


Portrait	Identity	Player Information	286 Points
	Name: <b>Nathan Parker</b>	Player: <b>Captain Joy</b>	Race: <b>0</b>
	Title: <b>Nomad</b>	Campaign: <b>Cthulhugeddon</b>	Attributes: <b>170</b>
	Religion: <b>Experienced</b>	Created On: <b>Dec 12, 2018</b>	Advantages: <b>80</b>
<b>Description</b>			Disadvantages: <b>-40</b>
Race: <b>Human</b>	Height: <b>5' 10"</b>	Hair: <b>Brown, Balding, Shaved</b>	Quirks: <b>-3</b>
Gender: <b>Male</b>	Weight: <b>175 lb</b>	Eyes: <b>Blue</b>	Skills: <b>75</b>
Age: <b>30</b>	Size: <b>+0</b>	Skin: <b>Light Tan</b>	Spells: <b>0</b>
Birthday: <b>October 23</b>	TL: <b>8</b>	Hand: <b>Left</b>	Unspent: <b>4</b>

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

Advantages & Disadvantages	Pts	Ref
<b>Absolute Direction</b>	<b>5</b>	<b>B34</b>
<b>Ally (Buster - Large Guard Dog)</b> Point total (25% of your starting points), +1; Appears constantly (No roll required), x4. 25% starting points, appears constantly	<b>4</b>	<b>B36</b>
<b>Combat Reflexes</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>15</b>	<b>B43</b>
<b>Danger Sense</b>	<b>15</b>	<b>B47</b>
<b>Modular Abilities (Super-Memorization) 4</b> Area Knowledge Only, -50%; Preparation Required 10 minutes, -30%. Gives me Area Knowledge at 16	<b>4</b>	<b>B71</b>
<b>Reputation 1</b> People Affected (Local Heroes-Aberdeen), x0.33; Recognized all the time, x1.	<b>1</b>	<b>B26</b>
<b>Talent (Driver's Reflexes) 4</b> Alternative Benefit (+1/level on Per rolls to notice dangers in the path of your ride: running children, oncoming vehicles, landmines...), +0%.	<b>20</b>	<b>PU3:10</b>
<b>Transporter (Driving, Navigation, Area Knowledge)</b> No rolls for some vehicle tasks.	<b>1</b>	<b>PU2:16</b>
<b>Cowardice</b> CR: 15 (Resist Almost All The Time), -1 Fright Check Penalty. additional -5 to risk death	<b>-5</b>	<b>B129</b>
<b>Loner</b> CR: 12 (Resist Quite Often), -2 Reaction Penalty.	<b>-5</b>	<b>B142</b>
<b>Oblivious</b> -1 to use or resist Influence skills	<b>-5</b>	<b>B146</b>
<b>Obsession</b> Short term, -5. Obtain a reliable ride	<b>-5</b>	<b>B146</b>
<b>Odious Personal Habit</b> -1 Reaction, -5. Favors dog	<b>-5</b>	<b>B22</b>
<b>Paranoia</b>	<b>-10</b>	<b>B148</b>
<b>Sense of Duty</b> Companions	<b>-5</b>	<b>B153</b>
<b>Serendipity 1</b>	<b>15</b>	<b>B83</b>

