Buffy RPG / Kirigi, Agent of the Hand



Kirigi

Name: Kirigi DOB: 22/3/1975

Actor: Will Yun Lee DOB: 22/3/1975

Character Type: Warrior Assassin

Life Points: 69 Drama Points: 10

Attributes (20 + 8 from Drawbacks) = 28

Strength 6 (1 Level Part of Hand Assassin Quality)
Dexterity 6 (1 Level Part of Hand Assassin Quality)
Constitution 5
Intelligence 3
Perception 5
Willpower 5

Qualities (20 + 2 from Drawbacks) = 22

Attractive +2 (2)
Contacts (Criminal) (3)
Fast Reaction Time (2)
Hand Assassin (Same as Slayer-In-Training (4)
Hard to Kill 5 (5)
Nerves of Steel (3)
Psychic Visions* (1)
Situational Awareness (2)

Drawbacks (10) = 10

Adversary (The Chaste & Various Others) (3)
Honorable (2)
Obligation (Major) (Part of Hand Assassin Quality)
Mental Problem (Cruelty) (1)

Skills (30 + 8 from Drawbacks) = 38

Acrobatics: 5+1	Knowledge: 4
Art: 0	Kung Fu: 5+1
Computers: 0	Languages: 3
Crime: 5	Mr. Fix-It: 0
Doctor: 1	Notice: 4
Driving: 0	Occultism: 4+1
Getting Medieval: 9+1	Science: 0
Gun Fu: 0	Sports: 0
Influence: 2	Wild Card: 0

Maneuvers	**Bonus**	**Base Damage**	**Notes**
Catch Weapon	8	None	Ranged Defense Ac
Disarm	11	None	Resisted by Parry
Dodge	13	None	Defense Action
Grapple	15	None	Resisted by Dodge
Jump Kick	10	21	Bash
Kick	12	14	Bash
Parry	13	None	Defense Action
Parry Ranged	11	None	Defense Action
Punch	13	12	Bash

Spin Kick	11	16	Bash
Stake	17	12	Slash/stab
(Through the Heart)	14	12	x5 vs. vamps
Sweep Kick	12	6	Bash; Target Prone
Sword	17	24	Slash/stab
(Decapitation)	12	24	x5 Damage
(Whirling Sword)	13	24	Attack And Defend A
Thrown Stake	16	10	Slash/stab
(Through the Heart)	13	10	x5 vs. vamps
Toss	9	6	Bash; must Grapple

* +1 to all combat rolls or scores from Psychic Visions Quality already included in above maneuvers.

Background on Kirigi

One of the members of The Hand, Kirigi is younger than some of the other Ninja leaders, but he's a power-hungry reactionary who wants to lead the assassin clan. He favors the old ways and dresses the part, wearing the traditional robes of a Zen monk. He has the hardened scowl of a warrior and is trailed by an intimidating entourage of killers. Unpredictable and frightening, determined to lead the council of The Hand, Kirigi accepts the assignment to kill Mark Miller, knowing that his chance at leading the shadow world of killers depends on his success. Furious when Elektra eliminates his hand-picked killers, one by one, Kirigi ultimately faces off against the female Gai-jin killer.

Quote: “Try asking for my number.” **Roleplaying Kirigi**

Kirigi is a loner, living in the shadows, constantly on the move and unknown even to those who hire him. He follows his own morale code. Even though he is one of the world's best assassins.

MARVEL, and the distinctive likenesses are trademarks of Marvel Characters, Inc., and are used without permission.
Copyright 2004 Marvel Characters, Inc. All rights reserved.

? 2005 Twentieth Century Fox. All Rights Reserved. Image used without permission.

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 FreddyB.