


Portrait	Identity	Player Information	171 Points
	Name: Robert Mazur	Player: Captain Joy	Race: 0
	Title: Detective - P.I.	Campaign: Postmodern Horror	Attributes: 75
	Religion: Roman Catholic	Created On: Oct 13, 2016	Advantages: 70
Description			Disadvantages: -40
Race: White	Height: 5' 10"	Hair: Lt Brown, Straight, Short	Quirks: 0
Gender: Male	Weight: 168 lb	Eyes: Green	Skills: 66
Age: 60	Size: +0	Skin: Light Tan	Spells: 0
Birthday: 1956 March 7	TL: 8	Hand: Right	Earned: 0

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 11	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): 11	• None (0) 24 lb 5 8	- Eye -9 0	Basic FP: 11
Intelligence (IQ): 12	Light (1) 48 lb 4 7	3-4 Skull -7 2	Tired: 3
Health (HT): 11	Medium (2) 72 lb 3 6	5-5 Face -5 0	Collapse: 0
Will: 10	Heavy (3) 144 lb 2 5	6-7 Right Leg -2 0	Unconscious: -11
Fright Check: 10	X-Heavy (4) 240 lb 1 4	8-8 Right Arm -2 0	Current HP: _____
Basic Speed: 5.5	Lifting & Moving Things		Basic HP: 11
Basic Move: 5	Basic Lift: 24 lb	9-10 Torso 0 5	Reeling: 3
Perception: 13	One-Handed Lift: 48 lb	11-11 Groin -3 0	Collapse: 0
Vision: 14	Two-Handed Lift: 192 lb	12-12 Left Arm -2 0	Check #1: -11
Hearing: 13	Shove & Knock Over: 288 lb	13-14 Left Leg -2 0	Check #2: -22
Taste & Smell: 13	Running Shove & Knock Over: 576 lb	15-15 Hand -4 0	Check #3: -33
Touch: 13	Carry On Back: 360 lb	16-16 Foot -4 2	Check #4: -44
thr: 1d-1 sw: 1d+1	Shift Slightly: 1,200 lb	17-18 Neck -5 0	Dead: -55
		- Vitals -3 0	

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Advantages	70		Acting	16	IQ+4	8	B174
Acute Vision 1	2	B35	Area Knowledge (Los Angeles; Lived there)	13	IQ+1	2	B176
Contact (Enoch Starkweather) Effective skill (12), +1; Can obtain information using supernatural talents, +1; Appears quite rarely (6-), x0.5; Somewhat reliable, x1.	1	B44	Astral Projection				PSI26
Contact (Street) Effective skill (12), +1; Appears quite often (12-), x2; Somewhat reliable, x1.	2	B44	Astral Sight	14	Per+1	4	PSI27
Craftiness 2	12	PU3:9	Body Language Default: Detect Lies - 4	8	Per-5	0	B181
Cultural Familiarity (Anglo) Native, -1.	0	B23	Boxing	12	DX+1	4	B182
Cultural Familiarity (Latin American)	1	B23	Computer Operation/TL8	12	IQ+0	1	B184
Fearlessness 5	10	B55	Criminology/TL8	13	IQ+1	4	B186
High Pain Threshold Never suffer shock penalties when injured; +3 on all HT rolls to avoid knockdown and stunning; +3 to resist torture	10	B59	Current Affairs/TL8 (Los Angeles)	12	IQ+0	1	B186
Language: English Native, -6; Spoken (Native), +3; Written (Native), +3.	0	B24	Detect Lies	12	Per-1	2	B187
Language: Spanish Spoken (Accented), +2; Written (Accented), +2.	4	B24	Driving/TL8 (Automobile)	10	DX-1	1	B188
Patron Commissioner, +10; Appears quite rarely (6-), x0.5.	5	B72	Electronics Operation/TL8 (Security)	11	IQ-1	1	B189
Talent (Tough Guy) 2 Alternate Benefit (Bonus to resist Interrogation and Intimidation, and to Fright Checks resulting from encountering murder victims, bloody torture scenes, etc.), +0%.	10	PU3:16	Electronics Operation/TL8 (Surveillance)	12	IQ+0	2	B189
Astral Projection	11	PSI26	Electronics Repair/TL8 (Surveillance) Default: Electronics Operation/TL8 (Surveillance) - 3	9	IQ-3	0	B190
			Expert Skill (Occult Crimes)	10	IQ-2	1	Cal
			Fast-Talk Default: Acting - 5 -1 for Shoulder Holster NOT included	14	IQ+2	2	B195
			First Aid/TL8	12	IQ+0	1	B195
			Forced Entry	14	DX+3	2	B196
			Guns/TL8 (Pistol)	14	DX+3	8	B198
			Holdout	13	IQ+1	1	B200

