WEIRD WARS TOUR OF DARKNESS

Name: Captain Owens Rank: Veteran

Military Rank: Captain, U.S. Army CV: 191

Photo ID

Trait Assessment (Attributes)			Base	Mod
d6	Agility	Charisma:	0	0
d8	Smarts	Toughness:	7	9/2
d6	Spirit	Parry:	6	6
d6	Strength	Pace:	6	6
d10	Vigor	Sanity:	5	5
		Experience:	0	

Training Assessment (Skills)

d6	Shooting
d8	Fighting
d6	Throwing
d8	Guts
d6	Intimidation
d6	Persuasion
d8	Survival

Hindrances

Arrogant: Humiliates opponents, attacks master in battle

Enemy: Rival officer

Quirk: Must wear lucky cap

Edges

U.S. Army

Rank (Officer):

Command: Allies' Spirit: +1 to recover from being shaken

Command Presence: Command Radius: 10"

Inspire: Allies' Spirit: +2 to recover from being shaken

Combat Reflexes: Spirit: +2 when recovering from being Shaken

Psychological Profile

Gear	Loc	WT
Flak Vest: +2/4		12
Covers: Torso; Armor: 2/4		
Steel Pot Helmet: +4		5
Covers: Head; Armor: 4; 50% chance to protect head		
Backpack		2
Canteen (1 quart, full)		3
Trail Rations (5 Meals)		5
Whistle		--
Flashlight (10" beam)		3

Gear	Loc	WT

Currency: $500

Total Weight	17
Carried:	30
Load Limit:	0

Permanent Injuries:

Medical History

-1

-2

-3

Inc

-2

Fatigue

CLEARED FOR USE ON FOLLOWING WEAPONS

Weapon	range	ROF	damage	WT	Notes
M14	24/48/96	1/3	2d8+1	9	Shots: 20; AP: 2; Snapfire Penalty; ROF 3 for SAR model only.
Mk67 Pineapple Gre...	5/10/20	--	3d6	--	Burst: Medium; Thrown

CLASSIFIED INFORMATION (POWERS)

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