


Portrait	Identity	Player Information	296 Points
	Name: Nathan Parker	Player: Captain Joy	Race: 0
	Title: Nomad	Campaign: Cthulhugeddon	Attributes: 170
	Religion: Experienced	Created On: Dec 12, 2018	Advantages: 80
Description			Disadvantages: -37
Race: Human	Height: 5' 10"	Hair: Brown, Balding, Shaved	Quirks: -3
Gender: Male	Weight: 175 lb	Eyes: Blue	Skills: 75
Age: 30	Size: +0	Skin: Light Tan	Spells: 0
Birthday: October 23	TL: 8	Hand: Left	Unspent: 11

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 12	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): 13	• None (0) 29 lb 6 10	- Eye -9 0	Basic FP: 11
Intelligence (IQ): 14	Light (1) 58 lb 4 9	3-4 Skull -7 2	Tired: 3
Health (HT): 11	Medium (2) 87 lb 3 8	5 Face -5 0	Collapse: 0
Will: 14	Heavy (3) 174 lb 2 7	6-7 Right Leg -2 0	Unconscious: -11
Fright Check: 16	X-Heavy (4) 290 lb 1 6	8 Right Arm -2 1	Current HP: _____
Basic Speed: 6	Lifting & Moving Things	9-10 Torso 0 1	Basic HP: 12
Basic Move: 6	Basic Lift: 29 lb	11 Groin -3 0	Reeling: 3
Perception: 14	One-Handed Lift: 58 lb	12 Left Arm -2 1	Collapse: 0
Vision: 14	Two-Handed Lift: 232 lb	13-14 Left Leg -2 0	Check #1: -12
Hearing: 14	Shove & Knock Over: 348 lb	15 Hand -4 4	Check #2: -24
Taste & Smell: 14	Running Shove & Knock Over: 696 lb	16 Foot -4 2	Check #3: -36
Touch: 14	Carry On Back: 435 lb	17-18 Neck -5 0	Check #4: -48
thr: 1d-1 sw: 1d+2	Shift Slightly: 1,450 lb	- Vitals -3 1	Dead: -60

Advantages & Disadvantages	Pts	Ref
Absolute Direction	5	B34
Ally (Buster - Large Guard Dog) Point total (25% of your starting points), +1; Appears constantly (No roll required), x4. 25% starting points, appears constantly	4	B36
Combat Reflexes 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
Danger Sense	15	B47
Modular Abilities (Super-Memorization) 4 Area Knowledge Only, -50%; Preparation Required 10 minutes, -30%. Gives me Area Knowledge at 16	4	B71
Serendipity 1	15	B83
Talent (Driver's Reflexes) 4 Alternative Benefit (+1/level on Per rolls to notice dangers in the path of your ride: running children, oncoming vehicles, landmines...), +0%.	20	PU3:10
Reputation 1 People Affected (Local Heroes–Aberdeen), x0.33; Recognized all the time, x1.	1	B26
Transporter (Driving, Navigation, Area Knowledge) No rolls for some vehicle tasks.	1	PU2:16
Cowardice CR: 15 (Resist Almost All The Time), -1 Fright Check Penalty. additional -5 to risk death	-5	B129
Loner CR: 15 (Resist Almost All The Time), -1 Reaction Penalty.	-2	B142
Oblivious -1 to use or resist Influence skills	-5	B146
Obsession Short term, -5. Obtain a reliable ride	-5	B146
Odious Personal Habit -1 Reaction, -5. Favors dog	-5	B22
Paranoia	-10	B148
Sense of Duty Companions	-5	B153

Advantages & Disadvantages		Pts	Ref
Friendly Drunk Topsy: -2 and Drunk: -4 to Will to resist manipulation		- 1	PU6:29
Lush		- 1	PU6:29
Serious -1 to Carousing, -1 in relaxed social interactions on a 5-6 on 1d		- 1	PU6:20

