Name: Roger Martin (Maitre Carrefour/El Diablo) **Player:** Bill Brickman   **Spent:** 495
Race: Human   **Ht:** **Wt:** **Age:** **Unspent:** 2
Appearance:

CHARACTER SHEET

ST	10	[0]	**HP**	10	[0]	**Basic Speed**	6.5	[5]
DX	13	[60]	**Will**	15	[10]	**Basic Move**	6	[0]
IQ	13	[60]	**Per**	13	[0]	**BL**	20 lb	(ST×ST)/5
HT	12	[20]	**FP**	12	[0]	Thr 1d-2	Sw 1d	

TL	7	[0]	**SM**	+0

Vision	13*	Taste/Smell	13	Death Check	12
Hearing	13	Fright Check	15	High Jump	2.42 ft
Touch	13	Consciousness	12	Broad Jump	3.33 yd

* Cond. +5 from 'Night Vision' when offsetting darkness penalties

HP _____ 3, 0, -10, -20, -30, -40, -50   **FP** _____ 3, 0, -12

PARRY	PARRY	BLOCK	DODGE	DR
9	8	7	9	0
DX	Judo	DX	None	Torso

REACTION MODIFIERS
Appearance: +0
Status: +1*
  * +1 from 'Military Rank'
Other: -3†
  † -3 from 'Delusion (I am the Master of the Crossroads)', Cond. -2 from 'Social Stigma (Minority Group)', Cond. +4 from 'Maitre Carrefour/El Diablo' when adherents of Voudon/Santería, Cond. -1 from 'Odious Personal Habit (Stinks of Gunpowder)' when people notice your problem, Cond. +2 from 'Voice' when your voice can be heard, Cond. +2 from 'Sense of Duty (Veterans)' when in dangerous situations if Sense of Duty is known

LANGUAGES

Name	Spoken	Written	Pts
ASL	Native	–	[3]
Danbe	Native	Native	[6]
English (Native)	Native	Native	[0]
French	Accented	Literate	[4]
Spanish	Native	Native	[6]

TEMPLATES AND META-TRAITS

Name	Pts
Maitre Carrefour/El Diablo {p. User}	[49]
Maitre Carrefour/El Diablo 4 {p. B89}	[20]
Addiction (Rum; Cheap; Highly addictive; Incapacitating; Legal) {p. B122}	[-15]
Delusion (I am the Master of the Crossroads; Severe) {p. B130}	[-15]
Odious Personal Habit -1 (Stinks of Gunpowder) {p. B22}	[-5]
Supernatural Feature (No Shadow) {p. B157}	[-10]
Hypnotism* (Human) {p. B201}	[12]
Night Vision 5 {p. B71, P87}	[5]
Precognition (Ill Fortune Only) {p. B77, P68}	[15]
Roll to glimpse future: 13 (IQ)	
The Devil's Tongue (Unusual Background: Omnilingual; Accessibility (Only while interacting with humans in direct contact and embodying the archetype of El Diablo) (+3)) {p. SU29}	[28]
Voice {p. B97}	[10]
Detect Lies* {p. B187}	[1]
Diplomacy† {p. B187}	[1]
Fast-Talk† {p. B195}	[1]
Mimicry† (Speech) {p. B210}	[1]
Project SANDMAN Lens {p. MD25}	[113]
ASL (Spoken; Native) {p. B24}	[3]
Danbe (Native) {p. B24}	[6]
Patron (Project SANDMAN; 15 or less; Special Abilities: grants special powers) {p. B72, P65}	[90]

TEMPLATES AND META-TRAITS (continued)

Name	Pts
Project SANDMAN Lens {p. MD25}	[113]
Resistant (Anunnaki Programming; Very Common; +3) {p. B80, P71}	[10]
Roll to Resist: 25 (Will+10)	
Duty (Project SANDMAN; 15 or less (almost always); Extremely Hazardous) {p. B134}	[-20]
Hidden Lore (History B) {p. B199}	[1]
Psychology (Human) {p. B216}	[2]
Alternate Identity (Legal) {p. B39}	[5]
Legal Enforcement Powers 3 {p. B65}	[15]
Archaeology {p. B176}	[1]

* +4 from 'Maitre Carrefour/El Diablo'   † +4 from 'Maitre Carrefour/El Diablo', +2 from 'Voice'

