


Portrait	Identity	Miscellaneous	317 Points
	✂ Name: <a href="#">Doug Savage</a> Title: _____ Player: <a href="#">Captain Joy</a>	Created: Nov 17, 2018 at 12:00 AM Modified: Apr 24, 2021 at 5:03 PM Options: wpmdkstC	<b>3</b> Unspent 0 Race 160 Attributes 150 Advantage -25 Disadvantage -5 Quirks 34 Skills 0 Spells
	Description		
Gender: <a href="#">Male</a> ✂ Age: <a href="#">25</a> ✂ Birthday: <a href="#">1915 December 11</a> Religion: _____	✂ Height: <a href="#">6' 3"</a> ✂ Weight: <a href="#">195 lb</a> Size: <a href="#">+0</a> TL: <a href="#">6</a>	✂ Hair: <a href="#">Blond, Straight, Short</a> ✂ Eyes: <a href="#">Gold</a> ✂ Skin: <a href="#">Bronze</a> ✂ Hand: <a href="#">Right</a>	

Attributes	Fatigue Points	Humanoid Locations	Encumbrance, Move & Dodge
[10] <a href="#">11</a> Strength (ST) [40] <a href="#">12</a> Dexterity (DX) [100] <a href="#">15</a> Intelligence (IQ) [20] <a href="#">12</a> Health (HT)	<a href="#">12</a> Current [0] <a href="#">12</a> Basic 3 Tired 0 Collapse -1 Unconscious	Roll   Where   Penalty   DR -   Eye   -9   0 3-4   Skull   -7   2 5   Face   -5   0 6-7   Right Leg   -2   0 8   Right Arm   -2   0 9-10   Torso   0   0 11   Groin   -3   0 12   Left Arm   -2   0 13-14   Left Leg   -2   0 15   Hand   -4   2 16   Foot   -4   2 17-18   Neck   -5   0 -   Vitals   -3   0	Level   Max Load   Move   Dodge 0 None   24 lb   6   9 • 1 Light   48 lb   4   8 2 Medium   72 lb   3   7 3 Heavy   144 lb   2   6 4 X-Heavy   240 lb   1   5
[ -10] <a href="#">13</a> Will 13 Fright Check	<b>Hit Points</b> [0] <a href="#">11</a> Current [0] <a href="#">11</a> Basic 3 Reeling 0 Collapse -11 Check #1 -22 Check #2 -33 Check #3 -44 Check #4 -55 Dead		<b>Lifting &amp; Moving Things</b> 24 lb Basic Lift 48 lb One-Handed Lift 192 lb Two-Handed Lift 288 lb Shove & Knock Over 576 lb Running Shove & Knock Over 360 lb Carry On Back 1,200 lb Shift Slightly
[0] <a href="#">6</a> Basic Speed [0] <a href="#">6</a> Basic Move			
[0] <a href="#">15</a> Perception (Per) 15 Vision 15 Hearing 15 Taste & Smell 15 Touch			
1d-1 Basic Thrust 1d+1 Basic Swing			

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural Attacks	Bite	12	No	No	1d-2 cr	C	
Natural Attacks	Kick	10	No		1d-1 cr	C,1	
Natural Attacks	Punch	12	9		1d-2 cr	C	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Colt Government, .45 ACP includes Weapon Bond perk +1 bonus		15	2	2d pi+	150/1,600	3	7+1(3)	-2	3	10
Crescent Faultless 12G 2.75" Trench Gun Double-Barrel Shotgun, includes being sawed-off (HT106)	Buckshot	12	3	1d+1 pi	40/800	2x9	2(2i)	-5	1	10†
Crescent Faultless 12G 2.75" Trench Gun Double-Barrel Shotgun, includes being sawed-off (HT106)	Buckshot <4 yards	12	3	4d+4(0.25) pi	3/3	2	2(2i)	-5	1	10†
Crescent Faultless 12G 2.75" Trench Gun Double-Barrel Shotgun, includes being sawed-off (HT106)	Slug	12	4	4d+4 pi++	100/1200	2	2(2i)	-5	5	10†

Notes	Ref
<p>Face Man! RSL-1 (Action 1: Heroes, p. 23)            14(IQ): Acting, Diplomacy, Fast-Talk, Gambling, Leadership, Merchant, Propaganda, Public Speaking, and Savoir-Faire – and Administration and Psychology for the purpose of social manipulation.            11(DX): for Dancing            11(HT): Carousing or Sex Appeal            14(Will): Intimidation            14(Per): Body Language            17(Per w Empathy): Detect Lies</p> <p>Investigator! (IQ) RSL-1 (Action 1: Heroes, p. 23)            14(IQ): Criminology, Electronics Operation (Surveillance), Forensics, Intelligence Analysis, Interrogation, Photography, Research, and Shadowing; Accounting and Speed-Reading when the objective is to spot irregularities in records; and Computer Operation when accessing DMV records, fingerprint libraries, Interpol databases, etc.            14(Per): Body Language, Lip Reading, Observation, Search, or Tracking.            17(Per w Empathy): Detect Lies</p>	

