

Name: Janeway

Player: Ocean!

Bio: Every good paramilitary organization needs someone to take care of the big guns. Someone who's not afraid to let the lead fly when needed. Someone who can put enough bullets into those edgy fucks that reality will finally realize that they're supposed to be dead. Janeway is that person. Or maybe a crazed gunwoman. Either way; guns!

Health: -7/5 (ouch) (passed out)

5 bashing 2 lethal

Attributes:

Free xp: 11

Physical (55)

Strength: 2

Dexterity: 4

Stamina: 1

Social (35)

Presence: 1

Manipulation: 2

Composure: 3

Mental (20)

Intelligence: 1

Wits: 2

Resolve: 2

Abilities

Talents (30)

Dodge 3

Intimidation 2

Brawl 1

Skills (60)

Firearms 5

Stealth 2

Security 1

Technology 1

Knowledges (18)

Medicine 2

Occult 2

Health: 1

Willpower: 5

Inventory:

Weapons:

M4A4 (27/30) Disassembled [\$1000]

Titanium Hunting Knife [\$200]

Wearing:

Trench Coat

Chest Rigging

1 Full M4 Magazines (30/30)

Gin Bottle

Doctors Kit

Bandage Roll (\$20)

Bandage Roll (\$20)

90 rounds 5.56x45mm [\$180]

\$100 Spare Cash