

# Buffy

the vampire slayer™

roleplaying game

LIFE POINTS

DRAMA POINTS

EXPERIENCE POINTS



CHARACTER NAME Jack Bauer  
 CHARACTER TYPE Veteran CTU Agent (Season 2)  
 DESCRIPTION Unstoppable Death Machine Having A Really Bad Day

### ATTRIBUTES

STRENGTH	4	INTELLIGENCE	4
DEXTERITY	5	PERCEPTION	5
CONSTITUTION	6	WILLPOWER	6

### QUALITIES

Attractiveness +2	Contacts (David Palmer) 3
Fast Reaction Time	Federal Agent
Hard to Kill 5	Nerves of Steel
Rank 3 (Agent-in-Charge)	Resistance (Pain) 3
Situational Awareness	Soldier (SpecOps; Retired)

### SKILLS

ACROBATICS	4	KNOWLEDGE	3
ART	_____	KUNG FU	5
COMPUTERS	1	LANGUAGES	_____
CRIME	5	MR FIX IT	2
DOCTOR	3	NOTICE	5
DRIVING	4	OCCULTISM	_____
GETTING MEDIEVAL	_____	SCIENCE	_____
GUN FU	8	SPORTS	1
INFLUENCE	6	WILD CARD	_____

### DRAWBACKS

Adversary (Too Many) 5	Danger Magnet 5
Honorable (Minimal) 1	Love (Tragic) 4
Moderate Cruelty 2	Obligation (CTU) 2
Major Zealotry (The Job) 2	_____
_____	_____

### USEFUL INFORMATION

INITIATIVE (DIO+DEX) \_\_\_\_\_

PERCEPTION (DIO+PER+NOTICE) \_\_\_\_\_

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### COMBAT MANEUVERS

type	atck	base	dam	notes
Aiming (PER+GF/GM or Brains)	_____	---	_____	Adds Succ Lvl's to shooting
Assault Rifle (DEX+GF)	_____	_____	_____	Ranged Atk Mods p 115
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
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
Feint (INT+KF/GM)	_____	---	_____	Adds Succ Lvl's to next Act
Grapple (DEX+KF+2)	_____	---	_____	Impairment Varies p 110
Groin Shot (Cmbt Manvr-3)	_____	_____	_____	Tough on Boys p 111
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	3X(Str+1) 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
Pistol (DEX+GF)	_____	_____	_____	Ranged Atk Mods p 115
Punch (DEX+KF)	_____	_____	B	(2X Str) Fisticuffs!!
Slam-Tackle (STR+Sports)	_____	_____	B	(2X Str)Football/Roughhousing
Submachinegun (DEX+GF)	_____	_____	_____	Ranged Atk Mods p 115

### NOTES

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### 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	