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

Skills	SL	RSL	Pts	Ref
<b>Animal Handling (Dogs)</b>	13	IQ-1	1	B175
<b>Area Knowledge (any village or town)</b> 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
<b>Area Knowledge (any city)</b> Default: Area Knowledge (North America; Lived there) - 4 All important businesses, streets, citizens, leaders, etc.	11	IQ-3	0	B176
<b>Area Knowledge (any state)</b> 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
<b>Area Knowledge (North America; Lived there)</b> 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
<b>Area Knowledge (Salem, Massachusetts)</b> All important businesses, streets, citizens, leaders, etc.	14	IQ+0	1	B176
<b>Armoury/TL8 (Heavy Weapons)</b>	13	IQ-1	1	B178
<b>Armoury/TL8 (Small Arms)</b>	9	IQ-5	0	B178
<b>Armoury/TL8 (Vehicular Armor)</b>	13	IQ-1	1	B178
<b>Artillery/TL8 (Catapult)</b>	15	IQ+1	4	B178
<b>Brawling</b>	15	DX+2	4	B182
<b>Camouflage</b> Default: Survival (Desert) - 2	14	IQ+0	1	B183
<b>Climbing</b>	13	DX+0	2	B183
<b>Diplomacy</b>	11	IQ-3	1	B187
<b>Driving/TL8 (Automobile)</b>	19	DX+6	8	B188
<b>Driving/TL8 (Heavy Wheeled)</b> Default: Driving/TL8 (Automobile) - 2	19	DX+6	6	B188
<b>Driving/TL8 (Motorcycle)</b>	17	DX+4	2	B188
<b>Electronics Operation/TL8 (Communications)</b>	15	IQ+1	4	B189
<b>Electronics Repair/TL8 (Communications)</b> Default: Electronics Operation/TL8 (Communications) - 3	13	IQ-1	1	B190
<b>First Aid/TL8</b>	14	IQ+0	1	B195
<b>Freight Handling/TL8</b>	15	IQ+1	4	B197
<b>Gunner/TL8 (Machine Gun)</b>	15	DX+2	4	B198
<b>Guns/TL8 (Pistol)</b> Default: Guns/TL8 (Shotgun) - 2	13	DX+0	0	B198
<b>Guns/TL8 (Shotgun)</b>	15	DX+2	4	B198
<b>Hiking</b> not in Template, but allowed by Cal	10	HT-1	1	B200
<b>Knife</b>	14	DX+1	2	B208
<b>Mechanic/TL8 (Automobile)</b>	15	IQ+1	4	B207
<b>Mechanic/TL8 (Heavy Wheeled)</b> does NOT include -2 for using an Automobile tool kit	15	IQ+1	4	B207
<b>Mechanic/TL8 (Motorcycle)</b> Default: Mechanic/TL8 (Automobile) - 4	11	IQ-3	0	B207
<b>Navigation/TL8 (Land)</b> includes +3 for Absolute Direction	16	IQ+2	1	B211
<b>Scrounging</b>	15	Per+1	2	B218
<b>Smuggling</b>	13	IQ-1	1	B221

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

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
<b>Remington Hammer Lifter, 12G 2.5", Whippet</b> 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).	<b>1-Hand Buckshot</b>	9	1	1d+1 pi	40/800	2x8	2(4i)	- 3	1	18
<b>Remington Hammer Lifter, 12G 2.5", Whippet</b> 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).	<b>1-Hand Buckshot &lt;4 yards</b>	9	1	5d(0.25) pi	3/3	2	2(4i)	- 3	1	18
<b>Remington Hammer Lifter, 12G 2.5", Whippet</b> 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).	<b>1-Hand Slug</b>	9	2	5d pi++	100/1200	2	2(4i)	- 3	6	18
<b>Remington Hammer Lifter, 12G 2.5", Whippet</b> 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).	<b>Buckshot</b>	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
<b>Remington Hammer Lifter, 12G 2.5", Whippet</b> 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).	<b>Buckshot &lt;4 yards</b>	15	1	5d(0.25) pi	3/3	2	2(4i)	- 3	1	12†
<b>Remington Hammer Lifter, 12G 2.5", Whippet</b> 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).	<b>Slug</b>	15	2	5d pi++	100/1200	2	2(4i)	- 3	6	12†
<b>S&amp;W Safety Hammerless, .38 S&amp;W</b> 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
<b>Main-Gauche</b>	<b>Swung</b>	14	11	No	1d-1 cut	C,1	6
<b>Main-Gauche</b>	<b>Thrust</b>	14	11	No	1d-1 imp	C	6
<b>Natural</b>	<b>Kick</b>	13	No		1d cr	C,1	
<b>Natural</b>	<b>Kick w/Boots</b>	13	No		1d+1 cr	C,1	
<b>Natural</b>	<b>Punch</b>	15	11		1d-1 cr	C	
<b>Survival Knife</b>	<b>Swing</b>	14	10		1d cut	C,1	6
<b>Survival Knife</b>	<b>Thrust</b>	14	10		1d-1 imp	C	6

