


Portrait	Identity		Miscellaneous		206 Points	
	✂ Name	Riflestein	Created	May 20, 2022 at 10:29 PM		1 Unspent
	Title	Agent	Modified	May 26, 2022 at 9:54 PM		0 Race
	Organization	Titan Callers	Player	Jollyfish		74 Attributes
	Description					79 Advantages
	✂ Gender	Female	✂ Height	6' 7"	✂ Hair	Redhead
✂ Age	25	✂ Weight	213 lb	✂ Eyes	Brown	-5 Quirks
✂ Birthday	June 1	Size	+0	✂ Skin	Light Brown	117 Skills
Religion		TL	6	✂ Hand	Ambidexter	0 Spells

Primary Attributes		Secondary Attributes		Humanoid			Encumbrance, Move & Dodge			
[50] 15 Strength (ST)	[0] 10 Will	Roll	Location	DR	Level	Max Load	Move	Dodge		
[0] 10 Dexterity (DX)	[0] 12 Fright Check	-	Eyes	-9	2	0 None	45 lb	5	9	
[20] 11 Intelligence (IQ)	[0] 10 Perception (Per)	3-4	Skull	-7	19	1 Light	90 lb	4	8	
[0] 10 Health (HT)	[0] 10 Vision	5	Face	-5	13	2 Medium	135 lb	3	7	
1d+1 Basic Thrust	[0] 10 Hearing	6-7	Right Leg	-2	15	3 Heavy	270 lb	2	6	
2d+1 Basic Swing	[0] 10 Taste & Smell	8	Right Arm	-2	15	4 X-Heavy	450 lb	1	5	
	[0] 10 Touch	9-10	Torso	+0	27	Lifting & Moving Things				
	[0] 5 Basic Speed	11	Groin	-3	11	45 lb Basic Lift				
	[0] 5 Basic Move	12	Left Arm	-2	15	90 lb One-Handed Lift				
		13-14	Left Leg	-2	15	360 lb Two-Handed Lift				
		15	Hand	-4	16	540 lb Shove & Knock Over				
		16	Foot	-4	17/21	1,080 lb Running Shove & Knock Over				
		17-18	Neck	-5	11	675 lb Carry On Back				
		-	Vitals	-3	27	2,250 lb Shift Slightly				

Modifier	Condition
-3	added to any penalties assessed for excessive drinking the previous evening and add 3 hours to hangover duration
-2	on all HT rolls related to drinking
+3	on all HT rolls to avoid knockdown and stunning
+6	on all IQ rolls to wake up or to recover from surprise or mental stun
-3	to HT rolls to avoid illness brought on by rich or spicy food, strong drink, etc.
+1	to initiative rolls for your side (+2 if you are the leader)
+3	to resist torture

Melee Weapons						Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural Attacks						Bite	10	No	No	1d cr	C	
Natural Attacks						Kick	8	No		1d+1 cr	C,1	
Natural Attacks						Punch	10	9		1d cr	C	

Ranged Weapons					Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Browning M1918 BAR, .30-06						34	5	7d+1 pi	1,100/4,500	9	20(3)	-6	2	10+