Skills	SL	RSL	Pts	Ref
Animal Handling (Dogs)	13	IQ-1	1	B175
Area Knowledge (any village or town) Default: Area Knowledge (North America; Lived there) - 8 All important citizens and businesses, and most unimportant ones; all public buildings and most houses	7	IQ-7	0	B176
Area Knowledge (any city) Default: Area Knowledge (North America; Lived there) - 4 All important businesses, streets, citizens, leaders, etc.	11	IQ-3	0	B176
Area Knowledge (any state) Default: Area Knowledge (North America; Lived there) - 2 General nature of its settlements and towns, political allegiances, leaders, and most citizens of Status 5+	13	IQ-1	0	B176
Area Knowledge (North America; Lived there) Location of its major cities and important sites; awareness of its major customs, ethnic groups, and language (but not necessarily expertise); names of folk of Status 6+; and a general understanding of the economic and political situation	15	IQ+1	2	B176
Area Knowledge (Salem, Massachusetts) All important businesses, streets, citizens, leaders, etc.	14	IQ+0	1	B176
Armoury/TL8 (Heavy Weapons)	13	IQ-1	1	B178
Armoury/TL8 (Small Arms)	9	IQ-5	0	B178
Armoury/TL8 (Vehicular Armor)	13	IQ-1	1	B178
Artillery/TL8 (Catapult)	15	IQ+1	4	B178
Brawling	15	DX+2	4	B182
Camouflage Default: Survival (Desert) - 2	14	IQ+0	1	B183
Climbing	13	DX+0	2	B183
Diplomacy	11	IQ-3	1	B187
Driving/TL8 (Automobile)	19	DX+6	8	B188
Driving/TL8 (Heavy Wheeled) Default: Driving/TL8 (Automobile) - 2	19	DX+6	6	B188
Driving/TL8 (Motorcycle)	17	DX+4	2	B188
Electronics Operation/TL8 (Communications)	15	IQ+1	4	B189
Electronics Repair/TL8 (Communications) Default: Electronics Operation/TL8 (Communications) - 3	13	IQ-1	1	B190
First Aid/TL8	14	IQ+0	1	B195
Freight Handling/TL8	15	IQ+1	4	B197
Gunner/TL8 (Machine Gun)	15	DX+2	4	B198
Guns/TL8 (Pistol) Default: Guns/TL8 (Shotgun) - 2	13	DX+0	0	B198
Guns/TL8 (Shotgun)	15	DX+2	4	B198
Hiking not in Template, but allowed by Cal	10	HT-1	1	B200
Knife	14	DX+1	2	B208
Mechanic/TL8 (Automobile)	15	IQ+1	4	B207
Mechanic/TL8 (Heavy Wheeled) does NOT include -2 for using an Automobile tool kit	15	IQ+1	4	B207
Mechanic/TL8 (Motorcycle) Default: Mechanic/TL8 (Automobile) - 4	11	IQ-3	0	B207
Navigation/TL8 (Land) includes +3 for Absolute Direction	16	IQ+2	1	B211
Scrounging	15	Per+1	2	B218
Smuggling	13	IQ-1	1	B221

Skills	SL	RSL	Pts	Ref
Stealth	13	DX+0	2	B222
Survival (Desert)	14	Per+0	2	B223
Swimming	11	HT+0	1	B224
Weather Sense/TL8	13	IQ-1	1	B209
Wrestling	13	DX+0	2	B228

