

NAME: Victor Baskett **GENDER:** Male
PROFESSION/PARADIGM: Airport Cop
AGE: 39 **HEIGHT:** 5'9" **WEIGHT:** 187 lbs



REASON

0

FIRST AID _____
 GEN. KNOWLEDGE _____
 LOCK-PICKING* +1 _____
 MECHANICS* _____
 SCHOLAR _____
 SURGERY* _____

ACUMEN

1

GAMBLING _____
 INVESTIGATION +1 _____
 NAVIGATION _____
 PERCEPTION +3 _____
 SCAVENGING _____
 STREETWISE +2 _____
 SURVIVAL +1 _____

PHYSICALITY

2

ATHLETICS +1 _____
 DEMOLITIONS* _____
 HUNTING _____
 MELEE WEAPONS _____
 SOLDIERING _____
 UNARMED COMBAT +2 _____

INFLUENCE

1

ANIMAL HANDLING _____
 BARTER _____
 CHARM _____
 DECEPTION _____
 ENTERTAINMENT _____
 INSPIRATION _____
 INTIMIDATION +1 _____

DEXTERITY

1

DODGE +1 _____
 DRIVING +1 _____
 HEAVY WEAPONS* _____
 RANGED WEAPONS +1 _____
 SLEIGHT OF HAND _____
 STEALTH _____

SPECIALIZATIONS

AMMO TRACKING

WEAPON 1 0000000000
 WEAPON 2 0000000000
 WEAPON 3 0000000000

BACKSTORY

Victor ended up living in Las Vegas with a high-school buddy after a short stint in the Air Force, and seeing few opportunities ahead of him, joined the Las Vegas Metropolitan Police Department. After several years of street patrol, he was assigned to McCarran airport where he worked for more than a decade.

When the virus wiped out the city in the desert, Victor decided to drive out east and be with his brother in Maryland, but his brother was dead by the time he arrived and Victor had nothing left to go back to and, even if he did, his car died weeks ago. Since then, Victor has been moving east to the coast, and recently met up with a group of like-minded travelers.

Although tattered, Victor still wears what remains of his uniform. This is partially to remind himself of who he was and who he believes himself to be, but also partially for the effect it has on others. There is occasional mistrust but in this world with no rules, he has found a surprising number of people looking to him for help and with an expectation that he is still duty bound to help them.

BACKGROUND COMPLICATION: Code of Honor **MOTIVATION:** Protect

WOUNDS 13	RESILIENCE 8	DM-MELEE 2	DM-RANGED 1	WILD 0 0 0 0
INIT 2d6+5	ENCUM. 8	MORALITY 3	CDP 0	

WEAPONS								
Name	Type	Range	WP	RP	Ammo	Ammo	Enc	Notes
Baton	Melee	Engaged	3+1d6	50%	Common	-	1	
Hunting Knife	Melee	Engaged	2+1d6	50%	Common	-	1	Requires DEX of 4 to use or -2 CMod
Light Pistol	Ranged	Close	3+1d6	50%	Common	4	1	Hits grouped targets at Close Range
Unarmed	Melee	Engaged	1d3+4	100%	Common	-	-	1d3 + PHY + Unarmed Combat

EQUIPMENT		
Name	Enc	Special Qualities
Survival Kit	1	Tent, Sleeping Bag, Fire-starting Kit

ARMOR		
Name	Enc	DM

RATIONS		
Name	# Days	Enc
Standard	2	2