

Character Name: Richard Eric Magnum, Private Eye Player: CraigJ

Basic Character Abilities

Shooting	5	Charm	1	Driving	3	Interrogation	2
Fighting	5	Athletics	3	Tailing	1		
Grit	5	Speed	4	Evidence	0	Advancement Points	
Vigor	4	Observation	3	Stealth	4		

Secondary Character Abilities

Movement ([6 + Speed]" / turn)	Informants (Initial = Charm)	Shamus Pts (Base = 1)	Wound Points (10 + Vigor+Grit)	Current Wounds
10	1	1	19	

Additional Character Abilities

Accounting		Escape Artist		Law		Radios	0
Airline Pilot	1	Explosives	0	Mechanics	0	Research	0
Art History		Foreign Language	French 0	Medicine	0	Safe Cracking	
Blimp Pilot		Forgery		Motorcycling		Sailing	
Chemistry	0	Gambling		Music (Jazz)		Singing	
Dance		Geology		Music (Not Jazz)		Telephones	
Disguise		History		Photography		Trucking	
Electronics	0	Lock Picking	0	Pocket Picking		Foreign Language II	

Shooting Weapons

Weapon	Max Hits	Range	Damage	Equip Mod	Magazine	Inventory

Fighting Weapons

Weapon	Max Hits	Type	Damage	Equip Mod	Hands	Inventory

Character Combat Load-outs

Item Type	Load-Out I	Load-Out II	Load-Out III
Main Weapon (i.c. 'M')	Heavy Rifle		
Side Arm (i.c. 'S')	Carbine		
Device I (i.c. 'D')	Rifle Shells		
Device II	Telescopic Sight		
Device III	Backpack		
Device IV	Lockpicks		

Character Possessions

On-Hand Cash	\$750 - (50+65+55+8+60+75+88+42) = \$307
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Item	Inventory	Price	Item	Inventory	Price
Private Detective License			Carbine - SL	S	\$45
Avg Clothes	--	\$35	-Box shells (30)	D	\$5
			Shotgun-Pump	M	\$60
Backpack	-	\$7	-Box shells (12)	D	\$5
Mechanics Tools	D	\$25	Heavy Rifle -BA	M	\$50
Electrician Tools	D	\$35	-Box shells (20)	D	\$5
First Aid Kit	D	\$8	- Telescopic Sight	D	\$75
Lock Picks	D	\$20	Brass Knuckles	D	\$2
			Switchblade	D	\$3
			Prybar	M	\$3
			Dynamite x1 (x3: [][])	D	\$30
			Dynamite Bundle	D	\$30
			Nice Appartment		\$50

Vehicle Info

Vehicle	Seats	Wound Points	Equipment Modifier	Speed	Collision DMG Modifier	Current Wounds
Jeep	3	20/15	0	35"	x1	