


Portrait	Identity		Miscellaneous		201 Points																																										
	✂ Name	Max Spolone	Created	May 2, 2022 at 12:18 PM	0 Unspent																																										
	Title		Modified	May 18, 2022 at 11:07 PM	0 Race																																										
	Organization		Player	Jollyfish	114 Attributes																																										
					3 Advantages																																										
Description																																															
✂ Gender	Male	✂ Height	5' 4"	✂ Hair	Black																																										
✂ Age	26	✂ Weight	176 lb	✂ Eyes	Brown																																										
✂ Birthday	October 3	Size	+0	✂ Skin	Pale																																										
Religion		TL	6	✂ Hand	Right																																										
201 Points																																															
0 Quirks 109 Skills 0 Spells																																															
Primary Attributes		Secondary Attributes		Humanoid																																											
[0] 10 Strength (ST) [40] 12 Dexterity (DX) [20] 11 Intelligence (IQ) [0] 10 Health (HT)		[0] 11 Will [0] 11 Fright Check [0] 11 Perception (Per) [0] 11 Vision [0] 11 Hearing [0] 11 Taste & Smell [0] 11 Touch [50] 8 Basic Speed [0] 8 Basic Move		<table border="1"> <thead> <tr> <th>Roll</th> <th>Location</th> <th>DR</th> </tr> </thead> <tbody> <tr><td>-</td><td>Eyes</td><td>-9 2</td></tr> <tr><td>3-4</td><td>Skull</td><td>-7 6</td></tr> <tr><td>5</td><td>Face</td><td>-5 2</td></tr> <tr><td>6-7</td><td>Right Leg</td><td>-2 0</td></tr> <tr><td>8</td><td>Right Arm</td><td>-2 0</td></tr> <tr><td>9-10</td><td>Torso</td><td>+0 6</td></tr> <tr><td>11</td><td>Groin</td><td>-3 0</td></tr> <tr><td>12</td><td>Left Arm</td><td>-2 0</td></tr> <tr><td>13-14</td><td>Left Leg</td><td>-2 0</td></tr> <tr><td>15</td><td>Hand</td><td>-4 0</td></tr> <tr><td>16</td><td>Foot</td><td>-4 0</td></tr> <tr><td>17-18</td><td>Neck</td><td>-5 0</td></tr> <tr><td>-</td><td>Vitals</td><td>-3 6</td></tr> </tbody> </table>		Roll	Location	DR	-	Eyes	-9 2	3-4	Skull	-7 6	5	Face	-5 2	6-7	Right Leg	-2 0	8	Right Arm	-2 0	9-10	Torso	+0 6	11	Groin	-3 0	12	Left Arm	-2 0	13-14	Left Leg	-2 0	15	Hand	-4 0	16	Foot	-4 0	17-18	Neck	-5 0	-	Vitals	-3 6
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1d-2 Basic Thrust 1d Basic Swing				Encumbrance, Move & Dodge																																											
Point Pools				<table border="1"> <thead> <tr> <th>Level</th> <th>Max Load</th> <th>Move</th> <th>Dodge</th> </tr> </thead> <tbody> <tr><td>0 None</td><td>20 lb</td><td>8</td><td>11</td></tr> <tr><td>1 Light</td><td>40 lb</td><td>6</td><td>10</td></tr> <tr><td>2 Medium</td><td>60 lb</td><td>4</td><td>9</td></tr> <tr><td>3 Heavy</td><td>120 lb</td><td>3</td><td>8</td></tr> <tr><td>4 X-Heavy</td><td>200 lb</td><td>1</td><td>7</td></tr> </tbody> </table>		Level	Max Load	Move	Dodge	0 None	20 lb	8	11	1 Light	40 lb	6	10	2 Medium	60 lb	4	9	3 Heavy	120 lb	3	8	4 X-Heavy	200 lb	1	7																		
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[0] 10 of 10 FP [Rested] [4] 12 of 12 HP [Healthy]				Lifting & Moving Things																																											
				20 lb Basic Lift 40 lb One-Handed Lift 160 lb Two-Handed Lift 240 lb Shove & Knock Over 480 lb Running Shove & Knock Over 300 lb Carry On Back 1,000 lb Shift Slightly																																											
Modifier																																															
Reaction																																															
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Advantages & Disadvantages				Pts		Skills				SL	RSL	Pts		
Exotics (Max 30% of base budget before disadvantages)				0										
✓	#	Carried Equipment (19.54 lb; \$1,878)				Uses	\$	📦	🏠	\$	📦	🏠	📖	
✓	1	Bulletproof Vest					750	8 lb	750		8 lb		HT66	
✓	1	Gas Mask					100	4 lb	100		4 lb		HT72	
✓	1	Medium Helmet					60	3 lb	60		3 lb		HT70	
✓	1	Colt .38 Super Auto					950	2.8 lb	950		2.8 lb		HT98	
✓	60	.38 Super Auto (9x23mmSR)					0.3	0.029 lb	18		1.74 lb		HT176	
#	Other Equipment (\$6,000)					Uses	\$	📦	🏠	\$	📦	🏠	📖	
1	Mock 0.5 (Ford V-8)						6,000	1,600 lb	6,000		1,600 lb		HT236	
Ford V-8 Stats														
ST/HP Hnd/SR HT Move LWt. Load SM Occ. DR Range Cost Locations														
47 0/3 11f 2/39* 1.3 0.5 +3 1+4 8 250 \$6,000 G4W														
Notes														📖
Backstory														
Max Spolone was a Hitman and Cleaner for a certain subset of the Mafia. After a setup by his own boss, he narrowly escaped in his custom Ford V-8, the Mock 0.5. He tried to get into a newly started racing circuit in order to make some dough, but his criminal record and the constant threat of becoming the hit instead of the hitman meant he couldn't stick around long enough to make it past the qualifiers (he insists he totally would have won the whole shebang too!)														
After being on the run for a long time from both the law and his former "family", he was contacted by a certain secret organization with an offer he couldn't refuse. In exchange for eliminating the problem of his former employer and hide his criminal records, he would work for them using his driving and shooting expertise to retrieve things for them, no questions asked... While he was hesitant to trust another shady organization after the last betrayal, he was too down on his luck to turn them down so the deal was struck.														
For a time all seemed well, he was able to move about freely and even managed to win a few races in his spare time...until one day a letter was dropped off to him by someone who was definitely not his usual postman... It was time to collect his dues, he was on the clock now, and potentially forever...														
Car Notes														
Acceleration = 2yds/sec/sec(round)														
Top Speeds:														
Paved/Brick Road: 23.833r yds/sec(round)														
Dirt Road: 9.533r yds/sec(round)														
Plains Off-Road: 2 yds/sec(round)														
Anything else: lol not moving														
+60% if you floor it.														
These rates assume sustained travel at a safe cruising speed. A vehicle going flat out can move up to 60% faster (e.g., Top Speed x 2 mph over Good terrain, like a road), but the GM may require hourly control rolls to avoid a mishap, such as a collision.														
Car Carry Weight = 500 lbs total														
Collisions														
For the purpose of attack and defense rolls, any attempt to use a vehicle as a weapon is a slam (see Slam, p. 368), with the operator rolling against control skill to hit. If the intent is to ram, calculate collision damage normally. If the intent is to force another vehicle off the road, assess damage for a "side-on" collision, but damage is knockback only. For details, see Collisions and Falls (p. 430).														
Control Rolls														
The operator must make a control roll whenever he attempts a risky maneuver or encounters an obstacle, and whenever his vehicle suffers knockback or major damage. On a failure, he loses control of the vehicle.														
If you are using a rulebook that supplies a "crash table" for that type of vehicle, roll on the table; otherwise, see the applicable paragraph below. In addition to these results, a failed control roll always erases any accumulated bonuses for Aim maneuvers, and gives a penalty equal to the margin of failure to any attack from the vehicle until the operator's next turn.														
Ground Vehicle: Failure by SR or less means the vehicle skids and fails to go in the intended direction if you were trying to turn – or veers randomly left or right otherwise. The GM determines if it hits something.														
Failure by more than SR, or critical failure, means it rolls or spins out and crashes. It skids or rolls for a distance equal to 1/3 its current velocity before coming to a stop, and suffers falling damage based on the velocity it had when it lost control.														

