

The Start

- The investigators are a stage magic act about to embark on a continental European tour in 1923. They recently arrived by steamer and have the weekend to take in London before departing for Paris on Monday.
- Manager Tony Caputo has arranged and paid for an opening act, a young London magician named Philip Leclair. She receives a business card and handful of tickets to a show at the Chancellor's Theatre (**Handout #1**).

The Show - June 22

- Outside billboard declares: *"The Greatest Magic Show in the West End!"*
- Starts on Friday night at 7:30 pm (first of two billings), lasts ~2 hours, ~200 hundred people in audience, half-filled
- No sign of Horne, 1st act is terrible and tiresome with botched illusions, haphazard escapes, and hysterically bad theatrics
 - Dropped handcuff key during assistant handoff
 - Hair dangling out of the foot-end of the box after assistant is sawn in half
 - During an illusion, the mirror shatters on stage
- Horne appears at intermission, introduces himself loudly, asks their opinion of the show, and assures them 2nd act will be much more to their liking: *"do pay attention to the Amazing Karl, his finale is undeniably stupendous!"*
 - Thin and twitchy with narrow face and shifty eyes, smokes cheap cigarettes and shakes hands for too long and too vigorously
- After suffering through the drag of more amateur performances (terrible card tricks and botched levitation where the assistant nearly falls to the stage), Karl makes his appearance—he's tall and stout with serious German bearing, as well as wildly curly hair and thick bushy beard
 - He performs some slightly-above average illusions and close-up magic with cards, and closes by making **three ducks** appear from in water-filled basin, then vanish once again" (Hard **Spot Hidden or Art/Craft: Magic** to discern this is a genuine feat).
 - **Spot Hidden:** also notices one of the ducks is missing a foot, and something appears off about the feathers of another duck
- Horne invites investigators to meal at the nearby pub, **Mr. Fogg's** or catch Karl putting away his things backstage (ducks are nowhere to be seen)

The Confession:

- *"Philip's a good lad. Been under contract with me for about 10 months now. Been really pulling 'em in as a first on the bill at some of the better, not finest, mind you, places here in the West End. Lots of promise. A real rising star for your show!"*
- *The boy was in the midst of developing several new tricks, sorry, illusions, for when he joined you all...been researching a new apparatus and developing techniques...his patter was already top-notch. But there's been a complication...he's nowhere to be found. He's talented for certain, and worth your time, since we already negotiated his percentage...you might want to poke around and get a return on your investment"*

- *"I last saw him just about a month ago, he dropped by to pick up a check and let me know he'd hit a snag in his development of "The Vanish," a working-title, that's all, but had run into trouble with his "equipment," and needed confidential assistance...he assured me he'd have it set right by the time you all arrived to retrieve him for the tour..."*
- *"That was the last I saw of him. Tried to get a hold of him right after you all set sail. Turns out he himself had vanished."*
 - Contacted police, but they have been unable (or unwilling) to trace him
 - Intended to deliver the bad news earlier, but the steamer was already underway, and then he stumbled upon Karl a few days ago...*"he's no show-man like Leclair, but what did you think of his closer? Always good to have a backup, eh?"*
 - Entertains discussion and welcomes opinions, and then ventures his thoughts:
 - *"Look, he's either a decent replacement or a suspect because his technique very closely resembles Leclair."*
- Entertains more questions about Leclair, and offer his apologies, but suggests if they are looking for leads to talk to Karl or visit with some of the local theater press (he talks up Mahoney)
- Leclair's South London address: **43 Rowfant Road** (can also be provided by Karl, but requires convincing)

Leclair Information:

- 24-year-old man residing, thin, average height, straight blonde hair, didn't smoke, didn't drink, never saw him with a lady (or much off the stage, really), spent most of his time developing his craft and routines
- With the possibility of great exposure on an upcoming European tour he began devoting time to develop and refresh a whole new act
- Contact police: no evidence of foul play, no relatives pressing, suspect publicity stunt

Visiting Leclair Apartment (43 Rowfant Road):

- Mrs. May Drinkwater, the landlady, happily shows them the room; he's paid up in advance—*"I'm keeping his belonging should he return to collect them."*
- **Leclair's Room:** tidy and clean, bed, shelves, chair, wardrobe with clothes; police came and investigated, found no sign of foul play, and took nothing with them
- **Shelves:** several magician's props on shelves (mirrors), few stage magic books; wardrobe contains cane and top hat (the band contains a **card** belonging to the Ancient Order of Sorcerers - **Handout #2**), as well as another small suitcase full of props under the bed (silk scarves, collapsible hat, trick cards, inexhaustible bottle)
- **Spot Hidden:** identifies one of the stage magic books, which contains Karl Weiss' name (**Handout #3**)
- **Bathroom:** a collection of jars filled with strange-smelling powders (black - explosive, red - flammable, green - acidic).

