Dr. John Dee the Ex-Watcher



Name: Doctor John Dee DOB: 24/10/1947

Actor: Kevin Kline DOB: 24/10/1947

Character Type: White Hat

Life Points: 34 Drama Points: 20

Attributes (15) = 15

Strength 3
Dexterity 3 (1 Level Part of Watcher Quality)
Constitution 3
Intelligence 4 (1 Level Part of Nerd Quality)
Perception 2
Willpower 3 (1 Level Part of Nerd Quality)

Qualities (10 + 10 from Drawbacks) = 20

Attractive +1 (1)
Ex-Watcher (5)
Nerd (3)
Occult Library (Impressive) (3)
Psychic Visions (1)
Supernatural Senses (Fortune Telling) (5)
Supernatural Senses (Insight) (5)

Drawbacks (10) = 10

Adversary (Vampires & Demons) (5)
Clown (1)
Misfit (2)

Obligation (Major) (2)

Skills (15) = 15

Acrobatics: 2	Knowledge: 5+2
Art: 0	Kung Fu: 3
Computers: 0	Languages: 5
Crime: 0	Mr. Fix-It: 1
Doctor: 3	Notice: 2
Driving: 2	Occultism: 5
Getting Medieval: 3+2	Science: 1
Gun Fu: 0	Sports: 0
Influence: 2	Wild Card: 0

Maneuvers	**Bonus**	**Base Damage**	**Notes**
Crossbow Pistol	8	10	Slash/stab
(Through the Heart)	5	10	x5 vs. vamps
Dodge	8	None	Defense Action
Grapple	8	None	Resisted by Dodge
Jump Kick	3	12	Bash
Kick	5	8	Bash
Parry	8	None	Defense Action
Punch	6	6	Bash

Stake	8	6	Slash/stab
(Through the Heart)	5	6	x5 vs. vamps
Sword	8	12	Slash/stab
(Decapitation)	4	12	x5 Damage
Thrown Stake	7	4	Slash/stab
(Through the Heart)	5	4	x5 vs. vamps

Background on Dr. John Dee the Ex-Watcher

John Dee can trace his ancestry back to the days of Sir Walter Raleigh and Francis Drake. His family has served the Watchers Council for centuries. His family have made available their increasing abilities to help find the new Slayer or the Potentials.

Since the dawn of man the vampires have walked among us killing, feeding. The only one with the strength and skill to stop their heinous evil is the Slayer. Trained by the Watcher, one Slayer dies, and the next is chosen.

Quote: “The Earth is definitely doomed.” **Roleplaying Dr. John Dee the Ex-Watcher**

Reborn again you stand ready to take your position as Watcher. You have been a Slayer’s Watcher many times over in your lifetimes. You are steeped in the traditions of the Watchers, but also an outsider to the Council. You want to take an active part in the hunt for the supernatural instead of being a mere observer. While committed to training and preparing the Slayer, you are also a lot more likely than other Watchers to go out on patrols.

Given your new approach on the war against the supernatural, you are becoming more aggressive and dedicated. You think nothing of patrolling with your Slayer, and using all who join your battles to their utmost (and perhaps beyond) capacity. No doubt that’s going to get you and them in trouble someday.

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