Buffy RPG / Bloody Mary from Supernatural

Bloody Mary



Name: Mary Worthington

Actor: Jovanna Huguet DOB: 29/8/1980

Character Type: Demon

Life Points: 90 Drama Points: 10

Attributes (20 + 3 from Drawbacks) = 23

Strength 6 (2 Levels Part of Demon Quality)
Dexterity 7 (3 Levels Part of Demon Quality)
Constitution 4 (1 Level Part of Demon Quality)
Intelligence 4 (1 Level Part of Demon Quality)
Perception 5 (1 Level Part of Demon Quality)
Willpower 4

Qualities (20 + 4 from Drawbacks) = 24

Demon (12)
Fast Reaction Time (2) (Part of Demon Quality)
Hard to Kill 8 (5) (3 Levels Part of Demon Quality)
Regeneration () ()
Supernatural Attack
Telekinesis 4 (12)
Unique Kill (Burial In Holy Ground) ()

Drawbacks (10) = 10

Adversary (Witches & Champions) (7) (3 Levels Part of Demon Quality)
Honorable (Serious) (2)
Minority (Cheyenne Indian) (1)
Obligation (Responsibility of Totem Warrior) (3)

Skills (20 + 3 from Drawbacks) = 23

Acrobatics: 3	Knowledge: 3
Art: 0	Kung Fu: 5+1
Computers: 0	Languages: 0
Crime: 0	Mr. Fix-It: 0
Doctor: 0	Notice: 2
Driving: 1	Occultism: 3+1
Getting Medieval: 2	Science: 4
Gun Fu: 0	Sports: 0
Influence: 0	Wild Card: 0

Maneuvers	**Bonus**	**Base Damage**	**Notes**
Catch Weapon	8	None	Ranged Defense Ac
Dodge	13	None	Defense Action
Grapple	15	None	Resisted by Dodge
Jump Kick	8	27	Bash
Kick	12	18	Bash
Parry	13	None	Defense Action
Parry Ranged	11	None	Defense Action
Punch	13	16	Bash
Spin Kick	11	20	Bash

Stake	9	16	Slash/stab
(Through the Heart)	6	16	x5 vs. vamps
Toss	12	8	Bash; must Grapple

Background on Bloody Mary

Bloody Mary has the power to travel through all reflective surfaces when she is hunting a victim.

An urban legend that says that anyone who chants the words "Bloody Mary" three times in front of a mirror will summon a vengeful spirit. This spirit has been reported to do a variety of things to the person who summons her, including killing the person, scratching their eyes out, driving them mad or pulling them into the mirror with the spirit--generally referred to as the spirit of a woman or even a witch. This is an old legend, but in 1978 a folklorist named Janet Langlois published an essay on Bloody Mary, which led to the tale becoming a popular slumber party ritual done by girls as well as boys. No one knows the origins of the Bloody Mary legend; over the years, she has been rumored to be anything from a witch that was killed for practicing witchcraft to a modern-day woman killed in a car crash, depending on what part of the country you live in.

There is a great deal of folklore associated with mirrors, including the belief that the soul projects out of the body and into mirrors in the form of reflection. This belief underlies the most widely known mirror superstition: that breaking a mirror brings seven years of bad luck. Many cultures believe that breaking a mirror also breaks the soul of the one who broke it. The soul, angered at being hurt, exacts seven years of bad luck in payment for such carelessness. The Romans attributed the bad luck to their belief that life renews itself every seven years. To break a mirror meant breaking one's health, and this could not be remedied for seven years.

In some cultures, breaking a mirror was thought to presage a death in the family. This association of mirrors with death is common and stems from the belief that the soul can become trapped in the mirror. For this reason, children were often not allowed to look in a mirror until they were at least one year old. Mirrors were covered during sleep and illness so that the soul, in its wanderings, would not become trapped and unable to return to the body. After a death, mirrors were also covered to prevent the soul of the newly departed from becoming caught in the mirror, delaying its journey to the afterlife.

Quote: “It’s nothing but showy gypsy stuff.” **Roleplaying Bloody Mary**

Dani .

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