

Buffy

the vampire slayer™

roleplaying game

LIFE POINTS 77

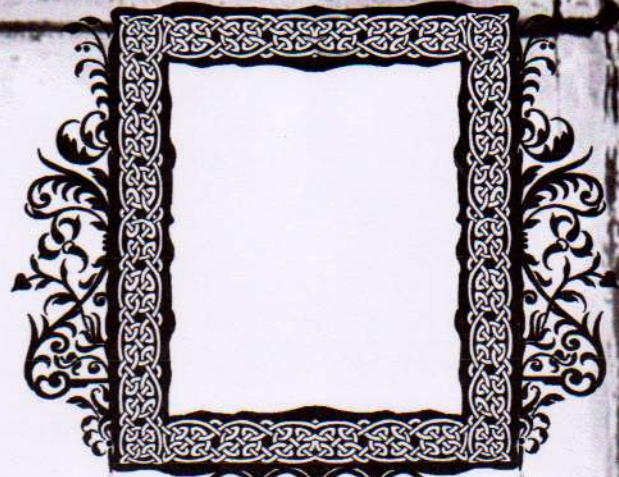
DRAMA POINTS 10

EXPERIENCE POINTS

CHARACTER NAME Yasmina

CHARACTER TYPE Brainy slayer (Hero)

DESCRIPTION läser mycket, planerande.
Smart. Faktasökande.



ATTRIBUTES

STRENGTH	<u>3+3</u>	INTELLIGENCE	<u>5+1</u>
DEXTERITY	<u>3+3</u>	PERCEPTION	<u>3+1</u>
CONSTITUTION	<u>4+3</u>	WILLPOWER	<u>2+2</u>

QUALITIES

Slayer (16) : Fast reaction time

Nerd (3)* : Hard to kill

Psychic visions (1) : Nerves of steel

SKILLS

ACROBATICS	<u>0</u>	*KNOWLEDGE	<u>5</u>
ART	<u>0</u>	KUNG FU	<u>2+1</u>
COMPUTERS	<u>3+2</u>	LANGUAGES	<u>0</u>
CRIME	<u>0</u>	MR. FIX-IT	<u>0</u>
DOCTOR	<u>0</u>	NOTICE	<u>4</u>
DRIVING	<u>0</u>	*OCCULTISM	<u>4</u>
GETTING MEDIEVAL	<u>2+1</u>	*SCIENCE	<u>4</u>
GUN FU	<u>0</u>	SPORTS	<u>0</u>
INFLUENCE	<u>0</u>	WILD CARD	<u>0</u>

DRAWBACKS

Adversary (vampires & demons)

Obligation : Impaired sense: Sun (1)
(Behöver glasögon)

Secret (slayer) (2)

Humorless (1) : Covetous (mild, 1)
(Ambition)

USEFUL INFORMATION

INITIATIVE (DIO + DEX) _____

PERCEPTION (DIO + PER + NOTICE) _____

COMBAT MANEUVERS

MANEUVER	BASE BONUS	DAMAGE	NOTES
<u>Dodge</u>	<u>9</u>	<u>-</u>	<u>Defence action</u>
<u>Kick</u>	<u>9</u>	<u>13</u>	<u>Bash</u>
<u>Punch</u>	<u>9</u>	<u>12</u>	<u>Bash</u>
<u>Stake</u>	<u>9</u>	<u>12</u>	<u>Stash/stab</u>
<u>(through the heart)</u>	<u>6</u>	<u>12</u>	<u>x5 vs vamps</u>
<u>Thrown stake</u>	<u>8</u>	<u>11</u>	<u>stash/stab</u>
<u>(through the heart)</u>	<u>5</u>	<u>11</u>	<u>x5 vs vamps</u>

NOTES

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	

* -1 in any social situations