Drain Body (Return/season) 0 End: +½ Killing attack must do body: -¼
- u-7 2d6 Transform to Lesser Vampire (Major) Cum: +½Cont: +1; Uncont: +½0 End: +½ No Rng: -½
- 5 EC: Vampire Body
- 13 a-Armor (8 PD/8 ED); Not vrs Silver, UV or Holy Items: -½

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- 5 b-Clinging
- 3 c-+10 PD Not vs Silver, UV or Holy Itms: -½
- 3 d-+10 ED Not vs Silver, UV or Holy Itms: -½
- 10 e-+5" Running x4 NCM (11", 44" NC)
- 5 f-+10" Superleap (19", 38" NC)
- 11 g-8" Flight (NC: 16")
- 8 h+30 PRE (Penetrating Stare); Offense
Only: -1; Only to make someone "freeze": -1
- 22 Life Support
 - a-10 Need Not Breathe
 - b- 3 Immune to Aging
 - c- 3 Immune to Disease
 - d- 3 Life Support: High Radiation
 - e- 3 Life Support: High Pressure/Vacuum
- 40 3 BODY/Turn Regen (Lost Limbs and Organs)
- 15 +5 Enh Perception
- 10 Tracking Scent
 - 5 5 pts Lack of Weakness
 - 5 IR Vision
 - 5 Mental Defense (10 pts)
 - 5 5 pts Power Defense
 - 3 Ultrahearing

Disadvantages: 100+

- 10 DNPC: Human Servant (Normal) 8-
- 10 DNPC: Lesser Vampires (Powerful) 11-
- 10 DF: Vampire (EC, MR)
- 10 ENR: If take Body (11-, 8-) (Uncom)
- 5 ENR: When disobeyed (8-, 14-) (Com)
- 25 HUN: Crucifix (AP, NCI) 14-
- 15 HUN: Midnight (AP) 11-
- 10 HUN: Lesser Vampires (LP, NCI) 8-
- 10 PHY: Blood Need (Infrequently, Greatly)
- 10 PHY: Non-living (Frequently, Slightly)
- 15 PSY: Enjoys Killing (Common, Strong)
- 15 PSY: Arrogant (Common, Strong)
- 10 PSY: Anarchist (Common, Moderate)
- 10 PSY: Overconfident (Common, Moderate)
- 10 RIV: Other Vampires (Prof, PC)
- 10 RIV: Jax (Prof, PC)
- 15 S ID: Diego Luis Salovar
- 25 SUS: 3d6 BODY/Minute UV Light (V Com)
- 10 SUS: 1d6 STUN/Minute Silver (Common)
- 10 VUL: 2x Effect Religious Presence Attacks (Uncom)
- 5 VUL: 1½ BODY UV Light Attacks (Uncom)
- 15 WAT: Dracula (MP, NCI) 14-
- 450 Creature Bonus

Character Totals:

Characteristics:	245
Skills:	268
Powers:	302
Character Total:	815
Disadvantages:	815

Siren: *Born: 1893 Reborn: 1921*

Helen Stevens was a wealthy young socialite living in New York City at the height of Broadway and the birth of silent films. Helen was fascinated by those mediums and, having plenty of money, quickly put plans into action to make herself a star. By the end of World War I, Helen, with the aid of several thousands of dollars in acting and dance lessons, had succeeded in making herself a celebrity of stage and silent film. Life was good for the Broadway Princess, until she noticed the wrinkle.

For such a young woman, Helen was terrified with growing old. Just the mention of it would send her into hysterics for days. Helen became obsessed with youth and spent all of her free time seeking out elixirs of immortality. Helen visited mediums and mystics, all to no avail. And then Helen heard about a reclusive gentleman named Diego Salovar who might be able to help her. Without hesitation, Helen went to Diego and threw herself at him, offering him anything he wished for immortality. Diego agreed to help Helen, but he demanded absolute obedience. Helen instantly accepted. Diego has said that Siren was his only creation that ever smiled at him as he drained her life away.

Helen is an incredibly beautiful woman with long raven-black hair and crystal blue eyes. The bite of the vampire has taken a beautiful woman and turned her into a goddess. Standing five-foot six-inch and weighing one-hundred and twenty pounds, Helen's body is perfectly proportioned and would make a supermodel scowl in envy. Siren wears nothing but designer shoes and clothing made specifically for her by the world's top fashion designers.