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Remington Hammer Lifter, 12G 2.5", Whippet Cheap: -1 Acc (included), -1 HT, -1 Malf., (\$250 x2(TL5) x 0.4(Cheap -0.6 CF (AtE1:32)). Sawed-Off: Whippet -2 Bulk (included), -2 lb. (included), +1 to Hearing and Vision rolls in dark; Shoulder Stock Removed: -1 Bulk (included), -1 lb. (included), -1 Acc (included), STx1.2 (included), Rcl increase (included) (HT106).	1-Hand Buckshot	9	1	1d+1 pi	40/800	2x8	2(4i)	- 3	1	18
Remington Hammer Lifter, 12G 2.5", Whippet Cheap: -1 Acc (included), -1 HT, -1 Malf., (\$250 x2(TL5) x 0.4(Cheap -0.6 CF (AtE1:32)). Sawed-Off: Whippet -2 Bulk (included), -2 lb. (included), +1 to Hearing and Vision rolls in dark; Shoulder Stock Removed: -1 Bulk (included), -1 lb. (included), -1 Acc (included), STx1.2 (included), Rcl increase (included) (HT106).	1-Hand Buckshot <4 yards	9	1	5d(0.25) pi	3/3	2	2(4i)	- 3	1	18
Remington Hammer Lifter, 12G 2.5", Whippet Cheap: -1 Acc (included), -1 HT, -1 Malf., (\$250 x2(TL5) x 0.4(Cheap -0.6 CF (AtE1:32)). Sawed-Off: Whippet -2 Bulk (included), -2 lb. (included), +1 to Hearing and Vision rolls in dark; Shoulder Stock Removed: -1 Bulk (included), -1 lb. (included), -1 Acc (included), STx1.2 (included), Rcl increase (included) (HT106).	1-Hand Slug	9	2	5d pi++	100/1200	2	2(4i)	- 3	6	18
Remington Hammer Lifter, 12G 2.5", Whippet Cheap: -1 Acc (included), -1 HT, -1 Malf., (\$250 x2(TL5) x 0.4(Cheap -0.6 CF (AtE1:32)). Sawed-Off: Whippet -2 Bulk (included), -2 lb. (included), +1 to Hearing and Vision rolls in dark; Shoulder Stock Removed: -1 Bulk (included), -1 lb. (included), -1 Acc (included), STx1.2 (included), Rcl increase (included) (HT106).	Buckshot	15	1	1d+1 pi	40/800	2x8	2(4i)	- 3	1	12†

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Remington Hammer Lifter, 12G 2.5", Whippet Cheap: -1 Acc (included), -1 HT, -1 Malf., (\$250 x2(TL5) x 0.4(Cheap -0.6 CF (AtE1:32)). Sawed-Off: Whippet -2 Bulk (included), -2 lb. (included), +1 to Hearing and Vision rolls in dark; Shoulder Stock Removed: -1 Bulk (included), -1 lb. (included), -1 Acc (included), STx1.2 (included), Rcl increase (included) (HT106).	Buckshot <4 yards	15	1	5d(0.25) pi	3/3	2	2(4i)	- 3	1	12†
Remington Hammer Lifter, 12G 2.5", Whippet Cheap: -1 Acc (included), -1 HT, -1 Malf., (\$250 x2(TL5) x 0.4(Cheap -0.6 CF (AtE1:32)). Sawed-Off: Whippet -2 Bulk (included), -2 lb. (included), +1 to Hearing and Vision rolls in dark; Shoulder Stock Removed: -1 Bulk (included), -1 lb. (included), -1 Acc (included), STx1.2 (included), Rcl increase (included) (HT106).	Slug	15	2	5d pi++	100/1200	2	2(4i)	- 3	6	12†
S&W Safety Hammerless, .38 S&W No lanyard ring.		13	0	2d-1 pi	90/1,000	3	5(2i)	- 1	2	7

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Main-Gauche	Swung	14	11	No	1d-1 cut	C,1	6
Main-Gauche	Thrust	14	11	No	1d-1 imp	C	6
Natural	Kick	13	No		1d cr	C,1	
Natural	Kick w/Boots	13	No		1d+1 cr	C,1	
Natural	Punch	15	11		1d-1 cr	C	
Survival Knife	Swing	14	10		1d cut	C,1	6
Survival Knife	Thrust	14	10		1d-1 imp	C	6