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
▼ Advantages	150		Face Man! does not include Charisma, Empathy, nor Voice bonus	14	IQ-1	12	ACT1:23
Empathy	15	B51	Investigator!	14	IQ-1	12	ACT1:23
▼ Face Man Advantages	39	A1:9	Driving/TL6 (Automobile)	11	DX-1	1	B188
Appearance Attractive	4	B21	Guns/TL6 (Pistol) Default: Guns/TL6 (Shotgun) - 2	14	DX+2	4	B198
Charisma 3 +1/level to Influence rolls	15	B41	Guns/TL6 (Shotgun)	12	DX+0	1	B198
Language Talent	10	B65	Stealth	12	DX+1	4	B222
Voice	10	B97					
▼ Investigator Advantages	30						
Danger Sense	15	B47					
Intuition	15	B63					
Language: English Native; Spoken (Native); Written (Native) With Language Talent	0	B24					
Language: French Spoken (Accented); Written (Accented)	4	B24					
Language: German Spoken (Accented); Written (Accented)	4	B24					
Language: Spanish Spoken (Accented); Written (Accented)	4	B24					
Luck, Extraordinary Usable once per 30 minutes of play	30	B66					
▼ Perks	4						
Cloaked trench coat	1	PU2:14					
Honest Face	1	B101					
Purpose (Give Credit to Others)	1	PU2:19					
Weapon Bond (my Colt Gov't)	1	PU2:9					
Wild Talent 1	20	B99					
▼ Disadvantages	-30						
Pacifism: Cannot Harm Innocents	-10	B148					
▼ Quirks	-5						
False Memory I spent the summer with my Aunt Robin when I was 6 years old.	-1	PU6:17					

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Lives by an Oath Let me strive every moment of my life to make myself better and better, to the best of my ability, that all may profit by it. Let me think of the right and lend all my assistance to those who need it, with no regard for anything but justice. Let me take what comes with a smile, without loss of courage. Let me be considerate of my country, of my fellow citizens and my associates in everything I say and do. Let me do right to all, and wrong no man.	- 1	B162					
Nostalgic Whenever the GM assesses a penalty for unfamiliarity (see Familiarity, p. B169) with an item, place, or procedure, you take an extra -1. However, your sincerity about familiar things give you +1 to rolls to "sell" others on them...	- 1	PU6:19					
Nosy Curious CR:17	- 1	PU6:20					
Responsive Anyone who seems to be weak or in trouble gets +1 to manipulate you (for PCs, this often means the rolls under Influencing the PCs, p. B359) or gives you -1 to rolls against Per and Detect Lies, for Empathy, etc. to divine devious actions on their part.	- 1	PU6:20					
Sense of Duty All Humanity	-15	B153					
Natural Attacks	0	B271					

Qty	Carried Equipment (44.985 lb; \$2,079.5)	Uses	\$	Weight	\$	Weight	Ref
1	▼ Belt Holster		25	0.5 lb	875	3.3 lb	HT153
1	Colt Government, .45 ACP includes Weapon Bond perk +1 bonus		850	2.8 lb	850	2.8 lb	HT98
1	Long Coat		50	5 lb	50	5 lb	HT64
1	▼ Ordinary Clothing Status 0		120	4 lb	252.5	5.1 lb	HT63
1	▼ Spare Magazine for Colt Government Holds 7 rounds.		27	0.171 lb	30.5	0.5 lb	HT101
7	.45 ACP (11.43x23mm)		0.5	0.047 lb	3.5	0.329 lb	HT176
1	Cheap Pocket Watch -2 to HT and 1/2 DR		50	0 lb	50	0 lb	HT31
1	Multi-Function Knife		25	0 lb	25	0 lb	HT26
1	Notebook, Pencil, and Chalk Holdout -1		2	0.1 lb	2	0.1 lb	HT17
1	Diary Holdout -1		15	0.5 lb	15	0.5 lb	HT17
1	Magnifying Glass fire starter		10	0 lb	10	0 lb	HT57
1	▼ Budget Monster Hunter Basic Kit		0	0 lb	213	6.16 lb	LMH14
1	Belt		10	0 lb	10	0 lb	HT31
1	Boots Flexible.		80	3 lb	80	3 lb	HT68
1	Leather Gloves		30	0 lb	30	0 lb	B284
1	Felt Hat		60	0.5 lb	60	0.5 lb	HT64
1	Religious Symbol Cross Necklace		1	0 lb	1	0 lb	HT31
1	▼ Waist Pack Holds 10lbs.		10	1 lb	32	2.66 lb	HT54

Qty	Carried Equipment (44.985 lb; \$2,079.5)	Uses	\$	Weight	\$	Weight	Ref
1	Survival Flashlight 1-yard beam.		20	1 lb	20	1 lb	HT52
2	Battery (S)		1	0.33 lb	2	0.66 lb	HT13
1	▼ Sage Lens		0	0 lb	689	25.425 lb	LMH16
1	▼ Shotgun Sling Allows +1 bracing bonus after Bulk penalty seconds		10	1 lb	160	8 lb	HT154
1	Crescent Faultless 12G 2.75" Trench Gun Double-Barrel Shotgun, includes being sawed-off (HT106)		150	7 lb	150	7 lb	LMH10
1	▼ Cartridge Bandoleer Holds 50 rounds.		15	1 lb	40	4.925 lb	HT54
20	12-gauge 2.75" (18.5x70mmR) Light cased. Buckshot.		0.5	0.11 lb	10	2.2 lb	HT176
5	12-gauge 2.75" (18.5x70mmR) Light cased. Slug.		0.5	0.11 lb	2.5	0.55 lb	HT176
25	.45 ACP (11.43x23mm)		0.5	0.047 lb	12.5	1.175 lb	HT176
1	▼ Backpack, Small Holds 50 lbs.		60	3 lb	489	12.5 lb	HT54
1	Personal Basics Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.		5	1 lb	5	1 lb	B288
1	Binoculars 6x magnification.		150	3 lb	150	3 lb	HT47
1	Fingerprint Kit		50	1 lb	50	1 lb	HT216
1	Box Camera Basic equipment for Photography skill. Holds 6-12 exposures.		20	0.5 lb	20	0.5 lb	HT42
2	Film Rolls 24-36 exposures. Holdout +1		2	0 lb	4	0 lb	HT44
1	Forensics Mini-Tool Kit -2 for Forensics		200	4 lb	200	4 lb	LMH:7+