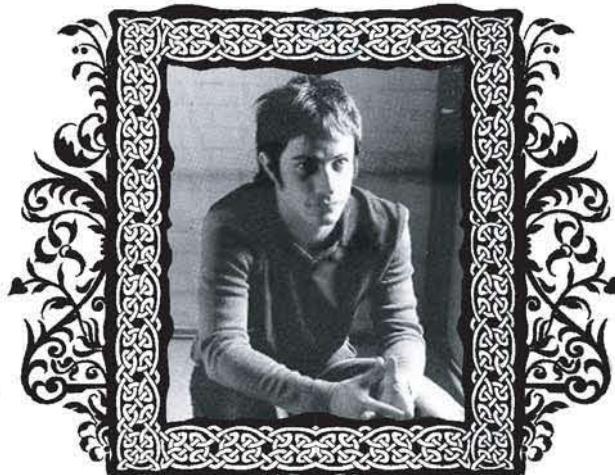


# The Chosen

A BtVS RPG Series

LIFE POINTS  
Drama Points  
EXPERIENCE POINTS

49  
20  
0



CHARACTER NAME Gabriel Antonio Marelli

CHARACTER TYPE White Hat

DESCRIPTION Gabe is a mainstream dropout who moved to McKennit so he could lose his religion ... and develop his telekinesis.

## ATTRIBUTES

STRENGTH	<b>2</b>	INTELLIGENCE	<b>4</b>
DEXTERITY	<b>3</b>	PERCEPTION	<b>4</b>
CONSTITUTION	<b>4</b>	WILLPOWER	<b>5</b>

## SKILLS

ACROBATICS		KNOWLEDGE	<b>4</b>
ART		KUNG FU	<b>4</b>
COMPUTERS	<b>4</b>	LANGUAGES	<b>1</b>
CRIME	<b>3</b>	MR. FIX-IT	
DOCTOR		NOTICE	<b>4</b>
DRIVING		OCULTISM	<b>5</b>
GETTING MEDIEVAL	<b>3</b>	SCIENCE (Botany)	<b>4</b>
GUN FU		SPORTS	<b>1</b>
INFLUENCE		WILD CARD	

## USEFUL INFORMATION

INITIATÍVE (D10+DEX)

PERCEPTION (D10+PER+Notice)

Languages: Latin

## NOTES

Consciousness Roll: +9

Survival Test: +14

At 10 LP: -1 to all combat actions

At 5 LP: -2 to all combat actions

At the end of Season 1, Gabe gained a \*lot\* of specialized knowledge on the subject of witchcraft & the Spanish Inquisition.

## 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	

## QUALITIES

Sorcery (5)	Occult Library (+5 to research)
Occult Investigator	
Hard to Kill (5)	
Attractiveness (2)	

## DRAWBACKS

Addiction (1)	Adversary: Various (4)
Covetous: Greed (1)	
Resources: Below Avg.	
Misfit	

## COMBAT MANEUVERS

MANEUVER	BONUS	BASE DAMAGE	NOTES
Choke	6	1	
Break Neck	6	8	
Dodge	7		
Grapple	9		
Stake	6	5	
(through the heart)	3		
Kick	6	6	
Melee Weapon	6		
Punch	7	4	
Throw Weapon (Axe)	5	10	
Spellcasting	15		
Telekenesis	10		
(precision/aiming)	6		