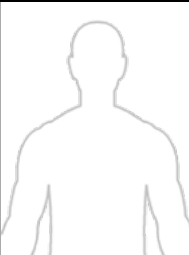


Portrait 	<b>Identity</b>	<b>Player Information</b>	<b>672 Points</b>
	Name: <b>MIB</b> Title: <b>H89</b> Religion: <b>WHO (Grey)</b>	Player: <b>Image</b> Campaign: <b>Madness Dossier</b> Created On: <b>Oct 23, 2014</b>	Race: <b>635</b> Attributes: <b>0</b> Advantages: <b>0</b> Disadvantages: <b>0</b> Quirks: <b>0</b> Skills: <b>45</b> Spells: <b>0</b> Earned: <b>- 8</b>
<b>Description</b>			
Race: <b>Human</b>	Height: <b>6' 0.04724"</b>	Hair: <b>Redhead, Curly, Medium</b>	
Gender: <b>Male</b>	Weight: <b>180.81 lb</b>	Eyes: <b>Brown</b>	
Age: <b>37</b>	Size: <b>+ 0</b>	Skin: <b>Dark Tan</b>	
Birthday: <b>January 16</b>	TL: <b>8</b>	Hand: <b>Right</b>	

<b>Attributes</b>	<b>Encumbrance, Move &amp; Dodge</b>	<b>Hit Location</b>	<b>Fatigue/Hit Points</b>																																																																																																																														
Strength (ST): <b>12</b> Dexterity (DX): <b>12</b> Intelligence (IQ): <b>10</b> Health (HT): <b>12</b> Will: <b>13</b> Fright Check: <b>15</b> Basic Speed: <b>6</b> Basic Move: <b>6</b> Perception: <b>13</b> Vision: <b>13</b> Hearing: <b>13</b> Taste & Smell: <b>13</b> Touch: <b>13</b> thr: <b>1d-1</b> sw: <b>1d+2</b>	<table border="1"> <thead> <tr> <th>Level</th> <th>Max Load</th> <th>Move</th> <th>Dodge</th> </tr> </thead> <tbody> <tr> <td>• None (0)</td> <td><b>29 lb</b></td> <td><b>6</b></td> <td><b>10</b></td> </tr> <tr> <td>Light (1)</td> <td><b>58 lb</b></td> <td><b>4</b></td> <td><b>9</b></td> </tr> <tr> <td>Medium (2)</td> <td><b>87 lb</b></td> <td><b>3</b></td> <td><b>8</b></td> </tr> <tr> <td>Heavy (3)</td> <td><b>174 lb</b></td> <td><b>2</b></td> <td><b>7</b></td> </tr> <tr> <td>X-Heavy (4)</td> <td><b>290 lb</b></td> <td><b>1</b></td> <td><b>6</b></td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="2">Lifting &amp; Moving Things</th> </tr> </thead> <tbody> <tr> <td>Basic Lift:</td> <td><b>29 lb</b></td> </tr> <tr> <td>One-Handed Lift:</td> <td><b>58 lb</b></td> </tr> <tr> <td>Two-Handed Lift:</td> <td><b>232 lb</b></td> </tr> <tr> <td>Shove &amp; Knock Over:</td> <td><b>348 lb</b></td> </tr> <tr> <td>Running Shove &amp; Knock Over:</td> <td><b>696 lb</b></td> </tr> <tr> <td>Carry On Back:</td> <td><b>435 lb</b></td> </tr> <tr> <td>Shift Slightly:</td> <td><b>1,450 lb</b></td> </tr> </tbody> </table>	Level	Max Load	Move	Dodge	• None (0)	<b>29 lb</b>	<b>6</b>	<b>10</b>	Light (1)	<b>58 lb</b>	<b>4</b>	<b>9</b>	Medium (2)	<b>87 lb</b>	<b>3</b>	<b>8</b>	Heavy (3)	<b>174 lb</b>	<b>2</b>	<b>7</b>	X-Heavy (4)	<b>290 lb</b>	<b>1</b>	<b>6</b>	Lifting & Moving Things		Basic Lift:	<b>29 lb</b>	One-Handed Lift:	<b>58 lb</b>	Two-Handed Lift:	<b>232 lb</b>	Shove & Knock Over:	<b>348 lb</b>	Running Shove & Knock Over:	<b>696 lb</b>	Carry On Back:	<b>435 lb</b>	Shift Slightly:	<b>1,450 lb</b>	<table border="1"> <thead> <tr> <th>Roll</th> <th>Where</th> <th>-</th> <th>DR</th> </tr> </thead> <tbody> <tr> <td>-</td> <td>Eye</td> <td>-9</td> <td>0</td> </tr> <tr> <td>3-4</td> <td>Skull</td> <td>-7</td> <td>2</td> </tr> <tr> <td>5</td> <td>Face</td> <td>-5</td> <td>0</td> </tr> <tr> <td>6-7</td> <td>R. Leg</td> <td>-2</td> <td>0</td> </tr> <tr> <td>8</td> <td>R. Arm</td> <td>-2</td> <td>0</td> </tr> <tr> <td>9-10</td> <td>Torso</td> <td>0</td> <td>0</td> </tr> <tr> <td>11</td> <td>Groin</td> <td>-3</td> <td>0</td> </tr> <tr> <td>12</td> <td>L. Arm</td> <td>-2</td> <td>0</td> </tr> <tr> <td>13-14</td> <td>L. Leg</td> <td>-2</td> <td>0</td> </tr> <tr> <td>15</td> <td>Hand</td> <td>-4</td> <td>0</td> </tr> <tr> <td>16</td> <td>Foot</td> <td>-4</td> <td>0</td> </tr> <tr> <td>17-18</td> <td>Neck</td> <td>-5</td> <td>0</td> </tr> <tr> <td>-</td> <td>Vitals</td> <td>-3</td> <td>0</td> </tr> </tbody> </table>	