#	?	Equipment (26 lb; \$8,788)	\$	W	\$	W	Ref
1	E	Belt Holster (\$25 x2(TL5))	50	0.5 lb	310	5.2 lb	HT153
0	-	Remington Hammer Lifter, 12G 2.5" stock gun in character sheet for reference purposes only	250	7.4 lb	0	0 lb	HT104
1	E	Remington Hammer Lifter, 12G 2.5", Whippet Cheap: -1 Acc (included), -1 HT, -1 Malf., (\$250 x2(TL5) x 0.4(Cheap -0.6 CF (AtE1:32)). Sawed-Off: Whippet -2 Bulk (included), -2 lb. (included), +1 to Hearing and Vision rolls in dark; Shoulder Stock Removed: -1 Bulk (included), -1 lb. (included), -1 Acc (included), STx1.2 (included), Rcl increase (included) (HT106).	200	4.4 lb	200	4.4 lb	HT104
6	E	12-gauge 2.5" (18.5x63mmR) Shotshell.	10	0.05 lb	60	0.3 lb	AtE1:32
1	E	S&W Safety Hammerless, .38 S&W No lanyard ring.	400	1.3 lb	400	1.3 lb	HT94
1	E	Main-Gauche	50	1.25 lb	50	1.25 lb	LT59
1	E	Survival Knife	45	1 lb	45	1 lb	HT200
1	E	Leather Jacket	50	4 lb	50	4 lb	B283
1	E	Boots, leather	80	3 lb	80	3 lb	LT98
1	E	Clothing, Ordinary, Freeman (Status 0)	120	2 lb	120	2 lb	LT98
1	E	Wineskin Holds 1 gallon of liquid (8 lbs. if water)	10	0.25 lb	18	8.25 lb	B288
8	E	Water, Clean 1 lb. per pint	1	1 lb	8	8 lb	AtE1:30

#	?	Equipment (26 lb; \$8,788)	\$	W	\$	W	Ref
1	-	1991 small school bus (ethonal conversion) ST/HP 55; Hnd/SR -1/2; HT10f; Move 2/30, SM +3; DR 11; Range 510; LWT. 14,200 lb.; Load 6,700 lb.; Tank 408 lb., 51 gal.; Value \$??? in perfect working order	3,200	7,500 lb	7,715	7,500 lb	B464
1	-	5-Gallon Can DR 3. (\$15 x 8(TL77))	120	10 lb	120	10 lb	HT54
0	-	Ethonal (1 gal.) Cost: 1d+2 x \$5	27.5	6.8 lb	0	0 lb	AtE1:33
1	-	5-Gallon Can DR 3. (\$15 x 8(TL77))	120	10 lb	120	10 lb	HT54
0	-	Ethonal (1 gal.) Cost: 1d+2 x \$5	27.5	6.8 lb	0	0 lb	AtE1:33
1	-	Cheap Plastic Jug (1 Gal.) Stats based on AtE1:30 plastic bottle (0.05 to hold 1 pint) and B288 wineskin (\$10 to hold a gallon)	10	0.4 lb	10	0.4 lb	
1	-	Cheap Plastic Jug (1 Gal.) Stats based on AtE1:30 plastic bottle (0.05 to hold 1 pint) and B288 wineskin (\$10 to hold a gallon)	10	0.4 lb	10	0.4 lb	
1	-	Binoculars 6x magnification. (\$150 x 4(TL6))	600	3 lb	600	3 lb	HT47
1	-	Portable Tool Kit (Mechanic: Automobile) 600 x2(TL5)	1,200	20 lb	1,200	20 lb	HT24
3	-	Rope, 3/4", 10 yards Supports 1,100 lbs.	25	5 lb	75	15 lb	B288
0	-	Traveler's Rations One meal	2	0.5 lb	0	0 lb	B288
1	-	Sleeping Bag, Insulated +3 HT to resist freezing	100	15 lb	100	15 lb	B288
1	-	Solar Water Still (\$30 x 8(TL7))	240	2 lb	240	2 lb	HT59
1	-	Solar Powered Battery Recharger (\$100 x16(TL8))	1,600	2 lb	1,600	2 lb	AtE1:30
1	-	5-Gallon Jug (plastic) from Boss Chang in Circus, Allentown, PA on 22 Apr. 2065	0	5.58 lb	0	5.58 lb	
0	-	Ethonal (1 gal.) Cost: 1d+2 x \$5	27.5	6.8 lb	0	0 lb	AtE1:33
1	-	5-Gallon Jug (plastic) from Boss Chang in Circus, Allentown, PA on 22 Apr. 2065	0	5.58 lb	0	5.58 lb	
0	-	Ethonal (1 gal.) Cost: 1d+2 x \$5	27.5	6.8 lb	0	0 lb	AtE1:33
20	-	Canned Food Better tasting, though heavier than, standard rations. Only feeds one person (the food within weighs 0.5 lb.)	2	1 lb	40	20 lb	AtE1:30
1	-	Tire Repair Kit (\$25*16*TL8)) found 11 April 2065 outside Hobbs Brook Walmart	400	2.5 lb	400	2.5 lb	amazon.com
8	-	Tire Repair Patches	0	0 lb	0	0 lb	

