

MR. KREEPER

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LIFE

MR. KREEPER - SPECIAL RULES

EQUIPMENT & POWER

Envenomed Blade	4	M
Power - Evil Eye	3	2

VITAL INFO

Demon Henchman, member of the Wicked

FACTION - CURSED

Corruption - Cursed characters may learn Powers without needing the Witch or Brujah skill.

SKILLS

Charge - Double your move distance if doing so will allow you to enter an enemy model's Personal Space. You will receive +1 Strength for your next melee attack if it happens right after your charge, and in the same activation.

Flying - This character may fly for any move action.

Wrassler - Lower base to hit Target Number by one when fighting in melee combat.

EQUIPMENT & POWER RULES

Envenomed Blade - Light 1-Handed Melee. If the target fails his defense roll, he will be afflicted with a DOT (poison) effect.

Evil Eye - Ranged. 1 enemy suffers -1 Defense from your next attack.

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