Roll	Where	-	DR	-	Eye	-9	0	3-4	Skull	-7	2	5	Face	-5	0	6-7	R. Leg	-2	0	8	R. Arm	-2	0	9-10	Torso	0	0	11	Groin	-3	0	12	L. Arm	-2	0	13-14	L. Leg	-2	0	15	Hand	-4	0	16	Foot	-4	0	17-18	Neck	-5	0	-	Vitals	-3	0	<table border="1"> <thead> <tr> <th colspan="2">Fatigue/Hit Points</th> </tr> </thead> <tbody> <tr> <td>Current FP:</td> <td>_____</td> </tr> <tr> <td>Basic FP:</td> <td><b>12</b></td> </tr> <tr> <td>Tired:</td> <td><b>3</b></td> </tr> <tr> <td>Collapse:</td> <td><b>0</b></td> </tr> <tr> <td>Unconscious:</td> <td><b>-12</b></td> </tr> <tr> <td>Current HP:</td> <td>_____</td> </tr> <tr> <td>Basic HP:</td> <td><b>17</b></td> </tr> <tr> <td>Reeling:</td> <td><b>5</b></td> </tr> <tr> <td>Collapse:</td> <td><b>0</b></td> </tr> <tr> <td>Check #1:</td> <td><b>-17</b></td> </tr> <tr> <td>Check #2:</td> <td><b>-34</b></td> </tr> <tr> <td>Check #3:</td> <td><b>-51</b></td> </tr> <tr> <td>Check #4:</td> <td><b>-68</b></td> </tr> <tr> <td>Dead:</td> <td><b>-85</b></td> </tr> </tbody> </table>	Fatigue/Hit Points		Current FP:	_____	Basic FP:	<b>12</b>	Tired:	<b>3</b>	Collapse:	<b>0</b>	Unconscious:	<b>-12</b>	Current HP:	_____	Basic HP:	<b>17</b>	Reeling:	<b>5</b>	Collapse:	<b>0</b>	Check #1:	<b>-17</b>	Check #2:	<b>-34</b>	Check #3:	<b>-51</b>	Check #4:	<b>-68</b>	Dead:	<b>-85</b>
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▼ <b>MIB</b>	<b>635</b>	<b>H89</b>	<b>Guns/TL8 (Pistol)</b>	<b>12</b>	<b>DX+0</b>	<b>1</b>	<b>B198</b>
<b>Increased Strength 2</b>	<b>20</b>	<b>B14</b>	▼ <b>MIB</b>				<b>H90</b>
<b>Increased Dexterity 2</b>	<b>40</b>	<b>B15</b>	<b>Intimidation</b>	<b>15</b>	<b>Will+2</b>	<b>4</b>	<b>B202</b>
<b>Increased Health 2</b>	<b>20</b>	<b>B14</b>	<b>Shadowing</b>	<b>12</b>	<b>IQ+2</b>	<b>12</b>	<b>B219</b>
<b>Extra Hit Points 5</b>	<b>10</b>	<b>B16</b>	<b>Judo</b>	<b>13</b>	<b>DX+1</b>	<b>8</b>	<b>B203</b>
<b>Increased Will 3</b>	<b>15</b>	<b>B16</b>	Allows parrying two different attacks per turn, one with each hand.				
<b>Increased Perception 3</b>	<b>15</b>	<b>B16</b>	<b>Arm Lock (Judo)</b>	<b>17</b>	<b>+ 4</b>	<b>4</b>	<b>B230</b>
<b>Rank 6</b>	<b>30</b>	<b>B29</b>	<b>Choke Hold (Judo)</b>	<b>13</b>	<b>+ 0</b>	<b>3</b>	<b>B230, MA69</b>
Administrative: Special Agent			<b>Shortsword</b>	<b>13</b>	<b>DX+1</b>	<b>4</b>	<b>B209</b>
<b>Ally (elite soldiers of police)</b>	<b>72</b>	<b>B36</b>	<b>Beam Weapons/TL8 (Rifle)</b>	<b>14</b>	<b>DX+2</b>	<b>4</b>	<b>B179</b>
Point total (75% of your starting points), +3; Appears quite often (12-), x2; Group of 6-10, x6; Summonable, +100%.			▼ <b>TL8 Everyman</b>				<b>CJoy</b>
<b>Alternate Identity</b>	<b>5</b>	<b>B39</b>	<b>Area Knowledge (Earth)</b>	<b>10</b>	<b>IQ+0</b>	<b>1</b>	<b>B176</b>
John Smith			<b>Computer Operation/TL8</b>	<b>10</b>	<b>IQ+0</b>	<b>1</b>	<b>B184</b>
<b>Combat Reflexes</b>	<b>15</b>	<b>B43</b>	<b>Driving/TL8 (choose Automobile or Motorcycle)</b>	<b>11</b>	<b>DX-1</b>	<b>1</b>	<b>B188</b>
Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)			<b>Housekeeping</b>	<b>10</b>	<b>IQ+0</b>	<b>1</b>	<b>B200</b>
<b>Danger Sense</b>	<b>15</b>	<b>B47</b>	<b>Swimming</b>	<b>12</b>	<b>HT+0</b>	<b>1</b>	<b>B224</b>
<b>Empathy</b>	<b>15</b>	<b>B51</b>					
<b>Hard to Kill 2</b>	<b>4</b>	<b>B58</b>					
<b>High Pain Threshold</b>	<b>10</b>	<b>B59</b>					
Never suffer shock penalties when injured; +3 on all HT rolls to avoid knockdown and stunning; +3 to resist torture							
<b>Indomitable</b>	<b>15</b>	<b>B60</b>					
<b>Legal Enforcement Powers</b>	<b>15</b>	<b>B65</b>					
UN, +15.							
<b>Legal Immunity</b>	<b>15</b>	<b>B65</b>					
Petty Diplomat, +15.							

