


Portrait	Identity	Player Information				150 Points							
	Name: Alice Watson	Player: Cher Asa		Race: 0									
	Title: _____	Campaign: Haunted Detroit		Attributes: 112									
	Religion: _____	Created On: Nov 18, 2017		Advantages: 41									
	Description				Disadvantages: -35								
	Race: Human	Height: 5' 6"	Hair: Redhead, long	Quirks: -1									
Gender: Female	Weight: 150 lb	Eyes: Blue	Skills: 33										
Age: 27	Size: +0	Skin: Irish Pale	Spells: 0										
Birthday: June 9	TL: 8	Hand: Right	Unspent: 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): 13	• None (0)	24 lb	6	10	-	Eye	-9	0	Basic FP:	11			
Intelligence (IQ): 11	Light (1)	48 lb	4	9	3-4	Skull	-7	2	Tired:	3			
Health (HT): 11	Medium (2)	72 lb	3	8	5	Face	-5	0	Collapse:	0			
Will: 12	Heavy (3)	144 lb	2	7	6-7	Right Leg	-2	0	Unconscious	-11			
Fright Check: 14	X-Heavy (4)	240 lb	1	6	8	Right Arm	-2	0	Current HP:				
Basic Speed: 6	Lifting & Moving Things				9-10	Torso	0	0	Basic HP:	12			
Basic Move: 6	Basic Lift: 24 lb				11	Groin	-3	0	Reeling:	3			
Perception: 12	One-Handed Lift: 48 lb				12	Left Arm	-2	0	Collapse:	0			
Vision: 12	Two-Handed Lift: 192 lb				13-14	Left Leg	-2	0	Check #1:	-12			
Hearing: 12	Shove & Knock Over: 288 lb				15	Hand	-4	0	Check #2:	-24			
Taste & Smell: 12	Running Shove & Knock Over: 576 lb				16	Foot	-4	0	Check #3:	-36			
Touch: 12	Carry On Back: 360 lb				17-18	Neck	-5	0	Check #4:	-48			
thr: 1d-1 sw: 1d+1	Shift Slightly: 1,200 lb				-	Vitals	-3	0	Dead:	-60			
Melee Weapons					Usage	Lvl	Parry	Block	Damage	Reach	ST		
Brass Knuckles					Punch	15	11	No	1d cr	C			
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			
Small Knife					Swung	9	7	No	1d-2 cut	C,1	5		
Small Knife					Thrust	9	7	No	1d-2 imp	C	5		
Ranged Weapons				Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Auto Pistol, 9mm					15	2	2d+2 pi	150/1900	3	18+1(3)	-2	2	9
Auto Shotgun, 12G					13	3	1d+1 pi	50/125	3x9	6+1(3i)	-5	1	10†
Small Knife				Thrown	9	+0	1d-2 imp	5/11	1	T(1)	-1		5
Advantages & Disadvantages		Pts	Ref		Skills		SL	RSL	Pts	Ref			
Bad Temper CR: 15 (Resist Almost All The Time).		-5	B124		Brawling		15	DX+2	4	B182			
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		Disarming (Brawling) Default: Brawling		16	+1	2	B230			
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		Knee Strike (Brawling) Default: Brawling - 1		15	+0	1	B232,MA76			
High-Heeled Heroine		1	PU2:14,ACT3:15		Carousing		11	HT+0	1	B183			
High-Heeled Hurt		1	PU2:7,ACT3:15		Driving/TL8 (Automobile)		12	DX-1	1	B188			
Lecherousness CR: 12 (Resist Quite Often).		-15	B142		First Aid/TL8		12	IQ+1	1	B195			
Magic Resistance 1		2	B67		Guns/TL8 (Pistol)		15	DX+2	4	B198			
Weirdness Magnet		-15	B161		Savoir-Faire (Servant)		11	IQ+0	1	B218			
Appearance Beautiful, +12.		12	B21		Tactics		10	IQ-1	2	B224			
Responsive		-1	B164		Professional Skill (Bartending)		10	IQ-1	1	B215			
					Streetwise		12	IQ+1	4	B223			
					Fast-Talk		11	IQ+0	2	B195			
					Intimidation		11	Will-1	1	B202			
					Throwing		14	DX+1	4	B226			
					Acrobatics		13	DX+0	4	B174			

[illegible]