ADVANTAGES

Name	Pts
Alternate Form (Agent 00; Vever Required) {p. B83, P74}	[9]
Alternate Form (Maitre Carrefour/El Diablo; Vever Required) {p. B83, P74}	[9]
Alternate Form (Papa Legba/San Petro; Vever Required) {p. B83, P74}	[9]
Alternate Identity (Legal) {p. B39}	[5]
Channeling (Preparation Required (10 minutes)) {p. B41, P43}	[7]
Contact (Ambrose O'Connor; Effective Skill 18; 12 or less; Somewhat Reliable) {p. B44}	[6]
Contact (Racing; Effective Skill 15; 12 or less; Somewhat Reliable) {p. B44}	[4]
Legal Enforcement Powers 3 {p. B65}	[15]
Maitre Carrefour/El Diablo 4 {p. B89}	[20]
Medium (Gadget/Breakable: DR 3-5; Gadget/Breakable: Size -7 or -8; Gadget/Can Be Stolen: Must be forcefully removed) {p. B68, P59}	[7]
Military Rank 2 {p. B29}	[10]
Modular Abilities (Super-Memorization; Preparation Required (1 hour); Renshaw Method (+4); Skills Only) {p. B71, P62, MD13}	[7]
Night Vision 5 {p. B71, P87}	[5]
Patron (Project SANDMAN; 15 or less; Special Abilities: grants special powers) {p. B72, P65}	[90]
Precognition (Ill Fortune Only) {p. B77, P68}	[15]
Roll to glimpse future: 13 (IQ)	
Resistant (Anunnaki Programming; Very Common; +3) {p. B80, P71}	[10]
Roll to Resist: 25 (Will+10)	
Spirit Empathy {p. B88}	[10]
Roll to empathize: 13 (IQ)	
The Devil's Tongue (Unusual Background: Omnilingual; Accessibility (Only while interacting with humans in direct contact and embodying the archetype of El Diablo) (+3)) {p. SU29}	[28]
Voice {p. B97}	[10]
Wild Talent 1 {p. B99, P89}	[20]

PERKS

Name	Pts
Autotrance {p. B100}	[1]

DISADVANTAGES

Name	Pts
Addiction (Rum; Cheap; Highly addictive; Incapacitating; Legal) {p. B122}	[-15]
Addiction (Tobacco; Cheap; Highly addictive; Legal) {p. B122}	[-5]
Delusion (I am the Master of the Crossroads; Severe) {p. B130}	[-15]
Discipline of Faith (Voudun/Santería) {p. B132}	[-5]
Duty (Project SANDMAN; 15 or less (almost always); Extremely Hazardous) {p. B134}	[-20]
Flashbacks (Mild) {p. B136}	[-5]
Intolerance (Upper Class; One group) {p. B140}	[-5]

DISADVANTAGES (continued)

Name	Pts
Odious Personal Habit -1 (Stinks of Gunpowder) {p. B22}	[-5]
Phantom Voices (Annoying) {p. B148}	[-5]
Post-Combat Shakes (12 or less) {p. B150}	[-5]
Sense of Duty (Veterans; Large Group; Fright Check) {p. B153}	[0]
Social Stigma (Minority Group) {p. B155}	[-10]
Supernatural Feature (No Shadow) {p. B157}	[-10]

QUIRKS

Name	Pts
Dislikes Anybody But Him Driving His Car {p. B164}	[-1]
Dislikes Vietnamese language {p. B164}	[-1]

SKILLS

Name	Level	Relative	Pts
Acting {p. B174}	12	IQ-1	[1]
Archaeology {p. B176}	11	IQ-2	[1]
Area Knowledge (San Francisco) {p. B176}	15	IQ+2	[4]
Autohypnosis {p. B179}	16	Will+1	[8]
Beam Weapons/TL7 (Rifle) {p. B179}	15	DX+2	[4]
Carousing {p. B183}	12	HT+0	[1]
Climbing {p. B183}	14	DX+1	[4]
Current Affairs/TL7 (Popular Culture) {p. B186}	14	IQ+1	[2]
Current Affairs/TL7 (San Francisco) {p. B186}	14	IQ+1	[2]
Detect Lies {p. B187}	15*	Per+2	[1]
Diplomacy {p. B187}	17†	IQ+4	[1]
Driving/TL7 (Automobile) {p. B188}	17	DX+4	[16]
Electronics Operation/TL7 (Security) {p. B189}	13	IQ+0	[2]
Electronics Operation/TL7 (Surveillance) {p. B189}	13	IQ+0	[2]
Explosives/TL7 (Demolition) {p. B194}	13	IQ+0	[2]
Fast-Talk {p. B195}	18†	IQ+5	[1]
First Aid/TL7 (Human) {p. B195}	13	IQ+0	[1]
Gesture {p. B198}	13	IQ+0	[1]
Guns/TL7 (Submachine Gun) {p. B198}	15	DX+2	[4]
Hidden Lore (History B) {p. B199}	12	IQ-1	[1]
Hidden Lore (Project SANDMAN Legends) {p. B199}	14	IQ+1	[4]
Holdout {p. B200}	13	IQ+0	[2]
Hypnotism (Human) {p. B201}	19*	IQ+6	[12]
Intimidation {p. B202}	14	Will-1	[1]
Judo {p. B203} Parry: 8	11	DX-2	[1]
Jumping {p. B203}	13	DX+0	[1]
Knife {p. B208} Parry: 8	13	DX+0	[1]
Lockpicking/TL7 {p. B206}	15	IQ+2	[8]
Mechanic/TL7 (Automobile) {p. B207}	13	IQ+0	[2]
Mimicry (Speech) {p. B210}	17†	IQ+4	[1]
Observation {p. B211}	14	Per+1	[4]
Occultism {p. B212}	12	IQ-1	[1]
Psychology (Human) {p. B216}	12	IQ-1	[2]
Religious Ritual (Voudon) {p. B217}	13	IQ+0	[4]
Research/TL7 {p. B217}	13	IQ+0	[2]
Search {p. B219}	12	Per-1	[1]
Soldier/TL7 {p. B221}	13	IQ+0	[2]
Stealth {p. B222}	15	DX+2	[8]
Streetwise {p. B223}	15	IQ+2	[8]
Tactics {p. B224}	13‡	IQ+0	[4]
Theology (Voudon) {p. B226}	12	IQ-1	[2]
Urban Survival {p. B228}	12	Per-1	[1]

