THE DETROIT RIPPER

Name: Chal-Chenak-Tzal

Alignment: Diabolic

Attributes: I.Q. 15, M.E. 14, M.A. 11, P.S. 18, P.P. 18, P.E. 19,

P.B. 4, Spd. 28.

Hit Points: 80 **S.D.C.:** 60 I.S.P.: 500 **P.P.E.:** 20

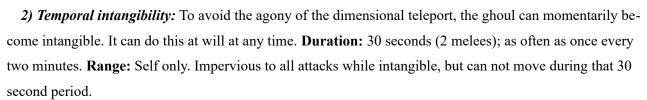
A.R.: 6 **Horror Factor: 12**

Height: 6' 4"(1.93 m) Weight: 230 lbs. (104.3 kg)

Experience Level: 7th level

Natural Abilities: See the invisible, nightvision (200 ft. / 61 m), normal day vision, fire and cold resistant (do half damage), prowl (80%). The ability to dimensional travel through ley line junctions is a natural ability. Along with this ability are two other powers that work hand in hand with the former.

1) Sense Lev Line P.P.E.: The ghoul can sense huge amounts of constant potential psychic energy flows indicative of places of power. Range: 150 miles (240 km).



Magic: None

Psychic Powers (I.S.P. Cost): Induce Pain (2), Mind Block (4), Summon Inner Strength (4).

Known Skills: Detect Ambush (75%), Imitate Voice (75%), Lore: Cults & Secret Societies (50%), Lore:

Demons & Monsters (65%), Running, Tracking (60%), and Wilderness Survival (70%).

Attacks per Melee: 3; claw or kick -2D6 + 3 damage, bite -2D4 + 3 damage.

Bonuses: +2 to parry, +2 to dodge, +2 to strike, +3 damage, +2 to save vs. psychic attack, +10 to save vs. horror factor, +8% to save vs. coma/death, +2 to save vs. poisons, +5 to save vs. magic.

Character Background: Chal-Chenak-Tzal is a dimensional ghoul that has been using the earth as his personal hunting grounds for centuries. Unlike most dimensional ghouls, he takes great pride in hunting his prey. He likes to play with his prey for a bit (like a cat does with a mouse) before he moves in for the kill. He is currently stalking the streets of Detroit. The papers have dubbed him, 'the Detroit Ripper.'