**Defense**

A vehicle's operator may maneuver evasively to avoid attacks on his vehicle. Treat this as a dodge; see Dodging (p. 374). A vehicle's Dodge score is (operator's control skill/2) + vehicle's

Handling, rounded down. For example, a biker with Driving (Motorcycle)<sup>14</sup> on a motorcycle with Handling +1 has a Dodge of 14/2 + 1 = 8. The GM may require Dodge rolls to avoid other hazards, such as baby carriages and potholes, or to maneuver through tight spots. These could be instead of control rolls, or to avoid disaster after failed control rolls!

Occupants who are free to move (not strapped in, etc.) may dodge attacks specifically targeted on them, but they get no defense against stray shots or attacks that penetrate the vehicle and go on to strike them.

Hit Locations for car = G4W = windows, 4 wheels

**Vehicle Hit Location Table**

Roll Location (Penalty)

3-8 Body\* (0)

9 Body\* or Exposed Rider [E] (0)

10 Body\* (0)

11 Large Glass Window [G] (-3)

12-14 Body\* (0)

15-16 Wheel [W] (-4) (FLeft, FRight, BLeft, BRight)

17-18 Vital Area (-3)

Large Glass Window [G] or Small Glass Window [g]: A window or canopy is struck. Check for an occupant hit (see Occupant Hit Table, below). If a hit occurs, the attack strikes an occupant instead of the vehicle. A closed window gives half the vehicle's DR (round up).

