

# Buffy

the vampire slayer™

roleplaying game

LIFE POINTS

DRAMA POINTS

EXPERIENCE POINTS



CHARACTER NAME Sara Pezzini

CHARACTER TYPE Wielder of the Witchblade

DESCRIPTION NYC Homicide Detective Vs. The World

## ATTRIBUTES

STRENGTH	3/5	INTELLIGENCE	3
DEXTERITY	4/6	PERCEPTION	3
CONSTITUTION	3/5	WILLPOWER	4

## QUALITIES

Attractiveness +2	Detective
Fast Reaction Time*	Natural Armor 12/20*
Psychic Visions*	Psychometry*
Spirit Medium*	Situational Awareness*

\*Witchblade Wielder

## SKILLS

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

## DRAWBACKS

Adversary (Too Many) 7*	Fear of Commitment
Honorable (Serious)	Love (Tragic)
Obligation (The Force)	Obligation (The Witchblade)*
Recklessness (Mild) 1	Uncontrollable (Witchblade)*

## USEFUL INFORMATION

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

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

## COMBAT MANEUVERS

type	atk	base dam	notes
<b>Aiming</b> (PER+GF/GM or Brains)	8	___-___	Adds Succ lvls to shooting
<b>Catch Weapon</b> (DEX+KF-5)	5	___-___	Ranged Def p 105
<b>Choke</b> (STR+KF or Muscle)	7	4 B	(Str-1)Asphyxiation p 109
<b>Decapitation</b> (DEX+GM-5)	3	Special	Total Dam X5
<b>Disarm</b> (DEX+GM-2 or DEX+KF-3)	7	___-___	Resisted by Parry p110
<b>Dodge</b> (DEX+Acbtcs/GM/KF)	10	___-___	Avoid getting hit, duh! p 110
<b>Feint</b> (INT+KF/GM)	7	___-___	Adds Succ Lvls to next Act
<b>Grapple</b> (DEX+KF+2)	12	___-___	Impairment Varies p 110
<b>Groin Shot</b> (Cmbt Manvr-3)	6	Special	Tough on Boys p 111
<b>Gunshot</b> (DEX+GF)	11	12	Ranged Attk Mods p 115
<b>Head Butt</b> (DEX+KF-2)	8	10 B	(2X Str) If target grappled, it cannot defend... if attack misses, attacker takes damage
<b>Jump Kick</b> (DEX+KF-3)	7	18 B	3X(Str+1) DEX+Acrb first, Add success levels to damage
<b>Kick</b> (DEX+KF-1)	9	12 B	Style and Grace required ☺
<b>Knockout</b> (DEX+KF/GM-2)	8	5 B	(half dam)Lights Out p 111
<b>Sword(Witchblade)(DEX+GM)</b>	8	SpecialS	Hack, Slash, Crush, Maim.
<b>Parry</b> (DEX+KF/GM)	8	___-___	Def Action, -2 against Rngd
<b>Punch</b> (DEX+KF)	10	10 B	(2X Str) Fisticuffs!!
<b>Slam-Tackle</b> (STR+Sports)	5	10 B	(2X Str)Football/Roughhousing
<b>Sweep Kick</b> (DEX+KF-1)	9	5 B	(Str) Knockdown
<b>Takedown</b> (STR+KF)	9	5 B	(Str) Knockdown
<b>Toss</b> (2XSTR -4 or Muscle-4)	6	5 B	(Str) Must Grapple 1 <sup>st</sup> , Min:

## NOTES

## SUCCESS LEVELS TABLE

ROLL	SUCCESS	TOTAL 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		