# Buffy RPG / Allan Quatermain, Hunter

## AllanQuatermain

Name: Allan Quatermain???????????????? DOB: 25/8/1830 Actor: Sean Connery??????????????????????DOB:? 25/8/1930 Critter Type: Human Hunter Motivation: Shoot His Rifle And Be Insufferable

### Life Points: 53??????? Drama Points: 10

### Attributes

Strength 3 Dexterity 5 (1 Level Part of Hunter/Mercenary Quality) Constitution 4 (1 Level Part of Hunter/Mercenary Quality) Intelligence 3 Perception 5 Willpower 5

### Qualities

Attractive +2 Fast Reaction Time (2) Hard to Kill 5 (3 Levels Part of Hunter/Mercenary Quality) Hunter/Mercenary (4) (Same as Initiative Commando) Nerves of Steel (3) Situational Awareness (2) (Part of Hunter/Mercenary Quality)

### Drawbacks

Adversary (Various) (4) (3 Levels Part of Hunter/Mercenary Quality) Impaired Senses Sight (1) Paranoid (2) Tragic Love (4)

### Skills

Acrobatics: 5	Knowledge: 5
Art: 0	Kung Fu: 5
Computers: 0	Languages: 0
Crime: 6	Mr. Fix-It: 3
Doctor: 2	Notice: 5
Driving: 2	Occultism: 3



Getting Medieval: 5		Science: 2	
Gun Fu: 10		Sports: 2	
Influence: 3		Wild Card: 0	
Maneuvers??????	Bonus	Base Damage???	Notes
Aiming	15	None	Adds Success Levels
Buffalo Rifle	15	22???	Bullet
Dodge	12	None	Defense Action
Grapple	21	None	Resisted by Dodge
Jump Kick	16	39	Bash
Kick	18	26	Bash
Parry	12	None	Defense Action
Parry Ranged	17	None	Defense Action
Punch	19	18	Bash
Spin Kick	17	28	Bash
Stake	13	18	Slash/stab
(Through the Heart)	10	18?	x5 vs. vamps
Sweep Kick	14	9	Bash; Target Prone
Winchester Rifle	15	18???	Bullet

#### Background on the Hunter Allan Quatermain

????????? A mercenary adventurer with the deadliest aim in the world, Allan Quatermain is the leader of the League of Extraordinary Gentlemen.

?????????? Quatermain is renowned through the world for his discovery of the King Solomon's Mines as well as his penchant for shooting tremendously large rifles. Though once the prized hero of Britannia, he has since slipped away. His final adventure, described by Quatermain as "a mission for Queen and Country, a valley of gold, a lost tribe, peril every step of the way" cost him dearly. This mysterious, terrible tragedy sent Quatermain off to retirement in Kenya, where our story finds this disenchanted hero.

????????? While the rest of the League come from questionable backgrounds and have very little interest in helping Anyone but themselves, Quatermain is dedicated to serving Britannia. It is his job to keep the team together no matter how impossible that may seem.

????????? Allan Quatermain has led great bands of adventurers through unknown and secret lands hidden deep within the ancient jungles of Africa and returned to tell the tale. His intuitions have been finely tuned by a lifetime in the wilderness.

????????? Allan's mind is an atlas. He rarely makes mistakes or gets lost, even in the wildest and strangest locations. His intuitions have been finely tuned by a lifetime in the wilderness. Finding a way through the strangest and most dangerous territories, he uses his brain like the most cutting edge of human technologies.

Quote: "If you can't do it with one bullet, don't do it at all."

#### **Roleplaying the Hunter Allan Quatermain**

????????? His rifle aim is impeccable, his will indomitable and his arrogance insufferable.

????????? Despite or because of his long absence in Africa, Allan Quatermain remains a fierce patriot and a servant of the Empire, who willingly fights any and all foes to protect the glory of the Union Jack.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga All text and stats by K, HTML and logos done by FreddyB Images stolen from an unknown website at some remote time in the past. Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster <u>FreddyB</u>.