Advantages & Disadvantages		Pts	■	Skills				SL	RSL	Pts	■
▶ Regular Advantages		47		Guns/TL6 (Rifle)				34	DX+24	92	B198
▶ Exotics (no more than 30% base points)		28		Dual-Weapon Attack (Guns (Rifle))				34	+0	5	B230+
▼ Money and Signature Gear		4		Default: Guns (Rifle) - 4							
Signature Gear (2x Browning M1918 BAR, .30-06, rifle sling, and 80 ammo) 2		2	B85	Fast-Draw/TL6 (Ammo)				13	DX+3	4	B194+
For equipment normally bought with money, each point gives goods worth up to 50% of the average campaign starting wealth (but never cash).				Fast-Draw (Long Arm)				12	DX+2	2	B194+
Signature Gear (Armor Set) 2		2	B85	Targeted Attack (@Specialty/Eye) (Guns (Rifle))				30	-4	6	GF29
For equipment normally bought with money, each point gives goods worth up to 50% of the average campaign starting wealth (but never cash).				Default: Guns (Rifle) - 9							
Gas Mask, Heavy Gauntlets, Steel Corselet, Heavy Helmet, Bulletproof Vest, Boots (Steel-Toed), Light Body Armor (Arms, Legs)				Tactics				12	IQ+1	8	B224+
Natural Attacks		0	B271								
▼ Quirks		-5									
Alcohol Intolerance		-1	B165								
Dull		-1	B164								
Horrible Hangovers		-1	B165								
Humble		-1	B164								

Advantages & Disadvantages		Pts	📖	Skills		SL	RSL	Pts	📖
Nervous Stomach		-1	B165						
▼ Other		-10							
IQ Discount		-10							
▼ Disadvantages		-50							
Fragile (Unnatural)		-50	B137						
Automatically fail HT roll to stay alive if reduced to -HP or below									

✓	#	Carried Equipment (86.18 lb; \$14,960)		Uses	\$	📦	📦	📦	📦	📖
✓	1	▼ Signature Gear (Armor)			0	0 lb	6,610	44.5 lb		
✓	1	Gas Mask			270	4 lb	270	4 lb	B285	
		1916								
✓	1	Heavy Gauntlets			250	2.5 lb	250	2.5 lb	B284	
✓	1	Steel Corselet			1,200	8 lb	1,200	8 lb	HT66	
		Expensive								
✓	1	Heavy Helmet			270	5 lb	270	5 lb	HT70	
		1916								
✓	1	Bulletproof Vest			2,325	8 lb	2,325	8 lb	HT66	
		1920s								
✓	1	Boots, Steel-Toed			410	4 lb	410	4 lb	HT68	
		1930?								
		DR+4 to toes.								
✓	1	Light Body Armor (arms)			870	5 lb	870	5 lb	HT68	
		1918?								
✓	1	Light Body Armor (legs)			1,015	8 lb	1,015	8 lb	HT68	
		1918?								
✓	1	▼ Signature Gear (Guns)			0	0 lb	8,230	39.68 lb		
✓	1	▼ Rifle Sling			10	1 lb	8,014	35.2 lb	HT154	
✓	2	Browning M1918 BAR, .30-06			4,002	17.1 lb	8,004	34.2 lb	HT120	
		1918; Supplier								
✓	80	.30-06 Springfield (7.62x63mm)			2.7	0.056 lb	216	4.48 lb	HT176	
		1918								
✓	1	Clothing, Ordinary, Status 0			120	2 lb	120	2 lb	HT63	

Notes										📖
▼ Backstory										
<p>Riflestein is the codename of Ms. Anna Gloriantha a cobbled together woman who was animated by lightning and elan vital. Technically she never existed before being animated as her body is made up of several of the best agents in the organization and the minds of assassins and marksmen the world over. Due to her composition, she is prone to falling apart when her armor and natural resistances fail her, but the organization has managed to put her back together every time, perhaps with a few replacements, but ultimately none the worse for wear.</p> <p>When she's not being used as a cheaply put back together super soldier, she works as a school teacher in an undisclosed American countryside. The switch from her programmed calm and helpful teacher personality to her cold and calculating agent demeanor would be rather jarring to those who witnessed it in action. For that reason, she is instructed to take occasional leaves of absence to visit "family" in the "big city" when ordered on missions. She is then put into a state of autonomous trance until arriving at the mission site, not too unlike the drugs used for normal agents.</p> <p>Her body is fully decked in the best armors money can buy, her skin enhanced with superior engineering and implants to give her body more durability, and enough strength to wield two rifles and fire them with ease using the skills imparted from fallen agents.</p>										