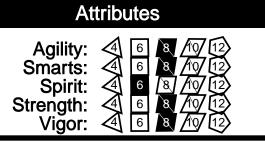
Jonas Harbinger

Veteran Male Human, Agent



Derived							
Pace	Parry	Toughness					
6	5	10 (4)					
О	5						

Skills (Unskilled): 4 6 8 10 12 -2 Athletics: 4 6 8 10 12 Common Knowledge: 4 6 8 10 12 Fighting: 4 6 8 10 12 Intimidation: 4 6 8 70 12 Language (American English): 4 6 8 10 12 Notice: 4 6 8 10 12 Occult: 4 6 8 10/12 Persuasion: 4 6 8 /0/12 Riding: 4 6 8 10 12 Shooting: 4 6 8 10 12 Stealth: 4 6 8 10 12 Survival: 4 6 8 / Trade: 4 6 8

Armor					
(Unarmored) Toughness: 6	0				
Armored duster (heavy) Toughness: 10 (4)	20				

Gear	
Agent Badge	0
Horse	0
40x Pistol Ammunition (Large, .40)50
caliber)	4
Saddle	30
2x Saddlebags	10
10x Trail Rations (per day)	30
4x Canteen	20
120x Pistol Ammunition (Small, .2	23
∟ caliber)	7.1
40x Pistol Ammunition (Large, .4050	
caliber)	4
Wealth: \$130.20	0

Hindrances

Ailin' (minor)
Subtract 1 from any roll made to resist Fatigue from any source. On a critical failure, gain the Major version of Ailin'. / Deadlands p15

Cautious (minor)
The character plans extensively
and/or is overly careful / SWADE p23

Cursed (major)
The GM starts with an extra Benny! /
Deadlands p15

Ruthless (minor)
The character does what it takes to get her way. / SWADE p26

Stubborn (minor)
The character wants his way and rarely admits his mistakes / SWADE p27

Edges

Agent
A secret agent of the United States
government. / Deadlands p20

Free reroll when making Fear checks.

/ Deadlands p20

Level Headed
Draw an additional Action Card each
round and choose which one to use. /
SWADE p42

Veteran of the Dark World (custom)
Begin play as a Seasoned hero! Draw a
card for a random misfortune on page
91. / SWADE Horror p8

Weapons and Attacks							
Name	Damage	Range	AP	ROF	Shots	Weight	Notes
Unarmed	Str	Melee	0	-	-	0	Innate Attack
Colt Peacemaker (.45)	2d6+1	12/24/48	1	1	6	4	
Gatling Pistol (.36)	2d6	12/24/48	1	3	30	5	
Knife, Bowie	Str+d4+1	Melee	1	-	-	2	





Special Abilities

Languages Known

American English (native, d8)

Background

Born in '36 to Texan immigrant Irish settlers, Jonas was raised right. He worked as a ranch hand for the Kings ranch until he was 25 (1861).

When the great war started. Jonas was always a firm believer that a man is a man despite the color of her skin or their gender. He joined the Union army and reached the rank of First Lieutenant (he probably could have attained a higher rank if he'd learned then to keep his big mouth shut, something he learned later) over the nearly four years of hell killing his fellow Americans.

In 1865 (29) Jonas returned to Texas and found work as a deputy of the Texas Rangers. For nearly six years his team cleaned up the aftermath of the war, until his team was charged to investigate strange phenomenon in California.

(more backstory goes here)

Today (1884, 48 years old), he's been an Agent for 3 years.

He's far from mute, but has learned to keep his mouth shut, watch the room, then act or speak in the most efficient way possible.

Advances

Novice

- 1 Raise Attribute: Smarts
- 2 Edge: Guts
- 3 Edge: Agent

Seasoned

- 4 Edge: Level Headed
- 5 Raise Skills:, Intimidation/Common Knowledge
- 6 Raise Attribute: Agility
- Raise Skills:, Shooting/Intimidation

Veteran

8 Raise Attribute: Vigor

America (Riding Horse)

America (Riding Horse)

An Extra

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8

Skills: Athletics d8, Fighting d4, Notice d6

Pace: 12; Parry: 4; Toughness: 8;

Edges: Fleet-Footed. **Weapons**: Kick

Special Abilities

• Kick: Str+d4, to the front or rear as desired.

- Size 2: Typical quarter horse of about 1,000 lbs.

Abigail

Abigail

An Extra

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d8, Fighting d6, Healing d4, Notice d6, Persuasion d6, Riding d8, Shooting d6, Stealth d4, Survival d4

Pace: 6; Parry: 5; Toughness: 5;

Edges: Attractive, Luck

Hindrances: Big Mouth, Curious, Loyal

Weapons: Colt Peacemaker