Amazing Karl:

- Performs nightly at the Chancellor's Theatre, alternates his act every other evening.
- His big hit is "Dematerializing Ducks"—the disappearing ducks

- Shared stage with Leclair a handful of times, both dreamed of grand European tours
- Recently introduced Leclair to The Ancient Order of Sorcerers, a new magical society established in London last year by a mysterious Chinese benefactor. All the most prestigious and talented London magicians have been invited
- He's currently a second-degree member of the order, receiving a promotion in the last month—*"We exchanged information, as we share interests...illusions, complex magical apparatus, study of old magic books...tomes, if you will."*
- *"Leclair was a fair talent, we learned from each other...I generously offered to help him with his latest endeavor, but he was most secretive."*
- **Psychology/Persuade:** *"A couple weeks back, Leclair came to me most excited about an old book in his possession he found at the Order lodge..."*
- *"Now, I had seen this book before...during private lessons in Grand Master Soo's chambers. I was worried about Leclair."*
 - **Ching Lung Soo:** The Ancient Order's founder and leader, rarely seen and rumored to be the famed Chinese magician Ching Ling Foo, returned from the dead...the inner 3rd Degree circle receives regular instruction from Soo
 - His lessons were rescheduled—*"it happens quite commonly with, ahem, lesser members."*
 - **Psychology** roll: Reveals he is hiding something; admits he reported the theft of the book to Order and that was the last he saw of Leclair or the book.
- Karl admits the society is secretive and exclusive, but gaining access shouldn't be too troublesome for a talented band of magicians...they simply need to appear for an audition (**22 Sloane Avenue**)

The Ancient Order of Sorcerers (22 Sloane Ave.):

Ching Ling Foo: rumored to have died in Shanghai in 1922, an unnamed American sorcerer impersonates him, by arriving in London with **outsized facial hair** and **dark glasses** to conceal his identity. Foo was famous for a number of tricks:

- Water bowl trick
- Breathes smoke and fire
- Pull a 15-foot-long pole from his mouth
- Used a sickle to cut the head of a serving boy off at the shoulders. To the amazement of the audience, the beheaded boy turns and exits the stage

Entry:

- Impressive gated home in residential suburbs at the south-west corner of London
- Solid wooden front door, windows covered by heavy shutters, large bronze plaque affixed to the right of the entrance featuring Chinese characters flanked by dragons
- Knocking on the door, greeted by a large man dressed in a billowing black and yellow robe. He asks their business and requests to see membership cards.
 - Presenting Leclair's card, he scoffs and reveals that it is an audition card...
- At that moment, Brompton Carmichael introduces himself— a 1st-degree member and wealthy banker *"never mind, these fellows, they're just part of the atmosphere."*

Entrance Hall: a long, carpeted hallway that bear portraits with name plates depicting famous stage magicians of the past and present, including Robert-Houdin, Houdini, Howard Thurston, Maskelyne and Devant, Alexander Hermann

- End of the hall is a large stylized portrait of Ching Lung Soo wearing a billowing yellow and black robe and surrounded by mysterious and strange smoke atop large black rock, **Spot Hidden: Ching Ling Foo's** portrait is notably absent; the guest book is on a small desk at one side of the entrance hall beneath the American Harry Kellar's portrait
 - Must sign the visitor's book in the foyer before their escort to the reception room where they will undergo membership selection
 - Weiss: usually signs on weekends in the morning
 - Leclair: last seen **two weeks ago**
 - Many of the names included are the rich and famous in London, including Sir Edward Gavigan

Foyer: a simple antechamber with porcelain tile and Buddha-like female statue in bulging robes, sitting with face hidden behind a fan; **Spot Hidden** - the pedestal the statue rests upon is made of bones (Sanity Loss 0/1D3)

Quick Tour:

- Carmichael gives a cursory introduction to the first floor before auditions begin
- Reception and audition room at center of ground floor: arrive from foyer to south, north is practice room, east is library, west is lounge.
- **Lounge:** leads north to hallways with Staircase and Kitchen/Pantry (left), member cupboards (right)

The Audition:

- **Reception Room:** centrally located, plushly furnished with a number of armchairs gathered in a wide circle around a large open fire at the far end of the room, classical Chinese vases and other artworks decorate the room with a massive rug featuring a fearsome black dragon. A large gong stands near the entrance to the room
- Usually takes place at 11am, but the investigators may force the issue with demonstrations of their prowess and presentation of their credentials
- A gong is rang, and members gather for the audition
- If unscheduled, Soo does not attend immediately, but an impromptu performance is arranged and Soo lurks in the back of the room surrounded by a group of large men in yellow-black robes
- <Free form performance by the group> - variety of skill checks, etc
- At the completion of the selection process, Soo steps forward to hand out membership cards and acknowledge the successful admissions. He says very little and answers no questions, while a 2nd degree member, Jeremy Long, provides information as Soo nods.
 - Receive 1st Degree membership (Extreme success grants tour of 2nd floor), which permits access to the ground floor facilities, including the **library, lounge, and practice rooms**— *"Any trespassing out of bounds will lead to immediate expulsion from the Order and premises."*

- **Soo:** Long congratulates them, on behalf of Soo, for joining just in time to witness the first public performance by the master since the founding of the order, provides them with tickets to the exclusive, invitation-only Charity Show scheduled for the following day at the Mermaid Theatre—the Order facilities will be closed due to preparations and the event; before departing with Long for private lessons Soo breathes smoke followed by blue flames

Ground Floor:

- **Kitchen and Pantry:** two chefs (one British & one Chinese) prepare food for the club members during the day (snacks and lunch), in the evening they prepare dinner for Ching Lung Soo; **Spot Hidden:** the meals prepared for Soo are remarkably American (pork chops, Oysters Rockefeller), while the meals provided for the staff and guard are more typical Chinese fare (rice and vegetables)
 - Immediately adjacent is a small room (a staff storage room → potentially contains robes, trays, serving dishes)
- **Members' Lounge:** adorned with armchairs and tables with a collection of magic journals (*Sphinx* and *The Linking Ring*) and newspapers, most of the members use the room as another gentleman's club, usually reading, drinking, smoking, and discussing politics; in general the members appear well-dressed and educated; asking questions the investigators can learn the following rumors:
 - **Master Soo:**
 - Ching Lung Soo is an impostor or fraud, he knows no magic and established the order as a means to siphon money off the wealthy, this upcoming performance is a sham
 - Soo performs tricks, which are physically impossible, not mere sleight of hand, and even the finest professional among us cannot uncover his methods
 - It's the return of William Robinson (Chung Ling Soo), who allegedly died during a bullet catch in 1918
 - **The Order:** cover for a secret Chinese criminal gang, probably the Tong, and use it as a front to sell drugs, why do you think Inspector Long is a member?
 - **Weiss:** has stolen someone's trick, and is planning to debut it at the charity show
 - He receives more lessons than most Second Degree members
 - Not well-liked, certain he earned his second degree by stealing someone else's idea
 - **Leclair** stole secrets from the Order and skipped off to America in hopes of hitting it big
- **Practice Room:** contains a variety of props and equipment, including handcuffs, skeleton keys, flash powder, caged rabbits; a Second Degree magician (**Will Crowther**) entertains a rapt crowd in a corner, after he finishes group may speak with him:
 - 2nd Degree member, who joined last year since arriving from Boston
 - **Weiss:** reputation as a scoundrel with rumors of stealing other acts, and confirms rumor about Weiss performing someone else's act at the upcoming charity show