* +4 from 'Maitre Carrefour/El Diablo'
† +4 from 'Maitre Carrefour/El Diablo', +2 from 'Voice'
‡ Cond. +4 from 'Precognition' when successful active use to predict likely outcomes

POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	[155]
Advantages, Perks	[271]
Disadvantages, Quirks	[-42]
Skills, Techniques	[111]
Total Points Spent:	**495**
Unspent Points:	**2**

MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	13	–	1d-3 cr	C	–	–	
Bowie Knife (Large): Knife swing	13	9	1d-1 cut	C,1	7	4	
Bowie Knife (Large): Knife thrust	13	9	1d-2 imp	C,1	7	4	
Bowie Knife (Large): Shortsword swing	9	7	1d-1 cut	1	7	4	
Bowie Knife (Large): Shortsword thrust	9	7	1d-2 imp	C,1	7	4	
Kick	11	–	1d-2 cr	C,1	–	–	
Punch	13	9	1d-3 cr	C	–	–	

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Charter Arms Undercover, .38 Special	13	2d-1 pi	1	90 yd / 1000 yd	3	5(3i)	9	-1	2	3	[2]
S&W Model 10 M&P, .38 Special	13	2d pi	2	110 yd / 1200 yd	3	6(3i)	9	-2	2	3	[2]

EQUIPMENT

Qty	Item	Cost	Weight
1	1971 Chevelle LS1 (TL7) {p. B464}	85000	–
	Description: TL:7 Skill:Driving/TL (Automobile) ST/HP:59 Hnd/SR:+1/4 HT:10f Move:6/81* Lwt:1.9 Load:0.4 SM:+3 Occ:1+3 DR:4 Range:300 Locations:GW4		
4	Bottle of Rum (Small) (TL7)	4	6.4 oz
1	Bowie Knife (Large; TL2) {p. MA228, MA229, MA213}	120	1.5 lb
	Description: TL:2 LC:4 \par [Mode:knife swing Damage:sw-1 cut Reach:C,1 Parry:0 ST:7 Skill:Knife] \par [Mode:knife thrust Damage:thr imp Reach:C,1 Parry:0 ST:7 Skill:Knife] \par [Mode:shortsword swing Damage:sw-1 cut Reach:1 Parry:0 ST:7 Skill:Shortsword] \par [Mode:shortsword thrust Damage:thr imp Reach:C,1 Parry:0 ST:7 Skill:Shortsword]		
1	Charter Arms Undercover, .38 Special (TL7) {p. HT94}	350	1.2 lb
	Description: TL:7 LC:3 Ammo:0.17 lb. Damage:2d-1 pi Acc:1 Range:90/1000 RoF:3 Shots:5(3i) ST:9 Bulk:-1 Rcl:2 Skill:Guns (Pistol) Notes:[2], [2] No lanyard ring (p. 154).		
4	Cigarette Lighter (TL6) {p. B288}	40	–
	Description: TL:6 Notes: Lights fires.		
4	Cigars (TL7)	8	6.4 oz
1	FBI Badge (TL7)	5	1.6 oz
1	Gray Workman's Jumpsuit (TL0) {p. B266}	24	2 lb
	Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.		
1	Lockpicks (TL3) {p. B289}	50	–
	Description: TL:3 Notes: Basic equipment for Lockpicking skill.		
1	Ordinary Clothes (Status +2; TL0) {p. B266}	600	2 lb
	Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.		
1	Portable Explosives Tool Kit (TL5) {p. B289}	600	20 lb
	Description: TL:5 Notes: Basic equipment for Explosives skill.		
1	S&W Model 10 M&P, .38 Special (TL6) {p. HT94}	500	2 lb
	Description: TL:6 LC:3 Ammo:0.2 lb. Damage:2d pi Acc:2 Range:110/1200 RoF:3 Shots:6(3i) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes:[2], [2] No lanyard ring (p. 154).		
1	Vever for Maitre Carrefour (TL7)	1	1.6 oz
1	Vever for San Petro (TL7)	1	1.6 oz

LOAD-OUTS

Qty	« No equipment »	Cost	Weight
1	Bowie Knife (Large; TL2)	120	1.5 lb
1	Charter Arms Undercover, .38 Special (TL7)	350	1.2 lb
1	S&W Model 10 M&P, .38 Special (TL6)	500	2 lb
	Totals:	970	4.7 lb

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	9	8	7	6	5