

## Jack Falcon

Player: Jody Fletcher

Male Agency Detective; Age: 34; Height: 5' 8"; Weight: 160lb.; Hair: Dark Brown; Eyes: Green; Skin: Calloused



Sanity Points																	Magic Points							Hit Points						
(99 - Cthulhu Mythos = 99, SAN: 50)																														
Insane	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	Unconscious	0	1	2	3	Dead	-2	-1	0	1	2	3			
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	4	5	6	7	8	9	10	11	12	13	14	15			
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	12	13	14	15	16	17	18	19	20	21	22	23			
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	20	21	22	23	24	25	26	27	28	29	30	31			
66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	28	29	30	31	32	33	34	35	36	37	38	39			
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	36	37	38	39	40	41	42	43	44	45	46	47			

### Characteristics

Strength ..... 14 ☐

Constitution ... 14 ☐

Size ..... 14 ☐

Intelligence .... 11 ☐

☐ Power ..... 10 ☐

Dexterity ..... 14 ☐

Appearance ..... 4 ☐

Education ..... 18 ☐

### Skills

☐ Accounting ..... 10% ☐

☐ Anthropology ..... 1% ☐

☐ Archeology ..... 1% ☐

☐ Art (default) ..... 5% ☐

☐ Astronomy ..... 1% ☐

☐ Bargain ..... 5% ☐

☐ Biology ..... 1% ☐

☐ Chemistry ..... 1% ☐

☐ Climb ..... 40% ☐

☐ Conceal ..... 15% ☐

☐ Craft (default) ..... 5% ☐

☐ Credit Rating ..... 15% ☐

☐ Cthulhu Mythos ..... 0% ☐

☐ Disguise ..... 1% ☐

☐ Dodge ..... 28% ☐

☐ Drive Automobile ..... 21% ☐

☐ Drive Horses ..... 1% ☐

☐ Electrical Repair ..... 10% ☐

☐ Fast Talk ..... 65% ☐

☐ First Aid ..... 30% ☐

☐ Geology ..... 1% ☐

☐ Hide ..... 10% ☐

☐ History ..... 20% ☐

☐ Jump ..... 25% ☐

☐ Language (default) ..... 1% ☐

☐ Language: Chinese ..... 31% ☐

☐ Language: English ..... 85% ☐

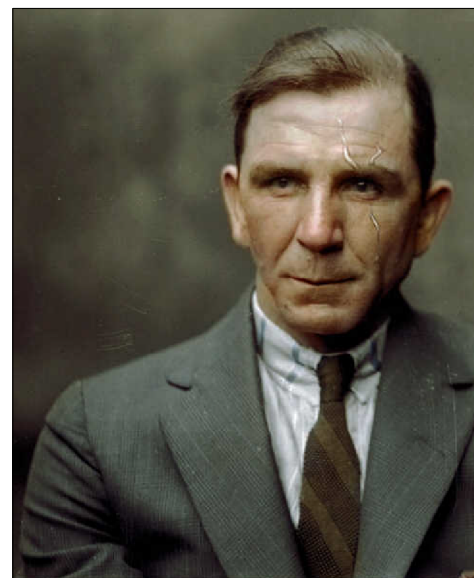
☐ Language: Spanish ..... 15% ☐

☐ Law ..... 60% ☐

☐ Library Use ..... 65% ☐

☐ Listen ..... 45% ☐

☐ Locksmith ..... 10% ☐



### Characteristic Rolls

Idea Roll. .... 55% ☐

Luck Roll. .... 50% ☐

Know Roll. .... 90% ☐

### Derived Characteristics

Movement Speed ..... 8 ☐

Damage Bonus ..... +1D4 ☐

½ Damage Bonus. .... +1D2 ☐

### Skills

☐ Mechanical Repair ..... 20% ☐

☐ Medicine ..... 5% ☐

☐ Natural History ..... 10% ☐

☐ Navigate ..... 10% ☐

☐ Occult ..... 5% ☐

☐ Operate Heavy Machinery ..... 1% ☐

☐ Persuade ..... 65% ☐

☐ Pharmacy ..... 1% ☐

☐ Photography ..... 10% ☐

☐ Physics ..... 1% ☐

☐ Pilot (default) ..... 1% ☐

☐ Psychoanalysis ..... 1% ☐

### Armor

Heavy Leather Jacket (-1 HP, Covers: T)