- given access to the lock and guarded room at the top of the stairs...oddly he rarely uses the room, and typically only appears at the club for a few hours around lunchtime on weekends
 - **Leclair:** only just today learned of his disappearance, had just returned from a performance in Paris; participated in his selection and anticipated he would rise to 2nd Degree shortly despite his brief membership
 - **Psychology roll:** Admits he might have led to some trouble for Leclair when he told him about the servant's entrance from the kitchen into Soo's study...the next day he spotted Leclair packing an ancient Chinese tome into his bag in one of the practice rooms...
 - That was the last time he saw Leclair
 - **Charity Show:** a benefit for an international fund supporting Hong Kong
 - **Soo:** he knows little, but he enjoys the lavish facility and camaraderie, and the club's reputation is gaining some international repute thanks to the rumors about Soo's mysterious origins
- **1st Degree Library:** a comprehensive selection of basic texts on stage magic and conjuring, contains a number of Houdini's publications, as well as all issues of *The Sphinx*; not particularly unusual; a sign hangs by the door: "*Please Do Not Remove - Immediate Revocation of Membership.*"; successful **Library Use** reveals an article in *The Scoop* about **Ching Lung Soo** detailing speculation about his true identity—Ching Ling Foo returning from China after his alleged death in Shanghai in 1922 at the age of 69 years; another article details the story of **Chung Ling Soo**, the persona of American magician William Ellsworth Robinson...Robinson died in 1918 during a failed bullet catch trick.
- **Hallway:** one of Soo's servants stands at the bottom of the stairs, anyone ascending the stairs must present a 2nd Degree membership card
- **Cupboards:** a number of lockers available to members to store their personal effects and props in; Locker 12 contains a locked document case bearing the monogram PAL (Philip Leclair's). Inside they find:
 - A collection of papers in Leclair's hand detailing his new vanishing trick, includes diagrams of an apparatus (**Art/Craft Magic** or **Engineering** reveal it to be mundane)
 - Scribbled notes in margins describe "a strange new concept" in magic "discussed at length with Weiss after we reviewed the book."

Second Floor:

Layout: **Locked Room** (at top of stairs on left), **Library** (next door down on left), **Practice Room** (opposite library) around corner is Soo's Office (labeled & locked) and opposite **Cultist Quarters** (unlocked)

- **Hallway:** a servant regularly patrols the upper level, usually found outside Soo's quarters or study depending on his location, one door on left immediately up stairs, two doors (Library/Practice Room), around corner is Soo's Study/Office and Cultist Quarters

- **Locked Room:** requires an Extreme **Locksmith** success to open, purportedly contains the apparatus Weiss is working on; in truth, the room serves as the containment chamber for the invisible star vampire (& Leclair) awaiting transport to Charity Event
 - **Star Vampire:** trapped beneath a 4-foot metallic arch crafted of alien metals and inscribed with eldritch glyphs; entering the ward results in contact with the vampire (Sanity Loss 1/1D4), and passing a limb through the arch results in an attack by the vampire (Sanity Loss 1/D10) (empty if they arrive in lead up to show); if they mess with apparatus (or have book), they may be able to contact LeClair
- **Practice Room (open door):** contains various apparatus for escapes and illusions, including a dangerously sharp guillotine, a water torture cell, and an iron maiden, as well as a **replica of Soo's gate box**. Close inspection reveals presence of blood (0/1 Sanity Loss)
- **2nd Degree Library (open door):** contains more advanced and older magical texts, including rare manuals by Houdin and Dee; while rare, none seem to be extraordinary; spot to get caught by Crowther
- **Soo's Study:** contains a desk and a few chairs, Chinese ornaments and arcane artifacts fills the shelves of the room; a locked bookshelf near the window contains ancient tomes and pamphlets, including *The R'yeh Text* (in Chinese, Sanity Loss 2D6) and *The Seven Cryptical Books of Hsan (English Translation, Sanity Loss 1D8)*
 - **Desk Contains the Following:** Itinerary for Following Day, note regarding the research (**Handout #4**), which details a source for acquiring and channeling power through a "Star Child"
 - **Spot Hidden** reveals stairs hidden behind sliding panel and descending to kitchen below
 - **Seven Cryptical Books:** inside it reads property of "Carl Leighton Stanford" (contains **Find Gate & View Gate** incantations (easy to learn 1D4 hours or less depending on preference); **Open & Close Gate to Crimson Star** (difficult to learn 1D3 days & POW 70 unless performing a blood sacrifice variation (requires a victim))
 - Find Gate: 1 MP/1D3 Sanity/20 min.
 - View Gate: 2 MP/2 + 1D10 for Star Vampire/3 rounds
- **Soo's Quarters:** connects to the office, contains bed, wardrobe, single armchair, wash basin; within the wardrobe is a pair of mannequin heads one bare, the other adorned with a false beard, eyebrows, and wig with a pair of dark glass resting beside them; an open wooden box rests in the corner of the room (Gate Box) → leads to a dank, dungeon-like chamber behind a heavy locked door or dressing room at the Mermaid Theatre depending on time(Sanity Loss 1/1D4+1); opening dungeon door requires Hard **Locksmith** (what follows is up to Keeper)
- **Cultist's Quarters:** the spartan room contains ten plain beds with a ladder behind the door. A **Spot Hidden** reveals a small trapdoor in the corner of the ceiling leading to the attic