#	?	Equipment (26 lb; \$8,788)	\$	W	\$	W	Ref
1	E	<b>Belt Holster</b> (\$25 x2(TL5))	50	0.5 lb	310	5.2 lb	HT153
0	-	<b>Remington Hammer Lifter, 12G 2.5"</b> stock gun in character sheet for reference purposes only	250	7.4 lb	0	0 lb	HT104
1	E	<b>Remington Hammer Lifter, 12G 2.5", Whippet</b> 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	<b>12-gauge 2.5" (18.5x63mmR)</b> Shotshell.	10	0.05 lb	60	0.3 lb	AtE1:32
1	E	<b>S&amp;W Safety Hammerless, .38 S&amp;W</b> No lanyard ring.	400	1.3 lb	400	1.3 lb	HT94
1	E	<b>Main-Gauche</b>	50	1.25 lb	50	1.25 lb	LT59
1	E	<b>Survival Knife</b>	45	1 lb	45	1 lb	HT200
1	E	<b>Leather Jacket</b>	50	4 lb	50	4 lb	B283
1	E	<b>Boots, leather</b>	80	3 lb	80	3 lb	LT98
1	E	<b>Clothing, Ordinary, Freeman (Status 0)</b>	120	2 lb	120	2 lb	LT98
1	E	<b>Wineskin</b> Holds 1 gallon of liquid (8 lbs. if water)	10	0.25 lb	18	8.25 lb	B288
8	E	<b>Water, Clean</b> 1 lb. per pint	1	1 lb	8	8 lb	AtE1:30

#	?	Equipment (26 lb; \$8,788)	\$	W	\$	W	Ref
1	-	<b>1991 small school bus (ethonal conversion)</b> 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	-	<b>5-Gallon Can</b> DR 3. (\$15 x 8(TL77))	120	10 lb	120	10 lb	HT54
0	-	<b>Ethonal (1 gal.)</b> Cost: 1d+2 x \$5	27.5	6.8 lb	0	0 lb	AtE1:33
1	-	<b>5-Gallon Can</b> DR 3. (\$15 x 8(TL77))	120	10 lb	120	10 lb	HT54
0	-	<b>Ethonal (1 gal.)</b> Cost: 1d+2 x \$5	27.5	6.8 lb	0	0 lb	AtE1:33
1	-	<b>Cheap Plastic Jug (1 Gal.)</b> 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	-	<b>Cheap Plastic Jug (1 Gal.)</b> 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	-	<b>Binoculars</b> 6x magnification. (\$150 x 4(TL6))	600	3 lb	600	3 lb	HT47
1	-	<b>Portable Tool Kit (Mechanic: Automobile)</b> 600 x2(TL5)	1,200	20 lb	1,200	20 lb	HT24
3	-	<b>Rope, 3/4", 10 yards</b> Supports 1,100 lbs.	25	5 lb	75	15 lb	B288
0	-	<b>Traveler's Rations</b> One meal	2	0.5 lb	0	0 lb	B288
1	-	<b>Sleeping Bag, Insulated</b> +3 HT to resist freezing	100	15 lb	100	15 lb	B288
1	-	<b>Solar Water Still</b> (\$30 x 8(TL7))	240	2 lb	240	2 lb	HT59
1	-	<b>Solar Powered Battery Recharger</b> (\$100 x16(TL8))	1,600	2 lb	1,600	2 lb	AtE1:30
1	-	<b>5-Gallon Jug (plastic)</b> from Boss Chang in Circus, Allentown, PA on 22 Apr. 2065	0	5.58 lb	0	5.58 lb	
0	-	<b>Ethonal (1 gal.)</b> Cost: 1d+2 x \$5	27.5	6.8 lb	0	0 lb	AtE1:33
1	-	<b>5-Gallon Jug (plastic)</b> from Boss Chang in Circus, Allentown, PA on 22 Apr. 2065	0	5.58 lb	0	5.58 lb	
0	-	<b>Ethonal (1 gal.)</b> Cost: 1d+2 x \$5	27.5	6.8 lb	0	0 lb	AtE1:33
20	-	<b>Canned Food</b> 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	-	<b>Tire Repair Kit</b> (\$25*16*TL8)) found 11 April 2065 outside Hobbs Brook Walmart	400	2.5 lb	400	2.5 lb	amazon.com
8	-	<b>Tire Repair Patches</b>	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)

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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.)