


Portrait	Identity	Player Information				150 Points									
	Name: James O'Sullivan	Player: Jeff Haas		Race: 0											
	Title: _____	Campaign: _____		Attributes: 80											
	Religion: _____	Created On: Nov 27, 2017		Advantages: 37											
	Description				Disadvantages: -30										
	Race: Human	Height: 6' 1"	Hair: Flaming red hair	Quirks: 0											
	Gender: Male	Weight: 175 lb	Eyes: Blue	Skills: 63											
	Age: 25	Size: +0	Skin: Irish Pale	Spells: 0											
	Birthday: January 30	TL: 8	Hand: Right	Unspent: 0											
Attributes		Encumbrance, Move & Dodge				Hit Location				Fatigue/Hit Points					
Strength (ST): 10		Level	Max Load	Move	Dodge	Roll	Where	-	DR	Current FP:					
Dexterity (DX): 11		None (0)	20 lb	5	8	-	Eye	-9	0	Basic FP:	12				
Intelligence (IQ): 11		• Light (1)	40 lb	4	7	3-4	Skull	-7	2	Tired:	3				
Health (HT): 12		Medium (2)	60 lb	3	6	5	Face	-5	0	Collapse:	0				
Will: 13		Heavy (3)	120 lb	2	5	6-7	Right Leg	-2	0	Unconscious	-12				
Fright Check: 13		X-Heavy (4)	200 lb	1	4	8	Right Arm	-2	1	Current HP:					
Basic Speed: 5.75		Lifting & Moving Things				9-10	Torso	0	1	Basic HP:	10				
Basic Move: 5		Basic Lift:			20 lb	11	Groin	-3	0	Reeling:	3				
Perception: 13		One-Handed Lift:			40 lb	12	Left Arm	-2	1	Collapse:	0				
Vision: 13		Two-Handed Lift:			160 lb	13-14	Left Leg	-2	0	Check #1:	-10				
Hearing: 13		Shove & Knock Over:			240 lb	15	Hand	-4	0	Check #2:	-20				
Taste & Smell: 13		Running Shove & Knock Over:			480 lb	16	Foot	-4	0	Check #3:	-30				
Touch: 13		Carry On Back:			300 lb	17-18	Neck	-5	0	Check #4:	-40				
thr: 1d-2 sw: 1d		Shift Slightly:			1,000 lb	-	Vitals	-3	1	Dead:	-50				
Melee Weapons						Usage	Lvl	Parry	Block	Damage	Reach	ST			
Large Knife						Swung	12	8	No	1d-2 cut	C,1	6			
Large Knife						Thrust	12	8	No	1d-2 imp	C	6			
Natural						Kick	10	No		1d cr	C,1				
Natural						Kick w/Boots	10	No		1d+1 cr	C,1				
Natural						Punch	12	9		1d-1 cr	C				
Small Knife						Swung	12	8	No	1d-3 cut	C,1	5			
Small Knife						Thrust	12	8	No	1d-3 imp	C	5			
Ranged Weapons						Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Large Knife						Thrown	12	+0	1d-2 imp	8/15	1	T(1)	-2		6
Pump Shotgun, 12G							11	3	1d+1 pi	50/125	2x9	5(3i)	-5	1	10†
Small Knife						Thrown	12	+0	1d-3 imp	5/10	1	T(1)	-1		5
Advantages & Disadvantages						Pts	Ref	Skills				SL	RSL	Pts	Ref
Street Smarts 2						20		Area Knowledge (Detroit)				15	IQ+4	4	B176
Dread (Rocking Horses) 1 Occational, x1; Cannot be trapped, -50%. Any children's rocking toy will suffice						-5	B132	All important businesses, streets, citizens, leaders, etc.							
Shaman Advantages						17		Area Knowledge (Spirit World)				12	IQ+1	2	B176
Ally (Geordie) Point total (100% of your starting points), +5; Appears fairly often (9-), x1. Friendly spirit/Imaginary Friend from when Jimmy was 7						5	B36	All important businesses, streets, citizens, leaders, etc.							
Signature Gear (Knife) 1 Engraved with mystic (but bullshit) symbols						1	B85	Body Language				12	Per-1	1	B181
Signature Gear (Shotgun) 1 Engraved with mystic (bullshit) symbols. It was his father's.						1	B85	Computer Hacking/TL8				10	IQ-1	4	B184
Night Vision 3						3	B71	Computer Programming/TL8				9	IQ-2	1	B184
Psychometry Only in cities, -40%; Spirit Power, -25%.						7	B78	Current Affairs/TL8 (Detroit)				14	IQ+3	2	B186
Shaman Disadvantages						-20		Detect Lies Default: Body Language - 4				11	Per-2	1	B187
Disciplines of Faith (Mysticism)						-10	B132	Electronics Repair/TL8 (Security)				12	IQ+1	4	B190
								Fast-Talk				11	IQ+0	2	B195
								Forced Entry				11	DX+0	1	B196
								Guns/TL8 (Shotgun)				11	DX+0	1	B198

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Flashbacks (Mild, -2, 2D seconds) Things which have happened in the environment	-5	B136	Hidden Lore (Urban Secrets)	11	IQ+0	2	B199
Addiction (Vaping) Cost: Cheap, -5; Effects: Highly Addictive (-5 on withdrawal roll), -5; Legal, +5.	-5	B122	Karate	12	DX+2	12	B203
Sleepwalker CR: 12 (Resist Quite Often).	-5	B154	Knife	12	DX+1	2	B208
			Fast-Draw (Knife)	11	DX+0	1	B194
			Driving/TL8 (Automobile)	10	DX-1	1	B188
			Lockpicking/TL8	12	IQ+1	4	B206
			Mind Block	12	Will-1	1	B210
			Occultism	12	IQ+1	4	B212
			Scrounging	15	Per+2	1	B218
			Shadowing	11	IQ+0	2	B219
			Streetwise	14	IQ+3	4	B223
			Thrown Weapon (Knife)	12	DX+1	2	B226
			Urban Survival	16	Per+3	4	B228

#	?	Equipment (31.5 lb; \$6,230)	\$	W	\$	W	Ref
1	E	Pump Shotgun, 12G	240	8 lb	240	8 lb	B279
1	E	Large Knife	40	1 lb	40	1 lb	B272
5	E	Small Knife	30	0.5 lb	150	2.5 lb	B272
1	E	Lockpicks Basic equipment for Lockpicking skill	50	0 lb	50	0 lb	B289
1	E	Computer, Laptop 4 hours	1,500	3 lb	1,500	3 lb	B288
1	E	Leather Jacket	50	4 lb	50	4 lb	B283
1	E	Ford Festiva	1,500	0 lb	1,500	0 lb	
1	E	Electronic "Lockpicks" +2 to pick electronic locks	1,500	3 lb	1,500	3 lb	B289
10	E	Card Skimmers Bluetooth Readable	0	0 lb	0	0 lb	
1	E	Portable Tool Kit, Electronics Repair	1,200	10 lb	1,200	10 lb	B289
25	E	Zip Ties	0	0 lb	0	0 lb	
1	E	Duct Tape Small roll	0	0 lb	0	0 lb	
1	E	E-Cigarette Always with him, along with oil	0	0 lb	0	0 lb	

Notes	
Carries a prodigious collection of religious symbols at any one time. Buddah on a pendant, star of David, Crucifix, new age crystals. NO NATIVE AMERICAN STUFF.	