NAME: Marvin McIntryre
GENDER: Male
PROFESSION/PARADIGM: Handyman
AGE: 38 **HEIGHT:** 5'10" **WEIGHT:** 172 lbs

REASON
1

FIRST AID
GEN. KNOWLEDGE +1
LOCK-PICKING* +1
MECHANICS* +2
SCHOLAR
SURGERY*

ACUMEN
2

GAMBLING +1
INVESTIGATION
NAVIGATION
PERCEPTION +1
SCAVENGING +1
STREETWISE +1
SURVIVAL

PHYSICALITY
1

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

INFLUENCE
0

ANIMAL HANDLING
BARTER +2
CHARM
DECEPTION +1
ENTERTAINMENT
INSPIRATION
INTIMIDATION

DEXTERITY
1

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

SPECIALIZATIONS
Generalist

AMMO TRACKING
WEAPON 1 ☐☐☐☐☐☐☐☐☐☐
WEAPON 2 ☐☐☐☐☐☐☐☐☐☐
WEAPON 3 ☐☐☐☐☐☐☐☐☐☐

BACKSTORY

Raised first by his abusive uncle and aunt and later by the state, Marvin has spent a large chuck of his life drifting in and out of institutions of various sorts. This has mostly been driven by his ongoing struggle with cocaine and alcohol but also by his extremely short temper and quick fists.
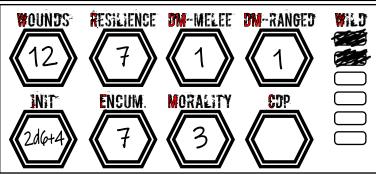
The only thing that has ever interested him were cars – specifically, very fast cars with powerful engines – and when Marv wasn't doing a stint somewhere for breaking & entering, he was stealing fast cars and seemingly just lining up his next prison sentence. Somewhere along the way he learned how to bypass alarms and crack into safe which landed him bigger sentences.

Paroled from the Sussex Correctional Institution just months before the outbreak of the virus, Marv had found work helping David Battersby on his farm as a handyman, putting his mechanics skills to good use and was one of the first to move to the farm as things started to deteriorate.

He has found himself feeling somewhat protective of Battersby in light of the murder of his wife, Jenny, and is prepared to help him get the farm back - if they can find more guns and people willing to use them.

Battersby relies on Marv but worries about his continual drinking to excess. Although there is no cocaine for him to get his hands on, there is no shortage of alcohol in the surrounding towns and Marv has made more than one trip without telling anyone, just to resupply.

BACKGROUND COMPLICATION: Criminal Past **MOTIVATION:** Hedonism

WOUNDS	RESILIENCE	DM-MELEE	DM-RANGED	WILD
12	7	1	1	

INIT	ENCUM.	MORALITY	CDP
2d6+4	7	3	

WEAPONS

Name	Type	Range	WP	RP	Ammo	Ammo	Enc	Notes
Shotgun	Ranged	Close	10+1d6	50%	Common	5	2	Hits grouped targets at Close Range
Hunting Knife	Melee	Engaged	2+1d6	50%	Common		1	Requires DEX of 4 to use or -2 CMod
Unarmed	Melee	Engaged	1d3+3	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