Personality:

Siren is a true debutante that enjoys every aspect of wealth and popularity. There was a time when Siren had hoped to revive her film career, but her inability to work in the daylight hours made that impossible. While somewhat disappointed in that, Siren has managed to turn those negative feelings into positives. If she can't be a star again, then Siren would sponsor budding stars. After all, the beautiful people make the best Seeds. Siren fears that Silver knows a way to remove her vampirism. The fear of growing old and losing her beauty terrifies her, and Siren will do anything Diego demands to keep that from happening.

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Quote:

"My, aren't you cute! Not beautiful like I, but still interesting. You will make a wonderful addition to my Seedling collection."



30	Str	23	Dex	13	Con	14	Bod	13	Int
14	Ego	25	Pre	28	Com	9	PD	9	ED
6	Spd	11	Rec	46	End	42	Stn		

Skills, Talents & Perks:

29	Vampire Skills	
a-3	Acrobatics	14-
b-3	Disguise	11-
c-7	Mimicry	13-
d-7	Persuasion	16-
e-3	Shadowing	11-
f-3	Stealth	14-
g-3	Survival	11-
3	Acting	14-
5	CK: New York City	14-
2	CK: Dallas	11-
2	CK: San Francisco	11-
3	Conversation	14-
7	Dancing	16-
19	Dancing Fighting Style	
a-5	Back kick (OCV +1, DCV +3, 6d6)	
b-5	Jab/Cross (OCV +1, DCV +3, 6d6)	
c-4	Low Kick (OCV +0, DCV +2, 8d6)	
d-5	Side Kick (OCV -2, DCV +1, 10d6)	
3	Double-Jointed	
4	French (Native Accent)	

7	High Society	16-
4	KS: Hollywood	13-
2	KS: Twilight Children Operations	11-
3	KS: Silent Films	12-
2	KS: Plays of the 20th Century	11-
2	KS: Shakespear	11-
2	KS: Wealthy Families	11-
2	KS: Internet	11-
5	Lip Reading	12-
10	Money (Wealthy)	
7	Oratory	16-
3	Perfect Pitch	
7	Seduction	16-
1	Systems Operation	8-
1	TF (Small Ground Vehicles)	
9	+3 level w/Seduction, Persuasion, Oratory	
5	+1 level w/HTH Combat	

Powers:

5	EC: Vampire Body	
9	a-Armor (6 PD/6 ED); Not vrs Silver, UV or Holy Items: -1/2	
5	b-Clinging	
3	c-+10 PD Not vs Silver, UV or Holy Itms: -1/2	
3	d-+10 ED Not vs Silver, UV or Holy Itms: -1/2	
5	e-+5" Running (11", 22" NC)	
15	f-+15" Superleap x4 NCM (21", 84" NC)	
7	+25 PRE (Penetrating Stare); Offense Only: -1; Only to make someone "freeze": -1	
105	MP: Vampire Attacks	
u-4	1 1/6 HKA (Total 3d6+1) 0 End: +1/2	
u-7	3d6 Drain Body (Return/week) 0 End: +1/2	
	Killing attack must do body: -1/4	
u-7	2d6 Transform to Lesser Vampire (Major)	
	Cum: +1/2 Cont: +1; Uncont: +1/2 0 End: +1/2	
	No Rng: -1/2	
12	+4 Enh Perception	
5	IR Vision	
16	Life Support	
a-10	Need Not Breathe	
b-3	Immune to Aging	
c-3	Immune to Disease	
30	2 BODY/Turn Regen (Lost Limbs and Organs)	

Disadvantages:

100+

10	DNPC: Human Servant (Normal) 8-
10	DNPC: Lesser Vampires (LP) 11-
10	DF: Vampire EC, MR)
10	ENR: If take Body (11-, 8-) (Uncommon)
25	HUN: Crucifix (AP, NCI) 14-
10	HUN: Lesser Vampires (LP, NCI) 8-
10	PHY: Blood Need (Infrequently, Greatly)
10	PHY: Non-living (Frequently, Slightly)
15	PSY: Enjoys Killing (Common, Strong)
15	PSY: Fears Growing Old (Common, Strong)

