Name: William "Old Bull" Lee

Sex: Male

Description: Thin, gaunt, rode hard and put up wet. He barely holds up the anachronistic grey flannel suit and fedora that he wears constantly. He carries a large satchel, with a portable antique typewriter and… other things indide.

Attributes

(Distribute 36 points across these. Empathy costs two for each instead of one.)

- Str: 3
- Int: 6
- Agi: 5
- Con: 3
- Edu: 6
- Cha: 4
- Emp: 3
- Wil: 3

Phases

- Background: Urban
- School or Career: English Major
- Career 1: Soldier
- Advanced Schooling: Masters' in Anthropology (incomplete)
- Career 2: Mechanical Salvager
- Career 3: Vermin Exterminator (not a euphemism)

Skills

(distribute 45 points between skills and gear, based on how they were obtained from each phase).

- Chemistry 3
- Computer Op 4
- Engineer 2
- Human Empathy 2
- Language 4
- Lockpick 3
- Mechanic 3
- Medical 3
- Melee Combat 3
- Observation 4
- Psychology 2
- Small Arms 4
- Stalking 3

- Streetwise 2
- Vehicle Use 2

Gear

(distribute 15 points to gear. Points not spent on gear may be spent on skills instead, but they may not stack higher than the limits that the skill would have given how many phases it was obtained in.)

- .32 Automatic pistol 7
- Typing 8

Contacts

(The player may select one contact from each phase of their development, related to that phase. These may be held until after generation to be fleshed out at need, and where plausible.)

- Urban Background - Bradley the Buyer (old drug contact)
- College - Sal Paradiso - College friend, published writer
- Soldier - Dean Moriarty - Old army buddy
- Graduate School - Carlo Marx - Published poet, political rabble-rouser
- Salvager - Louie Teasel - ex-employer, runs a salvage yard
- Exterminator - Hal Mugwump - Current employer, supplier of chemicals

Personality

He puts on a gruff and unapproachable air as a form of protection, but is really a sweet guy once you get to know him. His appetites are a bit off the beaten path, and he may have done a few things he's not proud of to score a fix, but he's never betrayed a true friend

Passions

- Writing
- Pistols
- Drugs
- The study of occult magic

Hardened

(Only used with the Advanced Psychology rules. Distribute 20 points between the below areas that describe how a character has become hardened.)

- Violence
- Isolation
- Helpless

- Unnatural
- Self

Hinderances

(replace the placeholders below with any ongoing hinderances carried by the character)

- Pain
- Suffering

From:
https://wiki.wishray.com/ - **Wishray Wiki**

Permanent link:
https://wiki.wishray.com/doku.php?id=dark_conspiracy:william_lee&rev=1554160263

Last update: **2019/04/01 16:11**