## Portrait

### Identity

| | |
|---|---|
| Name: | **George Lippincott** |
| Title: | **Wagon Master** |
| Religion: | **Episcopalian** |

### Player Information

| | |
|---|---|
| Player: | **Captain Joy** |
| Campaign: | **Old West** |
| Created On: | **Aug 19, 2016** |

### 242 Points

| | |
|---|---|
| Race: | 0 |
| Attributes: | 115 |
| Advantages: | 82 |
| Disadvantages: | -27 |
| Quirks: | -5 |
| Skills: | 74 |
| Spells: | 0 |
| Unspent: | 3 |

### Description

| | | | | | |
|---|---|---|---|---|---|
| Race: | **Human** | Height: | **5' 9"** | Hair: | **Black, Straight, Short** |
| Gender: | **Male** | Weight: | **153 lb** | Eyes: | **Gray** |
| Age: | **32** | Size: | **+0** | Skin: | **Brown** |
| Birthday: | **February 20** | TL: | **5** | Hand: | **Right** |

### Attributes

| | |
|---|---|
| Strength (ST): | **11** |
| Dexterity (DX): | **13** |
| Intelligence (IQ): | **12** |
| Health (HT): | **12** |
| Will: | **10** |
| Fright Check: | **12** |
| Basic Speed: | **6.5** |
| Basic Move: | **4** |
| Perception: | **12** |
| Vision: | **12** |
| Hearing: | **12** |
| Taste & Smell: | **12** |
| Touch: | **12** |

thr: **1d-1**   sw: **1d+1**

### Encumbrance, Move & Dodge

| Level | Max Load | Move | Dodge |
|---|---|---|---|
| None (0) | 24 lb | 4 | 10 |
| • Light (1) | 48 lb | 3 | 9 |
| Medium (2) | 72 lb | 2 | 8 |
| Heavy (3) | 144 lb | 1 | 7 |
| X-Heavy (4) | 240 lb | 1 | 6 |

### Lifting & Moving Things

| | |
|---|---|
| Basic Lift: | 24 lb |
| One-Handed Lift: | 48 lb |
| Two-Handed Lift: | 192 lb |
| Shove & Knock Over: | 288 lb |
| Running Shove & Knock Over: | 576 lb |
| Carry On Back: | 360 lb |
| Shift Slightly: | 1,200 lb |

### Hit Location

| Roll | Where | - | DR |
|---|---|---|---|
| - | Eye | -9 | 0 |
| 3-4 | Skull | -7 | 2 |
| 5 | Face | -5 | 0 |
| 6-7 | Right Leg | -2 | 1 |
| 8 | Right Arm | -2 | 0 |
| 9-10 | Torso | 0 | 0 |
| 11 | Groin | -3 | 0 |
| 12 | Left Arm | -2 | 0 |
| 13-14 | Left Leg | -2 | 1 |
| 15 | Hand | -4 | 1 |
| 16 | Foot | -4 | 2 |
| 17-18 | Neck | -5 | 0 |
| - | Vitals | -3 | 0 |

### Fatigue/Hit Points

| | |
|---|---|
| Current FP: | |
| Basic FP: | **12** |
| Tired: | 3 |
| Collapse: | 0 |
| Unconscious: | -12 |
| Current HP: | |
| Basic HP: | **11** |
| Reeling: | 3 |
| Collapse: | 0 |
| Check #1: | -11 |
| Check #2: | -22 |
| Check #3: | -33 |
| Check #4: | -44 |
| Dead: | -55 |

### Advantages & Disadvantages

| | Pts | Ref |
|---|---|---|
| **Personal** | 0 | |
| **Combat Reflexes** <br> 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) | 15 | B43 |
| **Signature Gear 2** <br> Cavalry horse ($4000) and Colts x2 ($450 x2) up to $5000 | 2 | B85 |
| **Intolerance (Mexicans)** <br> Scope: Occasional, -2. | -2 | B140 |
| **Nightmares** <br> CR: 12 (Resist Quite Often). | -5 | B144 |
| **Odious Personal Habit** <br> -1 Reaction, -5. <br> Spits Tobacco | -5 | B22 |
| **Quirks** | -5 | |
| **Congenial** | -1 | B164 |
| **Dead Giveaway** <br> Favors Left Leg | -1 | PU6:13 |
| **Expression** <br> "Don't rile the wagon master." | -1 | B164 |
| **Minor Handicap (War Wound)** <br> x0.5 to Basic Move turn after dismounting from horse | -1 | PU6:23 |
| **Trivial Reputation** <br> Mexicans | -1 | PU6:33 |
| **Way of the West** | 34 | GunFu35 |
| **Gunslinger** | 25 | B58 |
| **Hard to Kill 2** | 4 | B58 |
| **High Pain Threshold** <br> Never suffer shock penalties when injured; +3 on all HT rolls to avoid knockdown and stunning; +3 to resist torture | 10 | B59 |
| **Perks** | 5 | |
| **Off-Hand Weapon Training (Fast-Draw (Pistol))** | 1 | GunFu20 |
| **Off-Hand Weapon Training (Guns (Pistol))** | 1 | GunFu20 |
| **Weapon Bond (Colt Dragoon-left hand)** | 1 | PU2:9 |