The Twilight Children

- 15 PSY: Loyal to Silver (Common, Strong)
- 10 PSY: Overconfident (Common, Moderate)
- 5 REP: Wealthy Socialite (8-)
- 5 REP: Plastic Surgery Queen (8-)
- 10 RIV: Other Vampires (Prof, PC)
- 15 S ID: Helen Stevens
- 30 SUS: 3d6 BODY/Turn UV Light (Very Com)
- 15 1d6 STUN/Turn SUS: Silver (Common)
- 10 VUL: 2x Effect Religious Presence Attacks (Uncom)
- 5 VUL: 1½ BODY UV Light Attacks (Uncom)
- 15 WAT: Dracula (MP, NCI) 14-
- 15 WAT: Silver (MP, NCI) 14-
- 175 Creature Bonus

Character Totals:

Characteristics:	163
Skills:	149
Powers:	238
Character Total:	550
Disadvantages:	550

The Seeds:

Seeds, or Seedlings as they are sometimes called, are the lesser vampires that have been created by one of the greater members of the Twilight Children. The Seeds are operatives of the Twilight Children and perform the day to day tasks that the Children do not wish to do. This can include disposing of enemies, protecting bases of operation and providing food for the Children as ordered.

In time, Seeds can become powerful enough to be considered greater members of the Twilight Children as well. This is usually evidenced by the fact that the Seeds' bite can infect the victim with vampirism. When that stage has been reached, the Seed will be welcomed as an equal. It is at this stage that many vampires choose to go their own direction in life, leaving the Twilight Children behind.

It should be noted that few Seeds have the cunning or wisdom to survive to reach this stage, but those that do can benefit greatly.

25 Str	20 Dex	20 Con	12 Bod	10 Int
10 Ego	15 Pre	14 Com	5 PD	5 ED
5 Spd	9 Rec	40 End	35 Stn	

Skills, Talents & Perks:

3 Acrobatics	13-
3 Mimicry	11-
3 Persuasion	12-
3 Shadowing	11-
3 Stealth	13-
3 Survival	11-

Powers:

- 5 EC: Vampiric Body
- 5 a-Armor 4 PD/4 ED (Not vrs Silver, UV or Holy Items: -½)
- 5 b-Clinging
- 3 c-+10 PD (Not vrs Silver, UV or Holy Items: -½)
- 3 d-+10 ED (Not vrs Silver, UV or Holy Items: -½)
- 5 e-+5" Running (11", 22" NC)
- 10 f-1d6 HKA (2d6 w/Str)
- 44 g-2d6 Drain Body (Return/week) (0 End +½ Killing attack must do body: -¼)
- 6 +2 Enhanced Perception
- 5 IR Vision
- 16 Life Support
- a-10 Need Not Breathe
- b-3 Immune to Aging
- c-3 Immune to Disease
- 20 2 Body Regen w/Lost Limbs and Organs (Not vrs Silver, UV or Holy Items: -½)
- 8 +8" Superleap (13", 26" NC)

Disadvantages:

100+

- 10 DF: Vampire (Easily, Major)
- 15 BER: If take Body 8-, 8-
- 15 HUN: Crucifix (AP, NCI) 8-
- 10 PHY: Blood Need (Infrequently, Greatly)
- 10 PHY: Non-living (Frequently, Slightly)
- 10 PSY: Enjoys Killing (Common, Moderate)
- 35 SUS: UV Light (2d6 BODY/Segment)
- 15 SUS: Silver (1d6 STUN/Turn)
- 10 VUL: UV Light Attacks (2x BODY)
- 10 VUL: Religious Presence Attacks (2x Effect)
- 10 WAT: Greater Vampire (MP) 11-

Character Totals:

Characteristics:	97
Skills:	18
Powers:	135
Character Total:	250
Disadvantages:	250

Dracula

It is said: "In 1492, Columbus sailed the ocean blue". But to those living in central Europe, a more appropriate rhyme would go: "In 1492, mad Prince Dracula rose anew". To this day, over five-hundred years later, no one knows how or why Vlad Tepes, Prince of Wallacia in Transylvania, rose from the dead to become the world's first vampire. Whether it was due to a pact with Satan, or some other unholy alliance is a mystery. All that is known is that over the last five centuries true evil has walked the land infecting those that have tickled Vlad's fancy with undeath and damnation, or completely consuming those that did not.

Now, some five centuries later, Dracula has inadvertently become the grandsire to some ten-thousand vampires scattered across the face of the earth, inhabiting every continent and permeating every culture with their evil. In certain circles the name Dracula is spoken of with awe, as if even saying it will somehow summon the Dark Prince. And that is something that most vampires do not wish to do, for Dracula has little tolerance for his kindred and will just as soon slay them as waste his time answering all their foolish questions.