Attic:

- **Ceremonial room:** entered only through the trapdoor, the single window is covered by a curtain, and the shutters are closed, a number of dim Chinese lanterns cast a red glow across the room; the floor is covered by a stained rug embroidered with a black fan; which is repeated throughout the room
 - **Small cupboard:** contains blood-stained yellow-black robes, candles with a strange and unpleasant scent (**Medicine** - rendered human fat), and 4 deadly-sharp sickles (1D6+1 damage) (Sanity Loss 1/1D4)

Charity Show:

- Staged at the Mermaid Theatre in the heart of London's West End
- Due to the combination of political unrest and high-profile attendees, a light guard is posted around the theatre with inspection of all belongings before entry (no weapons)
- Soo arrives at 12pm in limousine accompanied by servants, who unload one large crate and two smaller packing cases into the storage area including his gate box previously seen in quarters; remains at theater until 5 pm; Weiss arrives at 4pm with his own apparatus
- Order Members formally allowed into theatre at 7pm (enter as group)

Ground Floor:

- **Entrance Foyer:** two policemen stand by entrance (**Spot Hidden:** concealed firearms) and ascending staircase; do not permit investigators to bring firearms into the building; all tickets are sold out, and disappointed folks are actively being turned away
- **Auditorium:** capacity for 800 guests with several boxes along either side; **Law** or **Disguise** roll identifies police in evening dress near doors
- **Stage:** steps lead up from each side to the wooden stage, trapdoor in middle front, which is activated at stage right, stairs at rear on either side lead down to changing rooms and storage

Below Stage:

- **Corridor with Storage Cupboards:** armed police officer at door with orders not admit anyone without a backstage pass
- **Dressing Rooms:** three rooms occupied by Crowther, Weiss, and Soo
 - **Soo's room:** contains Gate Box, now locked (Hard **Locksmith**)
 - **Weiss:** present in his quarters may be an opportunity to confront him about his role, explains he will be performing his vanishing trick, as well as assisting Soo in one of his classic acts (**Persuade**—he reveals he will be beheaded, an incredible illusion)
 - **Crowther:** present to provide necessary direction (Weiss messing with crates)
- **Under Stage:** large room directly beneath stage contains variety of devices and props; Ching Ling Soo's crate contains carefully packed components of the arch; as the investigators examine the incompletely assembled arch it begins to pulse:

- *“Gods...the pain...you must help me, release me from this prison...Soo is not who he appears...you must not let this thing out...it’s so very hungry...consuming me slowly, you must open the portal...just enough for me...please...”*
- Leclair explains that the gate must be opened so he can escape and stop Soo’s summoning of the terrible creature

Second Floor:

- Of limited significance; seating for members of parliament and nobility, blocked by large men checking IDs
- **Stage Gantries (2):** controls the lighting and curtains, 2 stage hands at each gantry, a fire escape at the rear may be lowered to the ground behind the theatre, lighting rig supported on series of ropes and pulleys
- **Balcony Corridor:** guarded by a single plain-clothes policeman prior to the show
- **Royal Box:** guarded by one of the Royal detectives, armed and extremely suspicious of anyone passing own the corridor during the show
- **Theatre Boxes:** reserved for regular patrons of the theatre, but requires convincing without tickets

Sequence of Events:

- By 830pm, the theatre fills with various dignitaries, members of parliament, as well as prime minister and finally the Royal party
- After a short first act by several members of the Guild, Weiss takes the stage for his act, which receives great applause.
- Weiss stands before the closed curtain as Soo’s men set up...he disappears behind the curtain, which soon opens to reveal Weiss laying with his head on a porcelain pillow beneath the eldritch gate...Weiss explains this is all part of the act
- Soo comes on stage without saying a word, but making grand gestures demonstrating his wickedly curved sickle...he stands next to Weiss and beheads him in a spray of blood which fills an elevated platform
- Will Crowther steps on stage to begin explaining that Soo will perform a brand new act, never performed anywhere in the world except in Ching Lung Soo’s village...with a chuckle and smile he says “Keep your eyes on my headless colleague here...and now Mr. Soo’s Chinese friends and family will join us on stage”
- As the blood drains, men in yellow and black robes join Soo on stage forming a circle around the gate as Soo gestures oddly and they begin guttural chants punctuated by Soo’s call for Lan-Shi