TODO

Get rid of Equipment Containers and see if that helps their export to gCalc.

Remington-Whitmore Hammer Lifter, 12G 2.5" (USA, 1873-1878) (HT104)

This double-barreled, break-open, breechloading shotgun has exposed hammers and no ejectors. Some 5,600 were made.

With Buckshot, the 8 RoF gives a +1 bonus to hit.

Both barrels can be fired simultaneously at no penalty. The barrels are unsafe for use with TL6 smokeless propellant. Any 18 on the attack roll when using such ammo means the gun explodes, inflicting 1d cr ex on the firer.

▶ Cheap: -1 Acc, -1 HT, and -1 Malf. If not using Malfunctions (p. B407), treat 16 as automatic failure and 17 as critical failure when shooting it. -0.6 CF. (AtE1:32)

Sawed-Off: Whippet -2 Bulk (included), -2 lb. (included), +1 to Hearing and Vision rolls in dark (HT106).

Shoulder Stock Removed: -1 Bulk (included), -1 lb. (included), -1 Acc (included), STx1.2 (included), +1 Rcl if Rcl>1 (included) (HT106).

One-Handed Shooting (G:TS, p. 13):

- STx1.5 (Tactical Shooting, p. 13). This changes ST12† to ST18: a -6 skill penalty (included)
- In all cases, the weapon becomes unready after one turn of firing unless you're even stronger: 2x weapon's ST, or 1.7x with a sling. (For better-balanced guns, this becomes only 1.7x ST, or 1.5x with a sling.)
- You can also hold the weapon against a heavy object (barrel, support beam, etc.) to completely avoid ST multipliers and unreadiness, but the weapon does not count as braced.

BACKGROUND**Nomad**

Owner of Buster and the "Party Bus", a 1991 short school bus (ethanol conversion). Nathan is best left alone, unless you're buying him a drink.

Description

5'10", 175 lbs. Short brown hair. Balding, but usually wears a hat.
Age 30. Born 23 October near San Diego, Southern California Republic.
Amazingly skilled driver. Competent mechanic. Unreliable in a fight.
Aloof, distant, but loosens up a bit after a few drinks.
Buster, is his trusty guard dog, always rides in the cab with him. (His previous companion, Beauregard, was killed by Deep Ones last fall (November of 2064) at the battle of Whale Rock in New England.

Biography

Near San Diego, I manned the perimeter defenses and drove with the convoys. When my wife, Evelyn Anderson, and my son, William (eleven years old at the time) went missing, I and Beauregard headed out on the open road. We headed east, where we met Carson in New Mexico. We traveled through the midwest up to Michigan where we met Nardwuar Serviette and Ally Caulfield (KIA Fall of 2064), then to the east coast where we met Sammy Clyde and Lilith Haverford.

We recently travelled around New England in an attempt to thwart The Preacher's plans; I did my best to keep my companions safe and sound. We wintered in in Salem, Massachusetts. We're currently headed to parts West, on the look out for "Oracles" and any other assets we can make use of in the coming war. (I'm not convinced there is a coming war. And even if there is, how can it make things worse than they already are? But, it concerns my friends, so it concerns me.)