The only vampires that Dracula seems to take even a passing interest in are the Twilight Children. The reason for this is unknown. Vampiric scholars like to speculate amongst themselves, as none have the courage to ask either of the two in question, that Silver, being one of the oldest known vampires, was created by Dracula long ago and that the Dark Prince likes to keep an eye on his "children". Since most of the people of the world don't believe in vampires, and have only Stoker's book about Dracula and a few cult legends about the Twilight Children to base any history on, most of the non-vampiric scholars have never put any time or resources into finding out the reasons, or they might have learned them long ago.

In the intervening centuries Dracula has grown powerful, if not complacent. For two centuries, Dracula was content to do nothing but feed and spread his evil infection across Europe. But Dracula soon grew tired of this, as no amount of blood could fulfill the hunger within him. In the seventeenth century, Dracula took up the sorcerous dark arts, making himself an even more powerful harbinger of evil in the world. But sorcery and witchcraft, on top of his vampirism, were still not enough for the Dark Prince, and soon his interests turned to religion. Dracula began seeking out the sacred relics of the world's religions, searching for a way to unlock their mysteries and transfer that power to himself. In many instances these transfers failed, or even injured the Dark Prince, but in far too many the ritual was successful and Dracula grew more powerful.

The rise of the twentieth century brought a unexpected change to the world as man began the evolutionary process into super-man. At first, Dracula avoided the new "heroes". Dracula had not grown powerful because of battle; he had grown powerful in the shadows of the world, only using force and example when absolutely necessary. When to show power and make an example was a lesson that Prince Vlad

had learned centuries earlier, when trying to protect his country from invaders was all that mattered to him. Dracula's chance encounter with a super-hero in San Francisco changed his life forever, and set him upon a new path of power.

The super-hero's neck was like any other man's neck, strong but yielding to Dracula's teeth. The beating of the super-hero's heart too, was like any other man's. Even the super-hero's blood tasted no sweeter than a normal man's blood, but something within the blood was different. There was a charge of energy and power hidden within it; power that made the Dark Prince more than he was. Power that seemed to pump new life into

Dracula

Dracula's veins. Power enough to change the world. Power that Dracula must have. In that fateful encounter two lives were forever altered. Dracula, the Dark Prince, began a new quest for power and the super-hero that was Pendragon was transformed into the obsessive Midnight.

Appearance:

In his natural form, standing five-foot ten-inches tall and weighing one-hundred and seventy-five pounds, Dracula looks very much as he did while he was alive. The slight paleness of the skin, highlighted at times by his long raven black hair, and a malevolence within his black eyes are the only visible signs that the Dark Prince is anything but a normal man. But even those signs are kept hidden, for Dracula long ago mastered the magics necessary to alter his appearance, and could as easily change his looks as a normal man changes his gloves.

Personality:

Dracula has the arrogance of a Transylvanian prince, who expects what he orders to be accomplished, and the old-world charm of the aristocracy, well schooled in the art of conversation and verbal manipulation. The old adage about making a deal with the devil could just as easily apply to Dracula, as no matter what deal he makes, it always seems to benefit himself and no others.

Power is Dracula's driving force. Not intangible powers such as wealth or positions of authority. Vlad gave up those petty pursuits while still living. Vlad seeks true power; the type of power that would allow him to shake the pillars of heaven and knock all those angels and demons from their perches. Dracula seeks the power of God, and if he gets it, even the Devil's hell will seem like an amusement park compared to the earth.

Quote:

"Another would-be hero that has come to slay me. While normally I would not waste my energy on one such as you, I can smell your blood super-human, and it is your blood that I must have. So have at it my doomed hero!"

50	Str	30	Dex	35	Con	20	Bod	18	Int
25	Ego	35	Pre	20	Com	10	PD	10	ED
7	Spd	20	Rec	80	End	80	Stn		

Skills, Talents & Perks:

37 Vampire Skills
a-3 Acrobatics 15-

b-7	Disguise	13-
c-9	Mimicry	14-
d-3	Persuasion	16-
e-7	Shadowing	13-
f-3	Stealth	15-
g-5	Survival	12-
3	Bureaucratics	16-
5	Combat Sense	14-
3	Computer Programming	13-
34	Danger Sense (All, General Area)	13-
3	Deduction	13-
3	High Society	16-
3	Interrogation	16-
3	Lightning Calculator	16-
26	Linguist	
a-3	Linguist	
b-0	Romanian (Imitate Dialects)	
c-1	Arabic (Fluent)	
d-1	Croatian (Fluent)	
e-1	Czechoslovakian (Fluent)	
f-2	English (Fluent w/accent)	
g-1	French (Fluent)	
h-2	German (Fluent w/accent)	
i-2	Greek (Fluent w/accent)	
j-1	Hebrew (Fluent)	
k-1	Italian (Fluent)	
l-3	Latin (Native Accent)	
m-1	Persian (Fluent)	
n-1	Russian (Fluent)	
o-1	Sardinian (Fluent)	
p-2	Spanish (Fluent w/accent)	
q-2	Turkish (Fluent w/accent)	
r-1	Yiddish (Fluent)	
10	Luck (2d6)	
11	Magic Skill	17-
15	Money (Filthy Rich)	
3	Oratory	16-
5	PS: Ruler	15-
39	Scholar	
a-3	Scholar	
b-5	KS: Romanian History	16-
c-4	KS: Mysticism	15-
d-4	KS: World Religions	15-
e-4	KS: Harp	15-
f-3	KS: History	14-
g-3	KS: Known Vampires	14-
h-3	KS: Mystic Artifacts	14-
i-2	KS: Superhumans	13-
j-2	KS: Stock Market	13-
k-2	KS: Literature	13-
l-1	KS: The Devil	11-
m-1	KS: Music	11-
n-1	KS: Artwork	11-
o-1	KS: Politics	11-
5	Tactics	14-

Dracula

- 5 TF (Small Ground Vehicles, Air Vehicles, Riding Animals)
- 18 Traveler
- a-3 Traveler
- b-4 AK: Romania 15-
- c-2 AK: Europe 13-
- d-2 AK: Asia 13-
- e-1 AK: North America 11-
- f-2 CK: Paris 13-
- g-1 CK: Madrid 11-
- h-1 CK: Istanbul 11-
- i-1 CK: New York 11-
- j-1 CK: Rome 11-
- 6 WF (Common Melee Weapons, Common Missile Weapons, Small Arms)
- 30 +3 level w/Overall Level
- 25 +5 level w/HTH Combat

Powers:

- 187 MP: Vampire Attacks
- u-9 2d6 Transfer Body to VPP (Returns 5/decade, Maximum: 50); Superhuman's Only: -1
- u-15 5d6 Drain Body (Return/year); 0 End: +½
Killing attack must do body: -¼
- u-11 3d6 Transform to Lesser Vampire (Major); Cum: +½ Cont: +1; Uncont: +½ 0 End: +½
No Rng: -½
- u-7 3d6 HKA (Total 6d6) 0 End: +½
- 10 EC: Vampire Body
- 13 a-Armor (10 PD/10 ED); Not vrs Silver, UV or Holy Items: -½
- 7 b-+20 PD Not vs Silver, UV or Holy Itms: -½
- 7 c-+20 ED Not vs Silver, UV or Holy Itms -½
- 10 d-+10" Running (16", 32" NC)
- 10 e-+20" Superleap (30", 60" NC)
- 20 f-10" Flight (NC: 80"); NCM: x8
- 8 g-+35 PRE (Penetrating Stare); Offense Only: -1; Only to make someone "freeze": -1
- 125 Superhuman Blood Pool (50-pt VPP) No Skill Roll: +1; 0 Phase Action: +1
- 80 Magic Pool (60-pt VPP) Gestures: -¼
Incantation: -¼
- 50 3 BODY/Turn Regen (From Death)
- 50 Mind Link w/Vampires (Related Group, x250, +40)
- 25 Life Support

- a-10 Need Not Breathe
- b-3 Immune to Aging
- c-3 Immune to Disease
- d-3 Life Support: High Pressure/Vacuum
- e-3 Life Support: High Radiation
- f-3 Life Support: Intense Heat/Cold
- 24 +8 Enh Perception
- 15 15 pts Mental Defense (20 pts)
- 12 Half End on STR: +¼
- 10 Lack of Weakness (-10 to Roll)
- 10 Clinging
- 5 IR Vision
- 5 5 pts Power Defense

Disadvantages:

100+

- 10 DF: Vampire (EC, AN)
- 5 DF: Sophisticated Appearance (EC)
- 3 ENR: If take Body (8-, 14-)
- 20 HUN: Crucifix (LP, NCI) 14-
- 15 HUN: Lesser Vampires (LP, NCI) 11-
- 15 HUN: Midnight (LP) 14-
- 10 PHY: Blood Need (Infrequently, Greatly)
- 10 PHY: Non-living (Frequently, Slightly)
- 20 PSY: Hatred of God (Common, Total)
- 20 PSY: Dispassionate about Existence (VC, Strong)
- 15 PSY: Hunting superhumans (Common, Strong)
- 10 PSY: Ancient Code of Honor (Common, Moderate)
- 10 REP: Dark Prince (Extreme) 8-
- 5 REP: A Myth 8-
- 5 RIV: Other "Greater" Vampires
- 15 S ID: Changes as needed
- 5 SUS: 1d6 BODY/1 Hour UV Light (Very Com)
- 5 SUS: 1d6 STUN/5 Min Silver (Common)
- 5 VUL: 1½ BODY UV Light Attacks (Uncom)
- 13 WAT: "The Devil" (MP, NCI) 11-
- 1000 Creature Bonus

Character Totals:

Characteristics:	299
Skills:	292
Powers:	725
Character Total:	1316
Disadvantages:	1316

Midnight

The sun was setting behind the mountains sending slivers of gold, pink and orange rays cascading through the crevices like fingers reaching for some unknown treasure. A man dressed in black stood on the balcony of his hotel room watching the display with a sense of grim determination. For most people the setting of the sun was a time of relaxation or play. For the man known as Midnight it was the moment that his work began; the time when his duty and oath took precedence over every other aspect of his life.

This was not always the case for Midnight. With just a moment's thought, he could easily remember a former life; a life full of pleasure and joy; a life that contained hope, and the promise of love and a bright future. But that was the life of Peter Donahue, stockbroker and executive. That was the life of Pendragon, protector of the bay area. That was the life of a superhero before the fateful encounter with the Dark Prince. That was a life that Midnight would give anything to have back. That was the life that Midnight will have back once Dracula, his creator, is truly dead.

With a single step Midnight flung himself off the balcony, smoothly landing in a silent crouch eight story's below. Midnight then began to run, pushing himself harder and faster toward his destination. But the memories could not be outrun. They burned a painful trail through his mind. Images of his battle with Dracula. The pain of his throat being ripped open and his life being drained away from him quicker than his mutant regenerative ability could cope with. And then the images shift as his pain stopped and the terror began. Mutant vampire! Just the thought of that name brings a scowl to Midnight's face as he runs through the city streets.

The interaction of Pendragon's mutant blood was more than Dracula had planned on. The Dark

Price was forced to flee in agony, leaving his victim to his own fate. But Pendragon did not die; his mutant blood interacted with the virus that Dracula injected into his body. Pendragon mutated into something else. Not dead, but not truly alive either. Mutant Vampire!

The images continue to speed through Midnight's mind. The pain of losing a normal life. Being forced to live with a compulsion that makes it nearly impossible to be around normal people.

The anger that made him lash out at all those that loved him. The look on Belinda's face as she told him she no-longer loved the man he had become. And still the images came as Midnight continued his trek through the city.

The faces of the Crucifix strike team flowed into his head. These were the only true friends that Midnight had known in years, and still he betrayed them. Crucifix claimed that the destruction of evil was their paramount duty, but they never understood that to destroy evil, you must be prepared to do whatever is necessary to accomplish that goal. Innocent life means nothing if the Dark Prince succeeded in his plans. Sacrifices need to be

made in order to beat true evil. How many times did Midnight try to explain that to his team? How many times did they all tell him he was wrong? Have they forgiven him for killing two of them? Do they understand the pain that act caused him? If they did, then why are they still hunting him?

Midnight turned the corner and looked upon the parking lot of the *Devil's Cafe*. There were junior blood-suckers inside and Midnight was going to make them feel the weight of the sacrifices that he has been forced to make for the last twenty years. Soon all their undead lives would be followed by the true death. May the Devil cherish their souls in hell half as much as Midnight will cherish sending them there!

Midnight

Appearance:

Midnight is a tall man standing six-foot four-inches and weighing in at two-hundred and sixty pounds. Midnight has a pale, nearly albino appearance that is capped off by intense red-pupiled eyes that seem to hold nothing but anger. Midnight's dark-brown hair is kept short, and surprisingly stylish, and is mirrored by the well groomed goatee. Midnight prefers dark clothing and is rarely seen wearing anything other than black. "A man's clothing reflects their mood." If that saying is true, then Midnight's clothes fit him to a tee.

