

Marcus Bishop.

Mr. Bishop is an old and grey-haired man who lives by Congo Square on North Rampart in New Orleans. He has lived there for as long as anyone can remember and is a popular figure around the French Quarter. He is often seen drinking gin with a small circle of friends at “La Cheval” at Bourbon Street.

Mr. Bishop isn't as friendly as he seems to be, he has a very dark secret; on dark moonless nights he haunts the streets of New Orleans, drinking the blood of drunkards and unfortunates. Mr. Bishop is a vampire, well traversed in Mythos mythology and magic and it is with the help of Cthulu himself that Mr. Bishop have been able to bind a magic strong enough to counter the rays of the sun. In return to this favour, Mr. Bishop must carry out The Esoteric Order of Dagon's (a big New Orleans cult worshipping Cthulu) murders. He doesn't take it to hard and is eager to combine the Orders commands with his own agenda, to drink the blood of humans.

Mr. Bishop can be a really hard opponent, he is smart, strong and a hell of a liar. The investigators will probably mistake him for a friendly character but will soon find out what he does for a living. Then they will have to tackle Mr. Bishops immense physical strength and his powerful magic.

Marcus Bishop, halftime blood drinking contract killer.

Str 26	Con 15
Siz 9	Int 18
Pow 20	Dex 18
Move 12	Hp 30*
Db: 1d6.	

Weapons: Bite 50%**, Claw 60%**, Gaze**, 45. Revolver 60% 1d10+2.

*When Mr. Bishops hp is out he will transform into mist and escape, there are only three way to kill him indefinitely.

If Mr. Bishop doesn't drink blood for 48 hours he start losing one hp for every hour that passes, if he lose all of his hp he will die. If a wooden pole is driven into his heart he will immediately die. The third way to kill him is to use magic and dismiss his sun protection, he will ,if hit by a sunray ,instantly begin to burn.

**These attacks work just as described in the rulebooks version of vampires.

Armor: Non

Skills: Human Psychology 80%, Scent Blood 75%, Smile Friendly 80%.

Habitat: New Orleans.

Sanity Loss: If a person sees Mr. Bishop drinking blood or use magic he will lose 0/1d3 sanity points unless he knew Mr. Bishop and have seen his human side, in that case the observer loses 0/1d6.