

CHARACTER: Arthur Falcone PLAYER: \_\_\_\_\_ XP: \_\_\_\_\_

**ATTRIBUTES**

(+1, 0, -1)

**STRONG**

(lift, push, carry, break)

**NIMBLE**

(balance, avoid, manipulate)

**HARDY**

(resist fatigue, recover)

**SMART**

(general knowledge)

**WILLFUL**

(resist manipulation)

**SAVVY**

(favorable reaction)

⊘  
-1  
⊘  
⊘  
⊘  
⊘  
1

**DESCRIPTION & GOALS**

Arthur Falcone is a private investigator who is a bit awkward, but pleasant to be around. Falcone washed out of the corporate world (field sales job) after uncovering and whistle-blowing on organized criminal activity at his company, which cost him his job: hard-learned lessons about discretion. Falcone started his struggling independent detective agency a few months ago and is desperate for work. Thanks to his people skills, Arthur managed to pal up with Peter Havik-Stand, who thinks Arthur is more successful & experienced than the reality.

◇ **GRAZED**

(until end of scene or healed; no other effect)

◇ **WOUNDED**

(-1 to all skill checks until healed)

◇ **INCAPACITATED**

(ends scene; proceed to next scene)

**BASE**

**UNTRAINED**

**PHYSICAL/MELEE:**

(strong+hardy, untrained -1)

⊘

**SKILLS:** brawling 1.

(skill groups: perform, martial arts, athletics, weapon)

-1

**DEVICE/RANGED:**

(nimble+hardy, untrained -1)

-1

**SKILLS:** \_\_\_\_\_

(skill groups: bows, throwing, guns, gunner, disable, \*dodge)

-2

**ANIMAL/VEHICLE:**

(strong+savvy, untrained -1)

1

**SKILLS:** drive car 2.

(skill groups: ride, handle animal, wayfind, crew, drive, pilot)

⊘

**SUBTERFUGE/SURV:**

(smart+nimble, untrained -1)

-1

**SKILLS:** gather information ⊘; notice ⊘.

(skill groups: hunt, survive, streetwise, sneak; \*notice)

-2

**KNOWLEDGE:**

(smart+willful, untrained -1)

⊘

**SKILLS:** \_\_\_\_\_

(skill groups: crafts, medic, profession, mechanic, \*research)

-1

**SOCIAL:**

(savvy+willful, untrained -1)

1

**SKILLS:** deceive 2; intimidate 2.

(skill groups: influence, interact)

⊘

**POWER:**

(special ability=hardy -1;

magic=smart -1;

psionics=willful -1. No untrained)

X

**SKILLS:** \_\_\_\_\_

(types: melee, ranged, attribute, skill, equipment/utility)

⊘

\*Notice, research and dodge are standalone skills, not skill groups

**SIGNATURE GEAR, EQUIPMENT, VALUABLES:**

weathered trenchcoat. fedora.

beaten up four-door compact car

(-1 to drive car checks).

cheap cell phone

wallet with 200 dollars. maxed-out credit cards.

cramped 2<sup>nd</sup>-story office in dingy city building.

about 2.500 dollars in bank account

**PATRONS, ALLIES, RELATIONSHIPS**

Peter Havik-Stand: impulsive wealthy businessman (patron).

Toni Graham: unflappable part-time assistant (ally).

Emily Chan: police detective (rival).