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| Advantages & Disadvantages | Pts | Ref |
|---|---|---|
| **Weapon Bond (Colt Dragoon-right hand)** | 1 | PU2:9 |
| **Style Familiarity (Way of the West)** | 1 | GunFu35 |
| **Code of Honor**<br>Code of the West | -10 | OW31 |
| ▽ **Wagon Master** | 11 | OW40... |
| **Reputation 2**<br>People Affected (Westward Pioneers (small class of people)), x0.33; Recognized sometimes (10-), x0.5. | 1 | B26 |
| **Status 1**<br>Wagon Master | 5 | B28 |
| **Wealth**<br>Comfortable (Starting wealth is 2x average), +10. | 10 | B25 |
| **Sense of Duty**<br>the wagon train, -5. | -5 | B153 |
| ▽ **Cavalry Officer (retired)** | 3 | OW28 |
| **Rank 3**<br>Courtesy, -4 (levels only).<br>Military: 2nd lieutenant | 3 | B29, OW28 |
| **Fastest Gun in the West** | 1 | GunFu18 |
| **Quick Sheathe (Pistols)** | 1 | GunFu18 |

| Skills | SL | RSL | Pts | Ref |
|---|---|---|---|---|
| ▽ **Way of the West** | | | 45 | GunFu35 |
| **Armoury/TL5 (Small Arms)** | 11 | IQ-1 | 1 | B178 |
| **Brawling** | 14 | DX+1 | 2 | B182 |
| **Fast-Draw (Pistol)**<br>includes Combat Reflexes bonus | 15 | DX+2 | 2 | B194 |
| ▽ **Pistols** | | | 25 | |
| **Guns/TL5 (Pistol)**<br>Default: Guns/TL5 (Rifle) - 2<br>does not include Weapon Bond | 19 | DX+6 | 20 | B198 |
| **Cavalry Training (Guns (Pistol))**<br>Default: Guns (Pistol) - 2 | 17 | -2 | 0 | MA69 |
| **Mounted Shooting (Pistol/Horse) (Guns (Pistol))**<br>Default: Guns (Pistol) - 4 | 15 | -4 | 0 | HT251,MA77 |
| **Thumbing (Guns (Pistol))**<br>Default: Guns (Pistol) - 1<br>includes half default penalty for Gunslinger | 18 | -1 | 0 | HT252 |
| **Dual-Weapon Attack (Guns (Pistol))**<br>Default: Guns (Pistol) - 4 | 19 | +0 | 5 | B230,MA83 |
| **Guns/TL5 (Rifle)**<br>Default: Guns/TL5 (Shotgun) - 2 | 13 | DX+0 | 1 | B198 |
| **Guns/TL5 (Shotgun)** | 13 | DX+0 | 1 | B198 |
| **Knife** | 13 | DX+0 | 1 | B208 |
| ▽ **Riding** | | | 12 | |
| **Riding (Equine)**<br>Does NOT include +'s from horse's Mount skill, war saddle, bit and bridle, spurs | 15 | DX+2 | 8 | B217 |
| **Combat Riding (Riding)**<br>Default: Riding | 15 | +0 | 0 | MA69 |
| **Hands-Free Riding (Riding)**<br>Default: Riding - 3 | 15 | +0 | 4 | MA73 |
| ▽ **Wagon Master** | | | 18 | OW40... |
| **Area Knowledge (California Trail (small nation))**<br>General nature of its settlements and towns, political allegiances, leaders, and most citizens of Status 5+ | 12 | IQ+0 | 1 | B176 |
| **Area Knowledge (Oregon Trail (small nation))**<br>General nature of its settlements and towns, political allegiances, leaders, and most citizens of Status 5+ | 12 | IQ+0 | 1 | B176 |