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Astral Projection Talent 1	5	PSI18	Housekeeping	12	IQ+0	1	B200
Astral Sight Astral Sight_1 (You are completely blind to the secondary plane.), +6. Astral projection ability. Can see entities on the astral plane while in the real world.	6	PSI27	Interrogation Default: Intimidation - 3	13	IQ+1	4	B202
▼ Perks	2		Intimidation Default: Acting - 3	14	Will+4	4	B202
Concealed Carry Permit	1		Observation Default: Shadowing - 5	12	Per-1	1	B211
P.I. License	1		Occultism	11	IQ-1	1	B212
▼ Disadvantages	-40		Psychology	6	IQ-6	0	B216
Code of Honor (Private Investigator)	-10	MYST109	Research/TL8	11	IQ-1	1	B217
Insomniac (Mild) GM secretly rolls 3d for the number of days between episodes	-10	B140	Savoir-Faire (Mafia) Default: Streetwise - 3	12	IQ+0	1	B218
Secret (Abetted Crime) Utter Rejection, -10.	-10	B152	Savoir-Faire (Police)	12	IQ+0	1	B218
Sense of Duty (Client) Clients, -5.	-5	B153	Shadowing Default: Stealth - 4	15	IQ+3	1	B219
Workaholic	-5	B162	Shortsword	10	DX-1	1	B209
			Stealth	13	DX+2	2	B222
			Streetwise	14	IQ+2	2	B223
			Swimming	11	HT+0	1	B224

Melee Weapons		Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural		Kick	9	No		1d-1 cr	C,1	
Natural		Kick w/Boots	9	No		1d cr	C,1	
Natural		Punch	12	9		1d-1 cr	C	

Ranged Weapons		Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Glock 19, 9x19mm			14	2	2d+1 pi	160/1,800	3	10+1(3)	-2	2	8
CA law has 10 round limit, two 15 round magazines at home											

#	?	Equipment (9.54 lb; \$4,790)	\$	W	\$	W	Ref
1	E	▼ Shoulder Holster -1 Fast-Draw (Pistol).	50	1 lb	650	2.8 lb	HT154
1	E	Glock 19, 9x19mm CA law has 10 round limit, two 15 round magazines at home	600	1.8 lb	600	1.8 lb	HT101
1	E	▼ spare magaizing magazing + 10 rounds = <0.5 lbs	0	0.11 lb	3	0.37 lb	HT101
10	E	9x19mm Parabellum	0.3	0.026 lb	3	0.26 lb	HT176
1	E	▼ spare magaizing magazing + 10 rounds = <0.5 lbs	0	0.11 lb	3	0.37 lb	HT101
10	E	9x19mm Parabellum	0.3	0.026 lb	3	0.26 lb	HT176
1	E	Concealable Vest Flexible. DR12 vs. pi, cut.	1,000	2 lb	1,000	2 lb	HT66
1	E	Ordinary Clothes 20% of Cost of Living; 2 lbs x 0.5(TL8)	120	1 lb	120	1 lb	HT63
1	E	Boots	80	3 lb	80	3 lb	B284,HT65
1	-	▼ Private Investigator Gear - usually in trunk of car	0	0 lb	2,925	0 lb	
50	-	9x19mm Parabellum	0.3	0.026 lb	15	1.3 lb	HT176
1	-	Electronic Stethoscope	300	0.4 lb	300	0.4 lb	HT213
1	-	Evidence Collection Kit	150	10 lb	150	10 lb	HT217
1	-	Handcuffs Escape -5. DR 4. HP 6.	50	0.5 lb	50	0.5 lb	HT217
1	-	Keyboard Bug	100	0 lb	100	0 lb	HT215
1	-	Laser Pinhead Mike 8-yard cable. External power.	400	0 lb	400	0 lb	HT208
1	-	Laser Spike Mike Parabolic Hearing 4. 8-yard cable. External power.	450	0.5 lb	450	0.5 lb	HT208

#	?	Equipment (9.54 lb; \$4,790)	\$	W	\$	W	Ref
1	-	Military-Grade Binoculars 10x magnification.	800	3.5 lb	800	3.5 lb	HT47
1	-	Personal Cellular Beacon T/month.	400	0.1 lb	400	0.1 lb	HT210
1	-	Video Bug 2-mile range. SM -9. T/week.	250	0 lb	250	0 lb	HT210
1	-	Sunglasses	10	0 lb	10	0 lb	HT71
1	-	▼ AT HOME	0	0 lb	9	0 lb	
1	-	▼ spare magaizing magazing + 15 rounds = 0.5 lbs	0	0.11 lb	4.5	0.11 lb	HT101
15	-	9x19mm Parabellum	0.3	0.026 lb	4.5	0.39 lb	HT176
1	-	▼ spare magaizing magazing + 15 rounds = 0.5 lbs	0	0.11 lb	4.5	0.11 lb	HT101
15	-	9x19mm Parabellum	0.3	0.026 lb	4.5	0.39 lb	HT176

Notes

▼ Wealth

Starting Wealth: \$20,000 (\$4,000 in "adventury" gear)
 Cost of Living: \$600/month
 \$300 - Concealed Carry Permit

▼ Background

Year Age Event
 1956 0 Born
 1974 18 Arizona State University in Business
 1979 23 Married Donna Wendell
 1980 24 Joined the L.A.P.D.
 1981 25 Son, Mitchell, born
 1984 28 Made detective
 1985 29 Twin daughters, Holly and Olivia, born
 1987 31 Gang and Narcotics Division
 1994 38 Joined DEA
 2014 58 Retired, got P.I. Licence
 2106 60 Recovered David Stengler ூூூskull globe???

▼ Wishlist