

Dr. Carlos 'Karl' Rodriguez

1 of 2 Player Character Options - Semimodern Action Adventure RPG Setting

AGE: 35 Years Old (26 In Appearance / At original age of being turned into a Vampyre)

RACIAL & GENDER ID: Latinx Human turned Vampyre, Cisgender Male

KEY VISUALS: Muted Skin Color with Blood Red Eyes, Lab Coat, Bulky Wireframe Glasses

ARCHETYPE & INSPO CHARACTERS: The Sage (pursues understanding) | Mordin Solus (Mass Effect 3), Gale Dekarios (Baldur's Gate 3), Kim Kitsuragi (Disco Elysium)

KEY TRAITS: Inquisitive; Naive; Intelligent, Savant; Caring, Moral; Awkward, Anxious, Alone.

BACKGROUND: Born to a single mother who passed away when he was only 5, Carlos was raised primarily by his abuela, Carmen. Nurtured in the ambiance of New York City; Carlos's dreams were colored by the loss of his mother. Determined to help other young boys and girls not lose their parents, he aspired to be a Doctor. Driven and intelligent, Carlos excelled in his classes and was admitted into the NYU Pre-Med program on a full scholarship. There he maintained an empty social life, but found his research passion in Viruses & Pathogens.

MOTIVATION: It's been almost 10 years since that abominable frat party and yet Carlos has nothing to show of his pursuit to remove the hunger. At the time of the party Carlos was just a junior at NYU's School of Medicine, and had only gone to a handful of parties in his life prior. Invited by the school's premier silver spoon frat-president Jacob Vilinivski, Carlos quickly found the party to be far different than expected. Ambushed by Jacob and his family's Coterie of Vampyres, Carlos was fed on until near death - until the party was interrupted by a Slayer come to kill the Vilinivski Clan. In the ensuing chaos and combat, Carlos used the remnants of his strength to lap up some of the spilled blood from a slain Jacob. This blood revitalized him, and made him into a bloodthirsty creature of the night. Escaping with his unlife; Carlos found his routine to drastically change. Becoming aware of his affliction, and the slayer who might hunt him, Carlos decided to live in solitude. He swapped his classes to night classes, and finished up schooling with haste - drinking from Bloodbags in the School Hospital cooler to sate his hunger. After graduating, he took up a role as a night shift Phlebotomist at the local ER to constantly have access to (semi) ethically sourced blood while he pursued his ultimate goal: a Medicinal, Alchymical, or Magical cure to the Vampyrism Disease which afflicts him.

STORY PITCH: Carlos's virus study has led him to the American Museum of Natural History. Inside, the newest exhibit on Abraham Van Helsing contains a journal which belonged to the famous slayer and contained his Alchymical creations. Carlos believes it may contain clues as to curing his vampyrism. He just needs to sneak in during the night and steal it. Easy, right ?

DIALOGUE SAMPLE: 'Uh... I guess? To be quite honest with you, I think we view our hunger *veryyy* differently. To me it's a constant struggle; while to you, it appears to be the penultimate goal. Not that there's anything at all wrong with that; of course !'

Carlos Character Barks

VOICE QUALITY: A youthful but refined voice - slightly optimistic yet emotionally battered. Always a hair awkward, anxious, and struggling to be assertive. Becomes highly enthusiastic and energetic when discussing science or related research studies. Shuts down and becomes quiet & meek in moments of emotional turbulence or struggle. Talks to himself often.

GENERAL ACTIONS

| Moving | Sneaking (whispered) | Finding an Item | Low Health |
|---|--|--|---|
| 'Hey, I'm walkin' here !' | 'Let the eyes deceive.' | 'Well, lookee here !' | 'Need a bloodbag - stat.' |
| 'No rest for the Wicked.' | 'Beware this creature of the night.' | 'I'm sure I can find a use for this.' | 'Ach... I'm feeling... very... <i>Feral</i> .' |
| 'This city never sleeps; why should I?' | 'Patience and care are a doctor's way.' | 'Cleaning up the City one bauble at a time.' | 'I'm losing control of myself... I need blood.' |
| 'Time to get a move on.' | 'It's okay to stalk <i>sometimes</i> ... right?' | 'One man's trash is this Vamp's treasure.' | 'I won't make it beyond the night like this.' |
| ' <i>Ugh</i> . My poor undead feet.' | 'Move like a shadow.' | 'I suppose nobody will miss this.' | 'I can feel the hunger gnawing...' |

COMBAT ACTIONS

| Moving | Successfully Attack | Missing an Attack | Taking Damage |
|---------------------------|------------------------|--------------------------------|------------------------------------|
| 'With Celerity !' | 'Bleed for me.' | 'Damn it, Carlos !' | '*Grunt* - <i>Mierda</i> !' |
| 'Bloodrush !' | 'Suck on that !' | 'Aw - come on !' | 'Not enough to kill me!' |
| 'Try to catch me !' | 'More bite than bark.' | ' <i>Put a Madre</i> !' | ' <i>NO</i> . I won't. die. YET !' |
| 'Vampyric Speed.' | 'That looked painful.' | '* <i>Scoffs</i> * For real ?' | 'You can take it, Carlos.' |
| 'Increase the velocity !' | 'Don't fuck with me.' | 'Fuck my unlife.' | '*Grunt* Just a scratch.' |

COMBAT ACTIONS CONT.

| Dodged Attack | Using Alchemy | Casting Blood Magic | Killing Someone |
|--|--|--|--|
| 'Not even close.' | 'Mix, Mix, Mix...' | ' <i>Sanguinius Incanto</i> !' | 'Shit... I am so sorry.' |
| 'Nimble as a cat !' | 'Science Rules !' | 'Blood unto Blood.' | 'Find peace now.' |
| 'Better luck next time, Douchebag !' | 'Thank God for Chem 304.' | ' <i>May your flesh flay & your bones brittle</i> .' | 'I... I... I Broke my Hippocratic Oath...' |
| 'Am I supposed to be scared of <i>you</i> ?' | 'Sulfuric Methylhide mixed with Silver...' | 'It's sick magic is real; it's just kinda gross.' | 'I wish you would've just left me alone.' |
| 'Ha-ha ! I feel alive !' | 'Taste this, asshat !' | 'Hehe - <i>Alakazam</i> !' | '- And stay dead.' |