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| Skills | SL | RSL | Pts | Ref |
|---|---|---|---|---|
| **Area Knowledge (Santa Fe Trail (small nation))**<br>General nature of its settlements and towns, political allegiances, leaders, and most citizens of Status 5+ | 12 | IQ+0 | 1 | B176 |
| **Animal Handling (Equines)** | 11 | IQ-1 | 1 | B175 |
| **Detect Lies** | 10 | Per-2 | 1 | B187 |
| **First Aid/TL5** | 12 | IQ+0 | 1 | B195 |
| **Lasso** | 12 | DX-1 | 1 | B204 |
| **Leadership** | 12 | IQ+0 | 2 | B204 |
| **Mechanic/TL5 (Wagon)** | 11 | IQ-1 | 1 | B207 |
| **Psychology** | 10 | IQ-2 | 1 | B216 |
| **Survival (Plains)** | 12 | Per+0 | 2 | B223 |
| **Survival (Desert)**<br>Default: Survival (Plains) - 3 | 9 | Per-3 | 0 | B223 |
| **Survival (Mountain)**<br>Default: Survival (Plains) - 3 | 9 | Per-3 | 0 | B223 |
| **Survival (Woodlands)**<br>Default: Survival (Plains) - 3 | 9 | Per-3 | 0 | B223 |
| **Survival (River/Stream)** | 12 | Per+0 | 2 | B223 |
| **Teamster (Equines)** | 11 | IQ-1 | 1 | B225 |
| **Weather Sense/TL5** | 11 | IQ-1 | 1 | B209 |
| **Tracking** | 11 | Per-1 | 1 | B226 |
| ▽ **Cavalry Officer (retired)** | | | 5 | OW28 |
| **Broadsword** | 12 | DX-1 | 1 | B208 |
| **Tactics** | 12 | IQ+0 | 4 | B224 |
| **Bow** | 12 | DX-1 | 1 | B182 |
| **Knot-Tying** | 13 | DX+0 | 1 | B203 |
| **Observation** | 11 | Per-1 | 1 | B211 |
| **Stealth** | 11 | DX-1 | 1 | B222 |
| **Swimming** | 10 | HT+0 | 1 | B224 |
| **Thrown Weapon (Axe/Mace)** | 13 | DX+0 | 1 | B226 |

| Ranged Weapons | Usage | Lvl | Acc | Damage | Range | RoF | Shots | Bulk | Rcl | ST |
|---|---|---|---|---|---|---|---|---|---|---|
| **Colt M1848 Dragoon, .44 Caplock**<br>Includes Weapon Bond. No lanyard ring. Malf 16. | W.B. | 20 | 2 | 2d+1 pi+ | 100/1,100 | 1 | 5(10i) | -3 | 2 | 10 |
| **Hall M1819, .54 Flintlock**<br>Malf 16. | | 17 | 3 | 3d+1 pi+ | 90/1,000 | 1 | 1(5) | -6 | 3 | 10† |
| **Manton Double, 16G Flintlock**<br>Malf 16. | | 17 | 2 | 1d pi | 40/800 | 2x8 | 2(40i) | -5 | 1/5 | 10† |
| **Rope, 1/2"**<br>"Quantity" represents yards. Supports 300lbs. | Lariat | 12 | 0 | spec. | spec. | 1 | T(spec.) | -2 | | 7† |

| Melee Weapons | Usage | Lvl | Parry | Block | Damage | Reach | ST |
|---|---|---|---|---|---|---|---|
| **Cavalry Saber** | Swung | 12 | 10 | No | 1d+2 cut | 1 | 10 |
| **Cavalry Saber** | Thrust | 12 | 10 | No | 1d imp | 1 | 10 |
| **Natural** | Kick | 12 | No | | 1d-1 cr | C,1 | |
| **Natural** | Kick w/Boots | 12 | No | | 1d cr | C,1 | |
| **Natural** | Punch | 14 | 11 | | 1d-2 cr | C | |
| **Survival Knife** | | 13 | 9 | | 1d-1 cut | C,1 | 6 |
| **Survival Knife** | | 13 | 9 | | 1d-1 imp | C | 6 |

| # | ? | Equipment (25.5 lb; $7,615) | $ | W | $ | W | Ref |
|---|---|---|---|---|---|---|---|
| 1 | E | ▽ **Belt Holster** | 25 | 0.5 lb | 925 | 8.9 lb | HT153 |
| 2 | E | **Colt M1848 Dragoon, .44 Caplock**<br>Includes Weapon Bond. No lanyard ring. Malf 16. | 450 | 4.2 lb | 900 | 8.4 lb | HT94 |
| 1 | - | ▽ **Military Holster**<br>-2 Fast-Draw (Pistol). | 50 | 2 lb | 1,050 | 8.7 lb | HT154 |

