

# DARK DECADE

## GABRIEL

### DHAMPIR BARTENDER

Gabriel is a brooding and serious character, a Dhampir who looks like he is in his mid-twenties despite being about a decade older. The child of a vampire mother and a human father, Gabriel's childhood was spent traveling around the world, with no true place to call home. Gabriel has never settled down since, being a drifter, a gambler, even a con artist through his life, although he currently has a steady job as a bartender at CGBG, the punk club down on Bowery. As a Dhampir, Gabriel wears a cross that causes him discomfort to remind himself of his heritage.

A 36 year-old Dhampir bartender who is always on the move (grade 5; 5d6)

### ATTRIBUTES

**STR** 5 (2d6)   **AGI** 5 (2d6)   **END** 6 (3d6)  
**INT** 10 (4d6)   **LOG** 4 (2d6)   **WIL** 2 (1d6)  
**CHA** 7 (3d6)   **REP** 2 (1d6)   **LUC** 8 (3d6)

### DEFENSES

MELEE DEFENSE	RANGED DEFENSE	MENTAL DEFENSE	VITAL DEFENSE	SOAK
11	11	14	11	0

### ATTACKS

SIZE medium   NATURAL DAMAGE 1d6+2

**BRAWLING** 3d6 (1d6+2 blunt damage)  
**VAMPIRIC BITE** 3d6 (2d6 piercing damage; costs 1 LUC die)

### EXPLOITS & TRAITS

**Feint.** By taking an action to feint, you gain +1d6 bonus to a melee attack roll taken in the same turn. The attack action must come immediately after the feinting action.

**Roll With It.** By voluntarily falling prone, you reduce damage by 2d6. You cannot use any instant-stand exploits in combination with this exploit, and you cannot use it if you are already prone.

**Unseen.** You know how to blend in so that nobody pays any attention to you. You gain a +1d6 bonus when attempting to do so.

**Good Game.** Once per day, when you are in a situation where you can gamble for cash, roll 1d6 and multiply by \$10. You win that much money.

**Beguiling.** You are able to temporarily beguile and captivate a target with your words as a **CHA** vs. **MENTAL DEFENSE** check. A successful check charms the target until they shake off the

condition. The target must be able to understand you and have a **LOGIC** attribute of at least 2.

**Bouncer.** You gain a +1d6 bonus to checks vs. an intoxicated creature.

**Vampiric Bite.** As a Dhampir, you can sink their teeth into a victim and cause 2d6 damage, gaining 1d6 **HEALTH** back in return. This requires an unarmed attack and the expenditure of a LUC die.

**Spider-climb.** Dhampirs can climb walls and ceilings with ease. You gain a **CLIMB** speed equal to your regular **SPEED** and do not need to make checks to climb.

**Sunlight Sensitivity.** Dhampirs do not enjoy sunlight; you are not harmed by it like full vampires are, but you suffer -1d6 to **INT** (including perception) and **INITIATIVE** checks when in sunlight.

### HEALTH

16

### INITIATIVE 4d6

### PERCEPTION 4d6

### MOVEMENT

**SPEED** 4; **CLIMB** 4; **JUMP** 10'/5'  
**CARRY** 110 lbs (max lift 250 lbs)

## SKILLS

history	1 (1d6)
stealth	1 (1d6)
disguise	1 (1d6)
religion	1 (1d6)
navigation	1 (1d6)
carousing	1 (1d6)
dodging	1 (1d6)
gambling	1 (1d6)
thievery	1 (1d6)
intimidate	1 (1d6)
carousing	1 (1d6)
brawling	1 (1d6)

## WEALTH

\$320

## GEAR

-

## LIFEPATH

Traveller  
=> Drifter  
=> Gambler  
=> Con Artist  
=> Bartender

**Biological Immunity.** Dhampirs do not need to eat or sleep. You are also immune to poison. You do require blood — or at least raw meat — to remain comfortable, however.

**Stargazer.** Your extensive travels have heightened your sense of location. You can tell which country and city you are in if you can see the sky.

**Protector.** You can take an attack meant for an adjacent ally. If the attack hits your ally, you take the damage instead. If you have a shield, the ally also benefits from your shield's **DEFENSE** bonus.