



Name: Roger Martin
Race: Human
Appearance:

Player: Bill Brickman
Ht: Wt:

Age: Spent: 564
Unspent: 9

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
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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

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: +2*	
* +1 from 'Military Rank', +1 from 'Security Rank (SANDMAN Status)'	
Other: +0†	
† Cond. -2 from 'Social Stigma (Minority Group)', 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
Project SANDMAN Lens {p. MD25}	[117]
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]
Resistant (Anunnaki Programming; Very Common; +3) {p. B80, P71}	[10]
Roll to Resist: 20 (Will+5)	
Duty (Project SANDMAN; 15 or less (almost always); Extremely Hazardous) {p. B134}	[-20]
Hidden Lore (History B) {p. B199}	[1]
Hypnotism (Human) {p. B201}	[4]
Psychology (Human) {p. B216}	[2]
Alternate Identity (Legal) {p. B39}	[5]
Legal Enforcement Powers 3 {p. B65}	[15]
Archaeology {p. B176}	[1]

ADVANTAGES	
Name	Pts
Alternate Form (Agent 00; Vever Required) {p. B83, P74}	[9]
Alternate Form (Maitre Carrefour/EI Diablo; Vever Required) {p. B83, P74}	[9]
Alternate Form (Papa Legba/San Petro; Vever Required) {p. B83, P74}	[9]
Alternate Form (The Phreak; 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]

ADVANTAGES (continued)	
Name	Pts
Contact (Racing; Effective Skill 15; 12 or less; Somewhat Reliable) {p. B44}	[4]
Legal Enforcement Powers 3 {p. B65}	[15]
Loa: Papa Legba Package Cost	[76]
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 (Cosmic Power; Accessibility (Can only access Advantages or Skills of one loa) (+4); Link (Powers must be used together); Maximum Duration (Up to 1 hour); Nuisance Effect: ability earns a reaction penalty from those around you (+2); Per point of abilities (+8)) {p. B71, P62}	[40]
Modular Abilities (Super-Memorization; Preparation Required (1 hour); Renshaw Method (+4); Skills Only) {p. B71, P62, MD13}	[7]
Patron (Project SANDMAN; 15 or less; Special Abilities: grants special powers) {p. B72, P65}	[90]
Resistant (Anunnaki Programming; Very Common; +3) {p. B80, P71}	[10]
Roll to Resist: 20 (Will+5)	
Security Rank (SANDMAN Administrative Rank) 1 {p. B29}	[5]
Security Rank (SANDMAN Status) +1 {p. B28}	[5]
Spirit Empathy {p. B88}	[10]
Roll to empathize: 13 (IQ)	

PERKS	
Name	Pts
Autotrance {p. B100}	[1]

DISADVANTAGES	
Name	Pts
Addiction (Tobacco; Cheap; Highly addictive; Legal) {p. B122}	[-5]
Discipline of Faith (Voudun/Santeria) {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]
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]

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}	13	IQ+0	[1]
Current Affairs/TL7 (San Francisco) {p. B186}	14	IQ+1	[2]
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]
First Aid/TL7 (Human) {p. B195}	13	IQ+0	[1]

SKILLS (continued)			
Name	Level	Relative	Pts
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}	13	IQ+0	[4]
Intimidation {p. B202}	14	Will-1	[1]
Judo {p. B203}	11	DX-2	[1]
Parry: 8			
Jumping {p. B203}	13	DX+0	[1]
Knife {p. B208}	13	DX+0	[1]
Parry: 8			
Lockpicking/TL7 {p. B206}	15	IQ+2	[8]
Mechanic/TL7 (Automobile) {p. B207}	13	IQ+0	[2]
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]
POINTS SUMMARY			Pts
Basic Attributes, Secondary Characteristics			[155]
Advantages, Perks			[341]
Disadvantages, Quirks			[-42]
Skills, Techniques			[110]
Total Points Spent:			564
Unspent Points:			9

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} 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	85000	—
4	Bottle of Rum (Small) (TL7)	4	6.4 oz
1	Bowie Knife (Large; TL2) {p. MA228, MA229, MA213} 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]	120	1.5 lb
1	Charter Arms Undercover, .38 Special (TL7) {p. HT94} 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).	350	1.2 lb
4	Cigarette Lighter (TL6) {p. B288} Description: TL:6 Notes: Lights fires.	40	—
4	Cigars (TL7)	8	6.4 oz
1	FBI Badge (TL7)	5	1.6 oz
1	Gray Workman's Jumpsuit (TL0) {p. B266} 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.	60	2 lb
1	Lockpicks (TL3) {p. B289} Description: TL:3 Notes: Basic equipment for Lockpicking skill.	50	—
1	Ordinary Clothes (Status +2; TL0) {p. B266} 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.	600	2 lb
1	Portable Explosives Tool Kit (TL5) {p. B289} Description: TL:5 Notes: Basic equipment for Explosives skill.	600	20 lb
1	S&W Model 10 M&P, .38 Special (TL6) {p. HT94} 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).	500	2 lb
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