Buffy RPG / Jesse Kilmartin from Mutant X

Jesse Kilmartin



Name: Jesse Kilmartin

Actor: Forbes March DOB: 12/5/1973

Character Type: Champion

Life Points: 54 Drama Points: 10

Attributes (23 + from Drawbacks) = 27

Strength 4
Dexterity 4
Constitution 4
Intelligence 4 (2 Levels Part of Brainiac Quality)
Perception 4 (1 Level Part of Brainiac Quality)
Willpower 4

Qualities (25 + 10 from Drawbacks) = 35

Attractive +3 (3)
Brainiac (4)
Contacts (Governmental) (2)
Disembody
Fast Reaction Time (2)
Hard to Kill 4 (4)
Molecular
Nerves of Steel (3)
Resources (Wealthy) (6)
Situational Awareness (2)

Drawbacks (10) = 10

Adversary (Genomex & Rogue Mutants) (5)
Honorable (Serious) (2)

Obsession (With Past Projects) (1)
Obsession (With Current Project) (Part of Brainiac Quality) (2)
Tragic Love (4)

Skills (45) = 45

Acrobatics: 5	Knowledge: 5
Art: 0	Kung Fu: 5
Computers: 0	Languages: 1 Italian
Crime: 5	Mr. Fix-It: 4
Doctor: 0	Notice: 5
Driving: 3	Occultism: 5
Getting Medieval: 5	Science: 7
Gun Fu: 0	Sports: 1
Influence: 5	Wild Card: 0

Maneuvers	**Bonus**	**Base Damage**	**Notes**
Catch Weapon	12	None	Ranged Defense Ac
Dodge	17	None	Defense Action
Grapple	20	None	Resisted by Dodge
Jump Kick	14	21	Bash
Kick	16	14	Bash
Parry	17	None	Defense Action
Parry Ranged	15	None	Defense Action
Punch	17	12	Bash

Spin Kick	15	16	Bash
Stake	15	12	Slash/stab
(Through the Heart)	12	12	x5 vs. vamps
Thrown Stake	14	12	Slash/stab
(Through the Heart)	11	12	x5 vs. vamps
Toss	12	8	Bash; must Grapple

Background on Jesse Kilmartin

A Molecular New Mutant with the ability to phase through objects or become rock solid, Jesse is arguably the best with computer technology after Adam. Coming from a rich family background, Jesse is anything but a snob or yuppie, but neither is he shy and withdrawn either.

If Jesse has an opinion, he often voices it. Consequences be damned, but he usually tempers his argument with logic and reasoning. Unless it involves affairs of the heart that is. Fond of the odd joke or two, Jesse kicks ass with his martial arts as well as his brain, although he still has trouble with the odd video game and simulation. Definitely Mr. Cool, well most of the time.

Quote: “Were you unconscious when they were beating the crap out of the rest of us?"

Roleplaying Jesse Kilmartin

Jesse Kilmartin is a sweetly naive and good-natured guy in his early 20s who can alter the density of his body at will - going from rock solid as a stone wall one moment-then walking through a brick wall the next. Jesse led a sheltered childhood, and still has a lot to learn about the harsh realities of the world, but he's more than proved himself an invaluable member of Mutant X.

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