Personality:

Peter Donahue was a happy-go-lucky man that always seemed to have a good word for everyone that he met. The man that is he is now has never had a good word to say about anyone, unless it is when he was standing over the destroyed corpse of a vampire. Midnight has lost all sense of humanity. Humor, compassion, loyalty and honor have all been replaced by desire; the desire to see Dracula and all other vampires dead. This is now the sole purpose for Midnight's existence and he will let nothing get in the way of his duty. Midnight swore to God that Dracula would die before he did, and that is an oath he will not break.

Quote:

"Greetings blood-brother. The clock has struck twelve and Midnight is upon you!"

60	Str	33	Dex	30	Con	15	Bod	15	Int
20	Ego	25	Pre	12	Com	25	PD	25	ED
8	Spd	20	Rec	60	End	60	Stn		

Skills, Talents & Perks:

3	Acrobatics	16-
3	Ambidexterity	
4	AK: North America	13-
3	Breakfall	16-
3	Bump of Direction	
1	Bureaucrats	8-
3	CK: San Francisco	12-
3	Climbing	16-
3	Deduction	12-
5	Defense Maneuver	
22	Enhanced Fighting Ability	
a-5	Def Strike (OCV +1, DCV +3, 12d6)	
b-4	Fast Strike (OCV +2, DCV +0, 14d6)	
c-4	Martial Dodge (OCV --, DCV +5)	
d-4	Mart Escape (OCV +0, DCV +0, STR 75)	
e-5	Passing Strike (OCV +1, DCV +0, 12d6+v/5)	

1	Gambling	8-
3	High Society	14-
5	KS: Vampires	14-
4	KS: Corporate Business	13-
3	KS: Dracula	12-
3	KS: Crucifix	12-
2	KS: Twilight Children	11-
2	KS: Supernatural Underworld	11-
1	KS: Football	8-
5	Money (Well Off)	
3	Oratory	14-
3	PS: Stockbroker	12-
3	PS: Corporate Executive	12-
3	Shadowing	11-
3	Stealth	16-
1	Streetwise	8-
3	Systems Operation	12-
3	Tactics	12-
3	TF (Air Vehicles, Small Ground Vehicles)	
4	WF (Small Arms, Common Melee Weapons)	
16	+2 level w/All Combat	
10	+2 level w/HTH Combat	
10	+1 level w/Overall Level	

Powers:

12	EC: Quasi-Vampire Body
48	a-2d6 HKA (Total 4d6) Armor Piercing:+1½ 0 End: +½
13	b-+50 PRE; Defense Only: -1; Only vrs Vampires: -1
13	c-25 PD/25 ED Damage Resistance
13	d-+10" Running x4 NCM (16", 64" NC)
13	e-+20" Superleap x4 NCM (32", 128" NC)
17	2 BODY/hour Regen (Lost Limbs and Organs)
16	Detect Vampires (+3 to PER) (Sense, Range)
15	Half End on STR: +¼
11	15 pts Mental Defense
10	10 pts Lack of Weakness
10	10 pts Power Defense
5	IR Vision
5	UV Vision
3	+1 Enh Perception
3	Ultrasonic hearing
3	Immune to Disease

Disadvantages: 100+

15	DF: Gothic Appearance (will not change) (Con, MR)
20	HUN: Crucifix (AP, NCI) 11-
20	HUN: Twilight Children (MP, NCI) 8-
20	HUN: Dracula (MP, NCI) 8-
10	HUN: FBI (LP, NCI) 8-
15	PSY: Hatred of Vampires (Common, Strong)
15	PSY: Aggressive (Very Common, Moderate)

Midknight

15 PSY: No Regard for Living (Very Common, Moderate)
10 PSY: Idealistic (Common, Moderate)
10 REP: Dark Avenger (Extreme) 8-
10 REP: Vampire Slayer (Extreme) 14-
Vampires Only: -1
15 S ID: Peter Donahue
15 SUS: 1d6 STUN/Turn Silver (Common)
5 1d6 Unluck
10 VUL: 1½ STUN & BODY UV Light Attacks (Uncom)

10 VUL: 1½ STUN Magic (Common)
325 Creature Bonus

Character Totals:

Characteristics:	283
Skills:	147
Powers:	210
Character Total:	640
Disadvantages:	640