| COMBINATION QUALITIES | | | | | |
|-----------------------|---------------|-------|--|--|--|
| Werewolf (controlled) | 6pts or 12pts | p. 51 | In animal form: +4 Str; +2 Dex and Con; Acute Sense (Smell); claws/bite | | |
| Watcher | 5pts | p. 50 | +1 to one physical Attribute; +2 Getting Medieval; +2 to monster research rolls | | |
| Vampire | 15pts | p. 50 | +3 Str; +2 Dex and Con; Hard to Kill +1; special damage rules | | |
| Slayer | 16pts | p. 48 | +3 Str, Dex, and Con; +2 Will; Fast Reaction Time; Nerves of Steel; Hard to Kill +5; +1 Getting Medieval and Kung Fu; fast healing; vampire detection; 5pt Adversary; 3pt Obligation | | |
| Robot | 5pts | p. 47 | +4 Str; +1 Dex; +2 Con; cannot heal naturally | | |
| Nerd | 3pts | p. 43 | +1 to two mental Attributes; +2 to Computers, Knowledge, or Science; -1 to all social rolls | | |
| Jock | 3pts | p. 41 | +1 to two physical Attributes; +2 Sports; -1 to all intellectual rolls | | |
| Initiative Commando | 4pts | p. 40 | +1 to two physical Attributes; Fast Reaction Time or Situational Awareness; Hard to Kill +4; 3pt Obligation | | |
| Artist | 2pts | p. 36 | +1 to two mental Attributes; +1 Art; -1 to all rolls for controlling emotions | | |
| Age | 2pts/level | p. 36 | +Int (max 4) in skill points per level; 1pt Adversary or Secret per level | | |

| OTHER QUALITIES | | | | |
|-----------------------|-------------|-------|--|--|
| Acute Sense | 2pts/level | p. 34 | | |
| Attractiveness | 1pt/level | p. 36 | | |
| Contacts | 1pt/level | p. 37 | | |
| Fast Reaction Time | 2pts | p. 39 | | |
| Good Luck | 1pt/level | p. 39 | | |
| Hard to Kill | 1pt/level | p. 39 | | |
| Military Rank | 1pt/level | p. 42 | | |
| Natural Toughness | 2pts | p. 43 | | |
| Nerves of Steel | 3pts | p. 43 | | |
| Occult Library | 1pt to 5pts | p. 44 | | |
| Photographic Memory | 2pts | p. 45 | | |
| Psychic Visions | 1pt | p. 45 | | |
| Resistance | 1pt/level | p. 46 | | |
| Resources | 2pts/level | p. 46 | | |
| Situational Awareness | 2pts | p. 48 | | |
| Sorcery | 5pts/level | p. 49 | | |

Hero: 20 Attribute Points, 20 Quality Points, up to 10 Drawback Points, 20 Skill Points, 10 Drama Points.

White Hats: 15 Attribute Points, 10 Quality Points, up to 10 Drawback Points, 15 Skill Points, 20 Drama Points.

Experienced Hero: 25 Attribute Points, 25 Quality Points, up to 10 Drawback Points, 40 Skill Points, 20 Drama Points.

| DRAWBACKS | | |
|---------------------------|--------------|-------|
| Addiction | varies | p. 34 |
| Adversary | varies | p. 34 |
| Bad Luck | 1pt/level | p. 39 |
| Clown | 1pt | p. 37 |
| Covetous | 1pt to 3pts | p. 37 |
| Dependent | 2pts or 3pts | p. 38 |
| Emotional Problems | 1pt to 3pts | p. 38 |
| Honorable | 1pt to 3pts | p. 40 |
| Humorless | 1pt | p. 40 |
| Impaired Sense | 2pts/level | p. 34 |
| Love | 2pts or 4pts | p. 41 |
| Mental Problems | 1pt to 3pts | p. 41 |
| Minority | 1pt | p. 42 |
| Misfit | 2pts | p. 42 |
| Obligation | varies | p. 43 |
| Obsession | 2pts | p. 44 |
| Paranoid | 2pts | p. 44 |
| Physical Disability | varies | p. 45 |
| Reckless | 2pts | p. 45 |
| Recurring Nightmares | 1pt | p. 46 |
| (Lack of) Resources | 2pts/level | p. 46 |
| Secret | varies | p. 48 |
| Showoff | 2pts | p. 48 |
| Talentless | 2pts | p. 49 |
| Teenager | 2pts | p. 50 |
| Werewolf (Uncontrolled) | 3pts | p. 51 |
| Zealot | 3pts | p. 51 |