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Mind Wipe Gizmo 3</b> Based on Will, +20%; Extended Duration (Permanent), +150%; Malediction 1 (-1 per yard of range), +100%; Disadvantage, Delusion (Significant Memory), +10%; No Signature, +20%; Selective Effect, +20%; Takes Extra Time 3, -30%; Breakable (DR 6, Machine, SM -9), -15%; Can Be Stolen (Quick Contest of ST), -30%; Vision-Based, -20%. Shine tiny wands light into eyes for 8s – Will vs Will-2 or False Memories	98	H13					
<b>Rank 6</b> Military: Captain	30	B29					
<b>Patron</b> United Nations (i.e. The Greys), +25; Appears almost all the time (15-), x3; Special Abilities (World), +50%.	113	B72					
<b>Rank 6</b> Police: Captain	30	B29					
<b>Recovery</b>	10	B80					
<b>Security Clearance</b> Broad Clearance with Free Access (Psionics and Technology), +15.	15	B82					
<b>Serendipity 2</b>	30	B83					
<b>Unfazeable</b>	15	B95					
<b>Zeroed</b>	10	B100					
<b>Callous</b>	- 5	B125					
<b>Duty (The Greys)</b> FR: 15, -15; Extremely Hazardous, -5.	-20	B133					
<b>Intolerance (Enemies of The Greys)</b> Scope: Common, -5.	- 5	B140					
<b>No Sense of Humor</b> -2 Reaction	- 10	B146					
<b>Overconfidence</b> CR: 12 (Quite Often).	- 5	B148					
<b>Speaks in monotone</b>	- 1	H90					
<b>Wears black</b>	- 1	H90					

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
<b>Electric Stun Wand</b> B/20 hits.	Linked	0			HT-5(0.5) aff		
<b>Electric Stun Wand</b> B/20 hits.	Swing	13	10	No	1d+2 cr	1	5
<b>Electric Stun Wand</b> B/20 hits.	Thrust	13	10	No	1d-1 cr	1	5
<b>Natural</b>	Kick	10	No		1d-1 cr	C,1	
<b>Natural</b>	Kick w/Boots	10	No		1d cr	C,1	
<b>Natural</b>	Punch	12	10		1d-2 cr	C	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
<b>Electrolaser Carbine</b> C/72 shots.		14	8	HT-4 (2) aff	160/470	3	72(3)	- 4	1	4 †
<b>Electrolaser Carbine</b> C/72 shots.	Linked	0		1d-3 burn						
<b>SIG-Sauer P228, 9x19mm</b>		12	2	2d+1 pi	160/1,800	3	13+1(3)	- 2	2	9

Equipment (6.8 lb; \$4,840)	? #	\$	W	\$	W	Ref
<b>SIG-Sauer P228, 9x19mm</b>	E 1	840	2.1 lb	840	2.1 lb	HT102
<b>Electric Stun Wand</b> B/20 hits.	E 1	100	1 lb	100	1 lb	UT165
<b>Electrolaser Carbine</b> C/72 shots.	E 1	3,900	3.7 lb	3,900	3.7 lb	UT120

