

Genevive Undead

Having the appearance of a young, attractive girl around sixteen, Genevive Sandrine du Pointe du Lac Dieudonna is quiet and demure much of the time. She received the dark kiss from the male Lhamian Vampire Chamanac. During her extended lifetime she has also tried out many different lifestyles. She has been a lady, a bargirl, a whore, an adventuress and a recluse. Eventually she tires of a life and tries another one.



Over the centuries Genevive has heard nearly all rumours and half-truths about her kind and she is rather tired of it all. She hates the fact that her kin sees the mortals only as cattle and often tries to fight against their own folk. Never changing or ageing, she exists in a state of half-death, but she does not need to avoid daylight or any other things that are supposed to be a vampire's bane. Although she does feed on blood, she is no predator: she will only take what is freely given to her...

Cost to hire: 60 GCr., 25 to upkeep

Can be hired by Human Mercenaries, Pirates, Outlaws, Dwarfs, Bretonnians

M	WS	BS	S	T	W	I	A	Ld
5	5	4	4	4	2	6	3	9

Equipment: Sword, Dagger

Skills: Step aside, Dodge, Lightning Reflexes, Scale Sheer Surface

Special Rules :

Cause Fear: Although Genevive normally pretends to be a harmless girl, when coming in rage she can become very frightening.

Immune to Psychology: Being more than 600 years old, there are not much things which make Genevive nervous. Therefore she is immune to all forms of Psychology.

Immune to Poison: As a half-Vampire, Genevive is immune to all Poisons.

No pain: treat Stunned injuries as Knocked Down

Transfixing Glare: Genevive is able to hypnotise a victim using her blood-red glowing eyes, the victim will remain passive and wait for her to close. The Glare may be used on any living model in base contact with Genevive. To resist the Glare, the victim has to pass a leadership test. While transfixed, a model may not attack in close combat or shoot, and is treated as being knocked Down for purpose of being attacked. Roll for the Glare at the start of the Combat phase.

Red Thirst: Genevive tries to suppress her nature, but she cannot always resist the hunger for blood. She therefore has to make a Ld-test before each battle she joins. If she fails, she needs fresh blood. The player who hired her has to decide one of his heroes to give her some

blood. Although Genevieve takes not much blood, the bloodloss is very weakening. Therefore the hero loses -1 T for the duration of the following battle.