



Name: Marshall Redgrave

Race: Human

Appearance: Every bit the burnout California pseudo-mystic of late '60s, early '70s lore: long hair, beard, tinted sunglasses, sandals, Buddhist prayer beads, Southeast Asian-inspired attire, the works

Player: Brant Casavant

Ht: Wt:

Age: 40

Spent: 571

Unspent: 2

CHARACTER SHEET

Character stats table including ST, HP, DX, Will, IQ, Per, HT, FP, Basic Speed, Basic Move, BL, Thr, Sw.

TL 7 [0] SM +0

Senses table: Vision, Hearing, Touch, Taste/Smell, Fright Check, Consciousness, Death Check, High Jump, Broad Jump.

HP 3, 0, -10, -20, -30, -40, -50 FP 3, 0, -10

Combat table: PARRY, BLOCK, DODGE, DR with sub-attributes like DX, Torso.

REACTION MODIFIERS table: Appearance: +1, Status: +6, Other: +2.

CULTURAL FAMILIARITIES table: Cultural Familiarity (Southeast Asia) [1]

LANGUAGES table: ASL, Danbe, English, Sanskrit, Sumerian, Vietnamese.

TEMPLATES AND META-TRAITS table: Project SANDMAN Lens, ASL, Danbe, Patron, Resistant, Duty, Hidden Lore, Hypnotism, Psychology, Alternate Identity, Legal Enforcement Powers, Archaeology.

ADVANTAGES table: Ally (Dave Rocco), Ally (Special Ones), Ally (Sunshine Parker), Ally (Zeb), Alternate Identity, Appearance, Charisma, Contact (Alan Watts), Contact (Donna Montanari), Contact (Everett Bumgardner), Contact (Melvin Belli), Contact (New Hollywood Artists), Eidetic Memory, Empathy, Fashion Sense, Intuition, Legal Enforcement Powers, Mind Probe, Patron, Recognition, Rapier Wit, Reputation, Resistant, SCANATE Rank, Security Clearance, Security Rank, Social Chameleon, The Mission Rank, Unreliable, Visualization, Voice, Wealth.

DISADVANTAGES table: Addiction, Bad Sight, Chummy, Duty, Extremely Hazardous.

DISADVANTAGES (continued)	
Name	Pts
Enemy (Detective; Less powerful than the PC; 9 or less; Hunter) {p. B135}	[-5]
Flashbacks (Mild) {p. B136}	[-5]
Insomniac (Mild) {p. B140}	[-10]
Lame (Crippled Legs; Unreliable/Activation (11 or less)) {p. B141}	[-8]

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[115]
Advantages, Perks		[412]
Disadvantages, Quirks		[-63]
Skills, Techniques		[107]
Total Points Spent:		571
Unspent Points:		2

QUIRKS	
Name	Pts
Bad Reputation (Sonoma County Law Enforcement)	[-1]
Code of Honor (Vegetarianism) {p. B164}	[-1]
Congenial {p. B164}	[-1]
Habit (Vague Answers) {p. B164}	[-1]
Imaginative {p. B164}	[-1]

SKILLS			
Name	Level	Relative	Pts
Acting {p. B174}	16	IQ+0	[2]
Archaeology {p. B176}	14	IQ-2	[1]
Body Language (Human) {p. B181}	17	Per+1	[4]
Brainwashing/TL7 {p. B182}	17	IQ+1	[8]
Carousing {p. B183}	11	HT+1	[2]
Current Affairs/TL7 (Celebrity Culture) {p. B186}	16	IQ+0	[1]
Current Affairs/TL7 (SANDMAN) {p. B186}	16	IQ+0	[1]
♠ Detect Lies {p. B187}	19*	Per+3	[4]
Diplomacy {p. B187}	18†	IQ+2	[4]
Dreaming {p. B188}	18	Will+0	[4]
Enthrallment (Captivate) {p. B191}	18	Will+0	[4]
Enthrallment (Persuade) {p. B191}	18	Will+0	[4]
Enthrallment (Suggest) {p. B191}	18	Will+0	[4]
Enthrallment (Sway Emotions) {p. B191}	18	Will+0	[4]
Esoteric Medicine {p. B192}	16	Per+0	[4]
Expert Skill (Memetics) {p. B193}	16	IQ+0	[4]
Fast-Talk {p. B195}	18‡	IQ+2	[2]
♠ First Aid/TL7 (Human) {p. B195}	17	IQ+1	[1]
♠ Guns/TL7 (Pistol) {p. B198}	10‡	DX+0	[1]
Hidden Lore (History B) {p. B199}	15	IQ-1	[1]
Hypnotism (Human) {p. B201}	18	IQ+2	[12]
Intelligence Analysis/TL7 {p. B201}	14	IQ-2	[1]
♠ Interrogation {p. B202}	17	IQ+1	[4]
Intimidation {p. B202}	18§	Will+0	[2]
Leadership {p. B204}	18¶	IQ+2	[2]
Meditation {p. B207}	18	Will+0	[4]
Observation {p. B211}	16	Per+0	[2]
Occultism {p. B212}	16	IQ+0	[2]
Pharmacy/TL7 (Synthetic) {p. B213}	16	IQ+0	[4]
Philosophy (Hinduism) {p. B213}	15	IQ-1	[2]
Physician/TL7 (Human) {p. B213}	16	IQ+0	[4]
Politics {p. B215}	18**	IQ+2	[2]
Propaganda/TL7 {p. B216}	17	IQ+1	[4]
Psychology (Human) {p. B216}	18††	IQ+2	[12]
Public Speaking {p. B216}	22‡‡	IQ+6	[8]
Savoir-Faire (Celebrity) {p. B218}	16§§	IQ+0	[1]
Savoir-Faire (SANDMAN) {p. B218}	16§§	IQ+0	[1]
Teaching {p. B224}	16	IQ+0	[2]
Theology (Buddhism) {p. B226}	16	IQ+0	[4]