Body: The vehicle's hull. If a powered vehicle sustains a major wound, roll against HT. On a failure, the power or propulsion system is damaged, halving Move.

Vital Area: A powered vehicle (anything with a ST attribute) has vital areas: engines, fuel tanks, etc. The wounding modifier for a tight-beam burning attack is x2; that for an impaling or any piercing attack is x3! Unpowered vehicles (e.g., sailing ships and wagons) don't usually have vital areas – treat as a body hit.

Wheel [W]: A wheel is hit. Damage over HP/(2 x number of wheels on vehicle) cripples the wheel; effects are the same as for a character with an equal number of legs losing one leg. Excess damage is lost. If the wheel of a vehicle with tires sustains any damage, roll vs. HT. Failure means a flat tire that cripples the wheel until changed.

**Occupants and Vehicle Damage**

When damage penetrates a vehicle's DR, the occupants may suffer damage as well as the vehicle – the result of ricocheting projectiles, flying debris, etc.

Whenever five or more points of damage penetrate an occupied location (usually the body, main turret, or a superstructure), roll 3d on the Occupant Hit Table, below. If an occupant is hit, he takes 1d cutting damage per five full points of penetrating damage the vehicle sustained. Roll randomly for hit location. The occupant's own DR protects him.

If occupant damage exceeds 4d, the GM may opt to divide it among multiple occupants in 4d (or smaller) increments; e.g., 7d damage might inflict 4d on one occupant and 3d on another.

Note that occupant damage is separate from damage to the vehicle.

**OCCUPANT HIT TABLE**

Use this table when an attack penetrates an object containing occupants (e.g., a vehicle body). Cross-index the number of occupants with the vehicle or structure's Size Modifier, and then roll 3d against the resulting number;

the more tightly packed the object, the higher the number. On a roll of this number or less, an occupant is hit. If multiple occupants could be hit, the GM determines who was hit randomly or by fiat.

For a single Occupant in a +3 vehicle, the number to beat is 8.

More Vehicle Details on B462

▼ **Gun Notes****Fast-Firing**

The RoF 3 listed for most semiautomatic weapons and double-action revolvers assumes that the shooter will fire no more than three times a second. In practice, one can pull the trigger up to twice as fast . . . often to the detriment of actually scoring a hit. Pulling the trigger quickly can increase RoF to as high as 6 – at -4 to Guns. Learn the Fast-Firing technique (p. 251) to “buy off” this penalty. Increase Rcl by 2 at RoF 5 and by 4 at RoF 6. Even with RoF 5+, you can't use Spraying Fire (p. B409) with a weapon that isn't in fact a full-automatic weapon, but you can use Suppression Fire (p. B409).



## Modifiers for Road Quality

Ground vehicle, good road: -1 if handheld weapon, 0 otherwise

Ground vehicle, bad road: 0 if stabilized turret or stabilized open mount; -1 if fixed mount, hardpoint, or carriage; -2 if external open mount; -3 if handheld weapon

Ground vehicle, off-road: -1 if stabilized turret or stabilized open mount; -2 if fixed mount, hardpoint, or carriage; -3 if external open mount; -4 if handheld weapon

### Shooting While Driving (Tentative) Check B469

When using a weapon from a moving platform – be it a Tommy gun from a getaway car, or a javelin from atop one of Hannibal's elephants it's usually harder to hit your target than when you're standing still or moving yourself. The penalty depends on how rough the ride is and whether you're using a weapon mount or a handheld weapon – see Ranged Attack Modifiers (p. 548).

It's even harder to shoot straight if you don't know when the vehicle will weave or dodge! If the vehicle dodged and you aren't the operator, you have an extra -2 to hit, or -4 if flying.

Aiming on the move is particularly difficult. The combined bonuses from aiming (Accuracy, extra turns of Aim, targeting systems, and bracing) cannot exceed the SR of a moving vehicle unless the sights or mount are stabilized. Also apply this limit when firing from a stationary vehicle that is bobbing in the water or floating in turbulent air. In space, only apply this limit when maneuvering, not when moving in a straight line.

It is also important to consider apparent relative speed. If two cars are rushing toward each other on a collision course, the speed of one, relative to the other, may be over 120 mph . . . but the apparent relative speed is zero. Only apply speed penalties for crossing targets. Ignore the speed of targets moving more or less directly toward or away from you.

also handheld weapons can only be fired out of open windows/leaning out of the door (or else you break said window and have to use a ready to clear it) (assuming you don't have a turret or truck bed you are standing in) and If the operator fires a handheld weapon, he must take a Move and Attack maneuver. This gives him -2 to hit or a penalty equal to his weapon's Bulk, whichever is worse – his attention is divided between driving and shooting. Do not apply this penalty to mounted weapon attacks, ramming attempts, or vehicular melee attacks.