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| # | ? | Equipment (25.5 lb; $7,615) | $ | W | $ | W | Ref |
|---|---|---|---|---|---|---|---|
| 1 | E | **Manton Double, 16G Flintlock**<br>Malf 16. | 1,000 | 6.7 lb | 1,000 | 6.7 lb | **HT104** |
| 1 | - | **Military Holster**<br>-2 Fast-Draw (Pistol). | 50 | 2 lb | 380 | 12.3 lb | **HT154** |
| 1 | E | **Hall M1819, .54 Flintlock**<br>Malf 16. | 330 | 10.3 lb | 330 | 10.3 lb | **HT120** |
| 1 | E | **Cavalry Saber** | 500 | 3 lb | 500 | 3 lb | **B271** |
| 10 | E | **Rope, 1/2"**<br>"Quantity" represents yards. Supports 300lbs. | 3 | 0.36 lb | 30 | 3.6 lb | **HT56 B411** |
| 1 | E | **Survival Knife** | 45 | 1 lb | 45 | 1 lb | **HT200** |
| 1 | E | **Sharp-Protective Gloves**<br>Flexible. DR+2 vs. imp, cut. | 30 | 1 lb | 30 | 1 lb | **HT69** |
| 1 | E | **Boots**<br>Flexible. | 80 | 3 lb | 80 | 3 lb | **HT68** |
| 1 | E | **Chaps**<br>Flexible. | 40 | 2 lb | 40 | 2 lb | **HT68** |
| 1 | E | **Spurs**<br>+1 to control a mount. | 20 | 0 lb | 20 | 0 lb | **B289** |
| 1 | - | **Cavalry Horse**<br>Mounted Combat (B396) | 4,000 | 1,400 lb | 4,000 | 1,400 lb | **B459** |
| 1 | - | **Bit and Bridle**<br>+2 to control horse, or +3 if using both hands | 35 | 3 lb | 35 | 3 lb | **B289** |
| 1 | - | **War Saddle**<br>+1 to Riding skill to stay seated, 50% chance user will stay seated even if unconscious. With stirrups | 250 | 35 lb | 250 | 35 lb | **B289** |
| 1 | - | **Rope, 3/4", 10 yards**<br>Supports 1,100 lbs. | 25 | 5 lb | 25 | 5 lb | **B288** |
| 1 | E | **Saddlebags** | 100 | 3 lb | 105 | 3 lb | **B289** |
| 1 | - | **Personal Basics**<br>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 | - | **Sleeping Bag**<br>Survival 0. | 100 | 8 lb | 100 | 8 lb | **HT56** |

## Notes

I was an Army 2nd Lieutenant in The Mexican-American War (https://en.wikipedia.org/wiki/Mexican–American_War#California_campaign).  Thanks to that war, I have a bad leg (lowered Basic Move and a limp), nightmares, and an intolerance of Mexicans.  After leaving the Army I became a wagon master leading wagon trains along the Oregon Trail.

1821 - 0 yrs: Born
1839 - 14 yrs: Joined U.S. Army
1846 – 21 yrs: Assigned to California Battalion during the Mexican American War
1848 - 23 yrs: Retired to become a wagon master
1853 - 28 yrs: Now

**TODO**
• Add clothes/body armor, e.g. custom-made boots, Stetson with fancy sweatband, leather gauntlets, etc.
• Saw off the shotgun to make it a Coach Gun. [GunFu:21, HT:106].
• Sort out my combat proclivities.
• Make character sheet for horse.

**NOTE**
• Shooting while riding requires you to roll against the lower of Riding or shooting skill to hit (B397). Gunslinger lets you ignore this (GunFu:8).
• Since my $4000 Cavalry horse has Mount-12, I get a +1 to my Riding skill (B459).

**NPCs**

Dirk Summers: our wagon train mentor – an older guy.
Ben Wade: good trail hand, but bad temper.

## Notes

**Wagon Master:**
**https://en.wikipedia.org/wiki/Wagon_master**

**Good map for Survival Skills:**
**https://www.phil.muni.cz/~vndrzl/indians/images/north_america_vegetation.jpg**

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