

Life Points 93 | 93 Drama Points Essence Points Experience Points

Player Name	
Character Name	Stitch
Character Type	Experienced Hero
Description	Slayer from the future



Character Name	Silicii				-	
Character Type				I I		
Description	n <u>Slaye</u>	er from the future				
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<u>-</u> .	. AT	TTRIBUTES			QUALI	IIIES
Strength 7	<u></u>	Intelligence 3		Slayer (16)		
· -		Perception 4				
Constitution 8		Willpower 6	<u></u>			
		ekii i e				
A === 1 · ·		SKILLS	2			
Acrobatics		_ Knowledge				Notural Tavales - (2)
Art		_ Kung Fu		Dhotograph' **	2rv /2\	Natural Toughness (2)
Computers		_		Photographic Memo		Situational Awareness (2)
Crime		=		Fast Reaction Time	, (८)	Nerves Of Steel (3)
Doctor		Notice		Hard To Kill (5)		
Driving		Occultism	3			
Getting Medieval		Science				
Gun Fu		_ Sports				
Influence	2) A OKO
	- —			BL 11 CT	DRAWB	
	IC==:	INFORMATION		Phobia (1)		Zealot (3)
		L INFORMATION		Honorable (2)		Adversary (2)
Initiative 13		Perception 8		Obligation (3)		
Actions 4		_ Hearing 8	<u></u>			
Speed <u>80</u>	32	Smell8	<u></u>			
hrow Range 16		Taste8				
Lift Cap. 650		Touch 8	<u> </u>	SU	JCCESS LE	VELS TABLE
Natural AV	4	Vision 8	<u> </u>			
Survival 24		Total Spells		9-10	1	Adequate
Resist Fear 22		Occ Research 6		11-12	2	Decent
				13-14	3	Good
		NOTES		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
				. 2	. 4	



Female 17 Age Eyes Blue

Personality	None			
Strengths	Analysing a s	situation		
Weaknesses				
Romantic Interests	None			
Role Within the Group				
Short Term Goals				
Long Term Goals				
Brown /	Apparent Age	17	Income	
5'7"	Ethnicity	Caucasian	Property	
122				

CHARACTER HISTORY

After the failed Initiative project, the government looked further into what exactly a Slayer was. Members of the Watcher's Council, pre-explosion, were captured and tortured for information. Two years before the Council was destroyed, they were even weaseled out of the location of a pregnant woman who would be birthing a Potential Slayer.

My mother.

Gender

From birth, I have been trained not only by a Watcher but also by the US government. They hoped that I would be chosen and as luck would have it, I was.

But I was activated much earlier then they had expected. It turns out the current Slayer had thrown something off. She had a witch friend of hers activates all the Potentials in the world and sealed the Sunnydale Hellmouth by destroying the town. This meant the demon activity had stopped there.

Nearly sixteen years after the destruction of Sunnydale, I was called for a special mission. The Hellmouth was never supposed to have been destroyed. All the Potentials were not supposed to have been activated. It threw the balance off. It was something like good could not exists with an equal balance of evil or something.

I inquired about what could be so wrong with shifting the balance toward good and my Watcher told me it could mean the total annihilation of the human species. A coven of witches sensed a disturbance. Evil is trying to counter what has happened and rip the fabric of this dimension apart.

So they were sending me back in time to stop the Slayer from closing the Hellmouth. The tricky part is, they aren't sure how far to send me back or what I am to do once I get there. But they have Faith in me. And I plan to fulfill my mission.

WEAPONS



Weapon	Ammo	Dan	nage	Range	Notes
Baseball Bat		28	l		
Crossbow		16	l	pistol	
Stake		14	l		
Sword		28	l		

COMBAT MANEUVERS

Maneuver			Roll E	Bonus		В	ase D	amage	Notes					
Aiming: Getting Medieva	al				non	<u>e</u>		Adds success levels to shoot				oting ro	II	
Bow Shot		13				20			Ranged attack modifiers apply					
Catch Weapon		10				non	none			ed defer	se act	ion		
Crossbow Shot		15		I		16			Ranged attack modifiers apply					
Decapitation		1	0	l		varies			Total	damage	multip	olied by	5	
Dodge: Kung Fu		1	5	l		non	e							
Jump Kick		1	2	l		24			Acro + Dex first, add success levels to da					
Kick		1	4	<u> </u>		16								
Punch		1	5	<u> </u>		14								
Spin Kick		1	3	<u> </u>		18								
Stake		1	5	l		14								
Through the Heart		cm-3			varie	es		x4 damage vs humans, x5 or x1			or x1 da	amage		
Through the Heart		cn	n-3	l		varie	es		x4 damage vs humans, x5 or x1 dan			amage		
Throw Weapon		1	4	l		varie	es		Uses throwing range					
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				'		SPELLS								
Spell Name	Level	QC	Book	Page	EC	00		Spell Name		Level	OC	Book	Page	EC
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						ARMOR								
Туре	Bash	Slash	n/Stab	Bu	llet			Туре	Ba	ish	Slash	/Stab	Bul	llet