

Name: Corva

Character Type: Supernatural

Association: Lone Wolf

Concept: Weird One

ARMAGEDDON

the end times

CHARACTER POINTS SPENT UNSPENT

Primary Attributes

| | | | |
|--------------|--------------------------------|--------------|--------------------------------|
| STRENGTH | <input type="text" value="5"/> | INTELLIGENCE | <input type="text" value="4"/> |
| DEXTERITY | <input type="text" value="4"/> | PERCEPTION | <input type="text" value="4"/> |
| CONSTITUTION | <input type="text" value="8"/> | WILLPOWER | <input type="text" value="8"/> |

Secondary Attributes

| | | |
|------------------|----------------------------------|----------------------------------|
| LIFE POINTS | <input type="text" value="105"/> | CHANNELING LEVEL |
| ENDURANCE POINTS | <input type="text" value="93"/> | |
| SPEED | <input type="text" value="24"/> | |
| ESSENCE POOL | <input type="text" value="75"/> | |
| | | <input type="text" value="N/A"/> |

| Qualities | Points | | Points |
|--|---------------|---|---------------|
| Attractiveness 2 | 2 | Streetwise 2 | 2 |
| Artistic Talent (Music) | 3 | Writing (Poetry) 3 | 3 |
| Increased Essence Pool (+10) | 2 | Writing (Song-Writing) 3 | 3 |
| Starting Level: 0 | | | |
| Inheritor | 20 | Metaphysics | Points |
| Essence Recovery: 16 per minute; Life Point | | Death Aspect | |
| Recovery: 8 per Turn; Endurance Recovery: 8 per | | Primal Skill 5 | 10 |
| Turn; Resistances: Can survive longer than | | Agony Primal Power | 8 |
| normal without eating, sleeping and breathing. | | Essence: 1 per D4(2) damage; Range: | |
| Narcotics and irritant poisons affect but cannot | | 3/10/20/60/120; Resist: Simple Willpower Test | |
| kill. Cannot be killed by nonsupernatural | | minus half the damage, or be stunned that Turn | |
| diseases. | | Death Senses Primal Power | 2 |
| Nerves of Steel | 3 | Essence: 1; Duration: 5 min; Effect: See Grim | |
| Resources (Well-Off) | 4 | Reaper, ghosts and other errant spirits, sense | |
| Income: \$15,000/month; Property: \$450,000 | | death | |
| | | Death Gaze Primal Power | 10 |
| Drawbacks | Points | Essence: 18; Range: 30; Duration: 1 Turn; Resist: | |
| Adversary (Believer Cult) 4 | 4 | Simple Willpower Test; Effect: Death or D6 x 4 | |
| Cruel 1 | 1 | (12) damage and stun. Gifted, Supernatural and | |
| Charisma -3 | 1 | Con 5+ cannot be killed | |
| Delusion ("I am Death") 2 | 2 | | |
| Paranoid | 2 | | |
| Reckless | 2 | | |
| | | | |
| Skills | Points | | |
| Brawling 3 | 3 | | |
| Dancing 3 | 3 | | |
| Dodge 3 | 3 | | |
| Driving (Motorcycle) 3 | 3 | | |
| Driving (Car) 2 | 2 | | |
| Intimidation 3 | 3 | | |
| Hand Weapon (Knife) 3 | 3 | | |
| Play Instrument (Guitar) 3 | 3 | | |
| Notice 3 | 3 | | |
| Singing 4 | 4 | | |
| Smooth Talking 2 | 2 | | |

