

Buffy

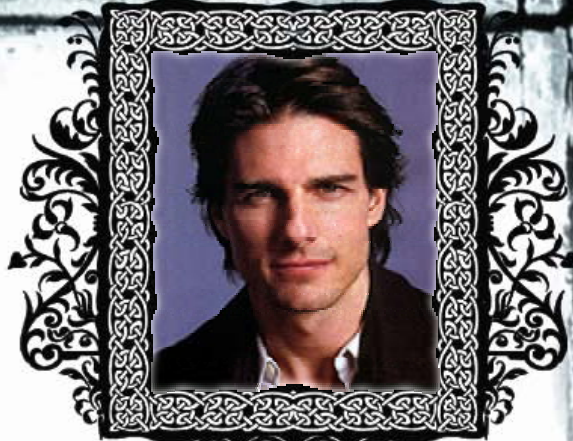
the vampire slayer

roleplaying game

LIFE POINTS

DRAMA POINTS

EXPERIENCE POINTS



CHARACTER NAME Alexander Hanover

CHARACTER TYPE Hero, Totem Warrior (Puma)

DESCRIPTION Born 1762; Appears approx. 27 Y.O.

ATTRIBUTES

STRENGTH 8 INTELLIGENCE 4

DEXTERITY 8 PERCEPTION 4

CONSTITUTION 7 WILLPOWER 5

SKILLS

ACROBATICS	<u> 7 </u>	KNOWLEDGE	<u> 3 </u>
ART	<u> 4 </u>	KUNG FU	<u> 7 </u>
COMPUTERS	<u> 5 </u>	LANGUAGES	<u> 8 </u>
CRIME	<u> 5 </u>	MR FIX IT	<u> 4 </u>
DOCTOR	<u> 1 </u>	NOTICE	<u> 4 </u>
DRIVING	<u> 3 </u>	OCCULTISM	<u> 8 </u>
GETTING MEDIEVAL	<u> 8 </u>	SCIENCE	<u> 2 </u>
GUN FU	<u> 5 </u>	SPORTS	<u> </u>
INFLUENCE	<u> 4 </u>	pilot	<u> 2 </u>
		fast draw	<u> 2 </u>

USEFUL INFORMATION

INITIATIVE (DIO+DEX) _____

PERCEPTION (DIO+PER+NOTICE) _____

NOTES

High Jump: 38 ft
 Long Jump: 40 Yds
 Leather Trench AV 2
 AV 4 vs. Blunt

SUCCESS LEVELS TABLE

ROLL TOTAL	SUCCESS LEVELS	DESCRIPTION
9-10	1	ADEQUATE
11-12	2	DECENT
13-14	3	GOOD
15-16	4	VERY GOOD
17-20	5	EXCELLENT
21-23	6	EXTRAORDINARY
24-26	7	MIND-BOGGLING
27-29	8	OUTRAGEOUS
30-32	9	SUPERHEROIC
33-35	10	GOD-LIKE
+3	+1	

QUALITIES

Attractiveness +4	Regeneration (Con/Hr)
Age 3	Acute Senses (Smell/Hearing)
Psychic Visions	Hard to Kill L10
Occult Investigator	Occult Library
Gladiator	Natural Toughness
Reduced Damage (1/2 falls/trauma)	Fast Reaction Time
Ancient Gene (1 pt)	Sorcery 3
Resources 12	Running/Leaping

DRAWBACKS

Adversary (Tons) 6	Emotional Problems (Loner)
Mild Cruelty (1)	_____
Recurring Nightmares (1)	_____
Showoff (2pt)	_____
Mental Problems (Lust) 1	_____

COMBAT MANEUVERS

type	atck	base dam	notes
Aiming (PER+GF/GM or Brains)	_____	___-___	Adds Succ lvls to shooting
Bite (DEX+KF+2)	_____	___S	(3X Str) Grapple 1st
Bow Shot (DEX+GM-2)	_____	___B	(4X Str)Rngd Atk Mods p 115
Break Neck (STR+KF or Muscle)	_____	___B	(4X Str)-10 LP Srvl Test or Die
Catch Weapon (DEX+KF-5)	_____	___-___	Ranged Def p 105
Choke (STR+KF or Muscle)	_____	___B	(Str-1)Asphyxiation p 109
Crossbow Shot (DEX+GM)	_____	___16_S	Ranged Atk Mods p 115
Decapitation (DEX+GM-5)	_____	_____	Total Dam X5
Disarm (DEX+GM-2 or DEX+KF-3)	_____	___-___	Resisted by Parry p110
Dodge (DEX+Acbtcs/GM/KF)	_____	___-___	Avoid getting hit, duh! p 110
Double Jump Kick (DEX+KF -4)	_____	___B	(Str+1)X3 vs 2 targets
Feint (INT+KF/GM)	_____	___-___	Adds Succ Lvls to next Act
Grapple (DEX+KF+2)	_____	___-___	Impairment Varies p 110
Groin Shot (Cmbt Manvr-3)	_____	_____	Tough on Boys p 111
Gunshot (DEX+GF)	_____	_____	Ranged Atk Mods p 115
Head Butt (DEX+KF-2)	_____	___B	(2X Str) If target grappled, it cannot defend... if attack misses, attacker takes damage
Jump Kick (DEX+KF-3)	_____	___B	(Str+1)X3 DEX+Acrb first, Add success levels to damage
Kick (DEX+KF-1)	_____	___B	Style and Grace required ☺
Knockout (DEX+KF/GM-2)	_____	___B	(half dam)Lights Out p 111
Melee Weapon (DEX+GM)	_____	___S	Hack, Slash, Crush, Maim.
Parry (DEX+KF/GM)	_____	___-___	Def Action, -2 against Rngd
Punch (DEX+KF)	_____	___B	(2X Str) Fisticuffs!!

Pigsticker (p. 119)	_____	_____	S (2X (Str-1))
Pistol (p. 119)	_____	<u>12</u>	Bullet; Pistol Ranges
Pistol Crossbow (p. 119)	_____	<u>10</u>	S Pistol Ranges
Popgun (p. 119)	_____	<u>9</u>	Bullet; Pistol Ranges
Quarterstaff (p. 119)	_____	_____	B (3X (STR+1)) 2 hands
Shotgun (p. 119)	_____	<u>20</u>	Bullet; Pistol Ranges
Spear (p. 119)	_____	_____	S (3X (STR+1)) 2 hands
Submachine Gun (p. 120)	_____	<u>12</u>	Bullet;Pistol Ranges;Can Burst
Sword (p. 120)	_____	_____	S (4X Str)
Taser Rifle (p. 120)	_____	<u>5</u>	Knockout Effect
Thrown Axe (p. 118)	_____	_____	S (4X Str) Use Throw Range
Thrown Knife/Stake	_____	_____	S (2X (Str-1)) Use Throw Range
Thrown Pigsticker (p. 119)	_____	_____	S (Str-1) Use Throw Range
Thrown Spear (p. 120)	_____	_____	S (3X Str) Use Throw Range
Tranq Gun (p. 120)	_____	<u>1</u>	Puts Targ to Sleep, Rifle Range