



Name: Ike McManor

Player:

Setting:

Race: Human

Rank: Novice (2 levels)

Exp.: 10, CV: 113

ATTRIBUTES

d6 Agility

d8 Smarts

d6 Spirit

d6 Strength

d8 Vigor



SKILLS

d4 Fighting (Agility)

d6 Guts (Spirit)

d4 Intimidation (Spirit)

d6 Investigation (Smarts)

d8 Notice (Smarts)

d6 Persuasion (Spirit)

d6 Shooting (Agility)

d4 Stealth (Agility)

d4 Taunt (Smarts)

DERIVED STATS

6 Pace 30 Load Limit

4 Parry 0 Load Penalty

6 Toughness 0 Armor

0 Charisma 3 Bennies

MYTHOS TRAITS

Corruption: 0

Sanity: 5

HINDRANCES

Obligations (Arkham Police)

Cautious

Stubborn

EDGES

Connections (Arkham Police): Get information or help from sources

Interest: Local Criminals

Interest: Occult

Interest: Sports: Baseball

WOUNDS: -1 -2 -3 INC
PERMANENT INJURIES:

FATIGUE: -1 -2 INC

GEAR

LOCATION WEIGHT

*Corduroy suit 0

*Dress shirt 0

*Leather work shoes 0

*Wrist watch 0

*Cuff links 0

*.38 bullets (50) 0

CURRENCY

\$5.13

TOTAL WEIGHT CARRIED: 3

LOAD LIMIT: 30

ENCUMBRANCE PENALTY: 0



ARMOR TYPE	AREAS PROTECTED	PROTECTION WEIGHT	COST

WEAPON	RANGE	ROF	DAMAGE	SHOTS	NOTES
*.38 Revolver	12/24/48	1	2d6	3	Shots: 6; AP: 1; Revolver

AMMO COUNTER
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Description: Male
 Story: Detective Ike McManor has been working on several related cases recently. Clues at the crime scenes point toward a shadowy organization calling itself the Cult of Mu. The cult is implicated in several petty crimes including larceny and