### Weapons

.32 or 7.65mm Revolver ..... Att: 65%    Dam: 1D8				Head ..... Att: 10%    Dam: 1D4+1D4			
Imp: 13%    # Att: 3    Malf: 100+    Rng: 15				MA: 1%, K/O    # Att: 1    Malf: —			
.38 or 9mm Revolver ..... Att: 65%    Dam: 1D10				Kick ..... Att: 25%    Dam: 1D6+1D4			
Imp: 13%    # Att: 2    Malf: 100+    Rng: 15				MA: 1%, K/O    # Att: 1    Malf: —			
Blackjack. .... Att: 40%    Dam: 1D8+1D4				Knife, Fighting ..... Att: 25%    Dam: 1D4+2+1D4			
K/O    # Att: 1    Malf: —				Imp: 5%    # Att: 1    Malf: —			

Validation Report (0 issues): Nothing identified

## Skills

<input type="checkbox"/> Psychology	60%	<input type="checkbox"/>
<input type="checkbox"/> Ride	5%	<input type="checkbox"/>
<input type="checkbox"/> Sneak	15%	<input type="checkbox"/>
<input type="checkbox"/> Spot Hidden	35%	<input type="checkbox"/>
<input type="checkbox"/> Swim	25%	<input type="checkbox"/>
<input type="checkbox"/> Track	20%	<input type="checkbox"/>

## Weapon Skills

<input type="checkbox"/> Fist/Punch	65%	<input type="checkbox"/>
<input type="checkbox"/> Grapple	65%	<input type="checkbox"/>
<input type="checkbox"/> Handgun	65%	<input type="checkbox"/>
<input type="checkbox"/> Head Butt	10%	<input type="checkbox"/>
<input type="checkbox"/> Kick	25%	<input type="checkbox"/>
<input type="checkbox"/> Machine Gun	15%	<input type="checkbox"/>
<input type="checkbox"/> Rifle	25%	<input type="checkbox"/>
<input type="checkbox"/> Shotgun	30%	<input type="checkbox"/>
<input type="checkbox"/> Submachine Gun	40%	<input type="checkbox"/>

## Gear (Cash: \$21826.85)

(200x) .32 Special  
 (200x) .38-55 Repeater  
 (200x) .45 Automatic  
 Belstaff Cotton/Canvas Messenger Bag  
 Binoculars  
 Canteen (1 quart)  
 Carbide Lamp  
 Chesterfield Overcoat  
 (2x) Cigarettes (pack)  
 (2x) Cigarettes (pack)  
 Cotton Union Suit  
 Felt Fedora  
 Handcuffs  
 Handcuffs  
 (5x) Hemp Twine (roll)  
 Leather Work Shoes  
 Lockpick Tools  
 Men's Toilet Set (10 pieces)  
 Oxford Dress Shoes  
 Playing Cards  
 Suitcase (15 lbs)  
 Waterproof Blanket  
 Wrist Watch  
 Writing Tablet

## Background & Details

Jack was born in 1892 and left as a newborn child at an orphanage in China. Taken care of by Charles Perry Scott the Bishop of North China as the only white child in the region. He doesn't show any Asian physical attributes which caused some questions as to his parentage. After turning 18 Jack left China for Chicago, where with the good word & funding of Bishop Scott he attended the University of Chicago and the newly founded Law School. After graduating with honors he tried his hand as a lawyer but found it unsatisfying. The need to find the perpetrators and feel their collars in his tight-clenched fist felt more like justice.

His quiet, firm and just manner brought him quickly to the attention of the Pinkerton Detective Agency. After spending a number of years in Chicago as both an investigator and an Agent he moved to New York City to assist in a number of odd occurrences the regional office had been investigating. While on the job he tends to focus on just the facts and is willing and capable of handling either the cool-headed criminal who schemes at the top of his self-made empire, or the crazed, druggo with a blade or heater out for a few bucks.

## Weapons

<b>Punch</b> ..... Att: 65%    Dam: 1D3+1D4 MA: 1%, K/O   # Att: 1   Malf: —	<b>Thompson</b> ..... Att: 40%    Dam: 1D10+2 Imp: 8%, Burst   # Att: 1 / B   Malf: 96+   Rng: 20
<b>Grapple</b> ..... Att: 65%    Dam: Special MA: 1%, K/O   # Att: 1   Malf: —	