

COMBINATION QUALITIES			
Age	2pts/level	p. 36	+Int (max 4) in skill points per level; 1pt Adversary or Secret per level
Artist	2pts	p. 36	+1 to two mental Attributes; +1 Art; -1 to all rolls for controlling emotions
Cop/Ex-Cop	4/5pts	SH p. 31	+1 to one physical Attribute; +1 to Crime, Driving, and Gun Fu skills
Criminal	2pts	SH p. 31	+1 to one Attribute; +1 to Crime and one other skill; poor impulse control
Initiative Commando	4pts	p. 40	+1 to two physical Attributes; Fast Reaction Time or Situational Awareness; Hard to Kill +4; 3pt Obligation
Jock	3pts	p. 41	+1 to two physical Attributes; +2 Sports; -1 to all intellectual rolls
Nerd	3pts	p. 43	+1 to two mental Attributes; +2 to Computers, Knowledge, or Science; -1 to all social rolls
Nosy Reporter	5pts	SH p. 32	+1 to Intelligence and Perception; +1 to Notice and one other skill; 2pts of Contacts; curiosity
Occult Investigator	4pts	SH p. 32	+1 to two mental Attributes; +2 to Occultism skill; obsessed with the supernatural
Robot	5pts	p. 47	+4 Str; +1 Dex; +2 Con; cannot heal naturally
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
Slayer-In-Training	4pts	SH p. 32	+1 to two physical Attributes; +2 to Acrobatics, Kung Fu, Getting Medieval, and Occultism; 1pt Adversary; 1pt Obligation
Totem Warrior	12pts	SH p. 33/82	+8 divided among Attributes; one Acute Sense; Fast Reaction Time; Hard to Kill +3; +1 to Kung Fu; 3pt Adversary; animalistic impulses
Vampire	15pts	p. 50	+3 Str; +2 Dex and Con; Hard to Kill +1; special damage rules
Watcher	5pts	p. 50	+1 to one physical Attribute; +2 Getting Medieval; +2 to monster research rolls
Werewolf (controlled)	6pts or 12pts	p. 51	In animal form: +4 Str; +2 Dex and Con; Acute Sense (Smell); claws/bite

OTHER QUALITIES		
Acute Sense	2pts/level	p. 34
Attractiveness	1pt/level	p. 36
Contacts	1pt/level	p. 37
Empathy	2pts	MB p. 29
Enchanted or Superscience Item	2pts/level	MB p. 29
Enchanter/Superscientist	5pts/level	MB p. 29
Fast Reaction Time	2pts	p. 39
Good Luck	1pt/level	p. 39
Hard to Kill	1pt/level	p. 39
Invisible	10pts	MB p. 30
Iron Mind	3pts	MB p. 30
Magic Family/Group	varies	MB p. 31
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
Psychometry	4pts	MB p. 32
Resistance	1pt/level	p. 46
Resources	2pts/level	p. 46
Situational Awareness	2pts	p. 48
Sorcery	5pts/level	p. 49
Spirit Medium	2pts	MB p. 33
Telekinesis	3pts/level	MB p. 33
Telepathy	5pts	MB p. 34
The Sight	3pts	MB p. 34

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
Demon Tutor	2pts	MB p. 28
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
Magic Magnet	2pts	MB p. 30
Magic Family/Group	varies	MB p. 31
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