LeClair’s Appearance:

- Weiss’ body lifts off the ground and begins to hover above the gate...his body starts to flicker and smoke...he suddenly bursts into bright blue flames consuming his form and replacing them with the hovering faint figure of Leclair who trails smoke from his clothes, the gate beneath begins to flicker blue...the smoke begins to obscure the stage (Sanity Loss 1/1D6); **Spot Hidden** - Soo begins to slink away to stairs leading Under Stage

- Leclair's face reveals a silent scream, which gradually gains volume as he assumes a physical form...the blue light in the gate begins to turn a deep, glowing purple as the blood on the platform begins to disappear resulting in the gradual appearance of the Star Vampire, which begins tittering (Sanity Loss 1/1D10)
- If investigators don't intervene, Leclair bursts into flames and the Star Vampire floats out of the gate and attaches itself to a well-dressed victim in the front row rapidly filling with blood

Intervening:

- If ritual thwarted, the cultists move to attack investigators and Soo flees the scene to his gate box, dropping through the trap door and retreating to his dressing room, the police and audience members add to the confusion

Conclusion:

Do they go on tour? Do they have an opener?

NPCs and Mythos Monster:

Karl Weiss:

STR 80 **CON** 65 **SIZ** 85 **DEX** 60 **INT** 55
APP 50 **POW** 45 **EDU** 60 **SAN** 30 **HP** 15
DB: +1D6 **Build:** 2 **Move:** 7 **MP:** 4

Paring Knife: 45% (1D6 + 1D6)

Dodge: 30%

Skills: Art/Craft (Stage Magic): 65%, Cthulhu Mythos 5%, Listen 50%, Occult 20%

Chinese Cultists:

STR 75 **CON** 70 **SIZ** 65 **DEX** 65 **INT** 50
APP 30 **POW** 20 **EDU** 40 **SAN** 00 **HP** 13
DB: +1D4 **Build:** 1 **Move:** 8 **MP:** 4

Sickle/Brawl/Staff: 55% (2D4+3/1D3+1D4/1D6+1D4)

Dodge: 55%

Skills: Art/Craft (Singing) 25%, Climb 50%, Cthulhu Mythos 08%, Fast Talk 25%, Jump 55%, Listen 50%, Persuade 20%, Pilot (Boat) 30%, Spot Hidden 35%, Stealth 55%, Swim 65%, Throw 50%

Master Ching Lung Soo:

STR 70 **CON** 80 **SIZ** 60 **DEX** 70 **INT** 90
APP 90 **POW** 200 **EDU** 99 **SAN** 00 **HP** 14
DB: +1D4 **Build:** 1 **Move:** 8 **MP:** 40

Brawl 35% (17/7), damage 1D3+1D4

Sword cane* 65% (32/13), damage 1D6+1D4

Dodge 50% (25/10)

Skills: Archaeology 75%, Credit Rating 68%, Cthulhu Mythos 50%, Fast Talk 85%, History 55%, Intimidate 70%, Library Use 95%, Persuade 90%, Science (Astronomy) 20%, Stealth 90%, Throw 60%.

Languages: Arabic 80%, Chinese (Mandarin) 80%, Classical Greek 95%, English 95%, various Mythos languages 40%.

Spells:

Breath of the Deep - 8MP, opposed POW, 1D8 dmg/rnd followed by CON (Extreme counters)

Dread Curse of Azathoth - 4MP, opposed POW roll, drains 3D6 POW

Mindblast - 10 MP, opposed POW, instant Bout of Madness

Wrack - 3MP, opposed POW roll, 1D6 rounds of sight loss, CON roll to use limbs, SAN 1/1D6+1

Star Vampire:

STR 100	CON 45	SIZ 130	DEX 60	INT 50
APP —	POW 115	EDU 40	SAN 00	HP 18
DB: +2D6	Build: 3	Move: 8	MP: 23	

Attacks per Round: 3

Seize/Fighting: 45% (Damage 3D6)

Bite: Automatic following successful seize (drains 3D10 STR)

Armor: 4, bullets deal half damage

Sanity: 1/1D10