* +3 from 'Empathy'
 † +2 from 'Voice', Cond. +2 from 'Charisma' when making Influence rolls
 ‡ Cond. x2 from 'Bad Sight (Nearsighted)' when calculating range penalties
 § Cond. +2 from 'Charisma' when making Influence rolls, Cond. +2 from 'Reputation (Celebrities)' when your reputation counts, Cond. -2 from 'Reputation (Celebrities)' when your reputation works against you, Cond. +1 from 'Reputation (NoCal Military Intelligence Community)' when your reputation counts, Cond. -1 from 'Reputation (NoCal Military Intelligence Community)' when your reputation works against you, Cond. +1 from 'Reputation (Americans)' when your reputation counts, Cond. -1 from 'Reputation (Americans)' when your reputation works against you
 ¶ +2 from 'Charisma'
 ** +2 from 'Voice'
 †† Cond. +3 from 'Empathy' when you can converse with subject
 ‡‡ +2 from 'Charisma', +2 from 'Voice'
 §§ Cond. +2 from 'Charisma' when making Influence rolls

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	10	-	1d-3 cr	C	-	-	
Kick	8	-	1d-2 cr	C,1	-	-	
Punch	10	8	1d-3 cr	C	-	-	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Colt Government, .45 ACP	10	2d pi+	2	150 yd / 1600 yd	3	7+1(3)	10	-2	3	3	

EQUIPMENT			
Qty	Item	Cost	Weight
1	1968 Rolls Royce Phantom V (TL8) {p. B464} Description: TL:7 Skill:Driving/TL (Automobile) ST/HP:57 Hnd/SR:0/4 HT:11f Move:3/56* Lwt:3.0 Load:0.8 SM:+4 Occ:1+5 DR:5 Range:400 Locations: G4W	160000	-
1	1973 Mercedes 450 SE (TL8) {p. B464} Description: TL:7 Skill:Driving/TL (Automobile) ST/HP:65 Hnd/SR:0/4 HT:11f Move:4/70* Lwt:2.9 Load:0.7 SM:+4 Occ:1+4 DR:5 Range:260 Locations: G4W	115000	-
50	Agent 17 (TL7) {p. MD47} Description: Injectable version; has access to inhalable.	5000	5 lb
2	Colt Government, .45 ACP (TL6) {p. HT101} Description: TL:6 LC:3 Ammo:0.5 lb. Damage:2d pi+ Acc:2 Range:150/1600 RoF:3 Shots:7+1(3) ST:10 Bulk:-2 Rcl:3 Skill:Guns (Pistol)	1700	5.6 lb
80	Combat Amphetamines, various (TL7) {p. MD46-47} Description: Includes Blues, Greens, Reds, and Yellows. Costs vary.	4000	6.4 oz
500	Depressants (TL7) {p. B441} Description: Sedatives (barbiturates, benzodiazepines, surgical), narcotic painkillers, chloroform, ether, heroin.	1000	2.5 lb
1	Field Wetware Kit (TL7) {p. MD47}	20000	40 lb
1	Hallucinogens (TL7) {p. B440-441} Description: LSD, etc.	2	1.28 dr
1	Hypnogogic Flash (TL7) {p. MD47}	1600	1 lb
2	Mental Carrier Tone Generator (TL7) {p. MD49}	20000	10 lb
50	Modafamil (TL7) {p. MD47}	100	4 oz
300	Mopers, various (TL7) {p. MD46} Description: Cost \$20 x point value of Disadvantage. Injected or ingested.	30000	1.5 lb
500	Stimulants (TL7) {p. B440} Description: Amphetamines, Obetrol, Adderall, cocaine, etc.	500	2.5 lb

LOAD-OUTS			
Qty	« No equipment »	Cost	Weight
2	Colt Government, .45 ACP (TL6)	1700	5.6 lb
Totals:		1700	5.6 lb

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	2 yd	1 yd	1 yd	1 yd	1 yd
Jump	2 yd	1 yd	1 yd	1 yd	1 yd
Dodge	8	7	6	5	4