			PERSO	ONAL I	NFORMA	TION		
Name:	Marv	Calhoun		Profe	ession:	Han	dyman	
Age:	36	Weight:	174 lbs	Н	eight:	5′ 11″	Gender:	Male
Describe	yourself	in 3 word	s:		5arca	stic, Bold,	and Observa	ant
Complica	tion:	Addiction			Motiva	tion:	Hedonism	
REASON:	ACU	MEN: 2	PHYSIC	CALITY		INFLUENC	CE: O DE	XTERITY:

SKILI	LS (RANK YOURSELF FROM 1-	4)
[Combat] Demolitions* (PHY)	[Knowledge] Farming (ACU)	[Innate] Athletics (DEX)
3 [Combat] Melee Combat (PHY)	[Knowledge] General Know. (REA)	[Innate] Hunting (PHY)
[Combat] Ranged Combat (DEX)	_3 [Knowledge] Psychology* (REA)	[Innate] Navigation (ACU)
	[Knowledge] Research (REA)	[Innate] Scavenging (ACU)   [Innate] Survival (ACU)
B [Criminal] Lock-Picking* (REA)	-3 [Knowledge] Tactics* (REA)	[Sway] Animal Handling (INF)
Z [Criminal] Sleight of Hand (DEX)	-3 [Mechanic] Armorsmith* (DEX)	[Sway] Barter (ACU)
[Criminal] Stealth (DEX)		[Sway] Entertainment (INF)
[Medicine] First Aid (REA)	2 [Mechanic] Tinkerer (DEX)	[Sway] Inspiration (INF)
_3 [Medicine] Pharmacology* (REA)	2 [Mechanic] Vehicle Rep.* (DEX)	[Sway] Intimidation (PHY)
-3 [Medicine] Surgery* (REA)	-3 [Mechanic] Weaponsmith* (DEX)	2 [Sway] Manipulation (INF)

	SECONDAI	RY STATS		
Wound Points: 10 + 12r + DEX	DM Melee: - PH AMod	Initiative:	DEX+3ACU	CDP: 000000
Resilience Points: 7 + PHY	DM Ranged: - DET AMOd	Encumbrance:	6 + <b>7</b> PHY	Insight © 345 Dice: 789
Morality: 3 Panic Threshold:	50% of griginal RP total (rounded down)	Breaking Point:	3 5 REA 0 6	Rations:

WEAPONS AND EQUIPMENT													
Name: Fists WP: 1d3 +				1	Type: M	RES	RES Range: EC			M L D 1d3 + PHY + Unar Combat Damage			1
Type: Makeshift Club			Type: MR E S		Rar	Range: (E)C M L D		Clip: N/A		Notes:			
WP: 3+ID3	RP:	5000	0%0%	Enc	: 1	Cond:	PUWDB	Amı	mo: ()	123(	0000		11)
Type:			Type: M R E S		Rar	Range: E C M L I		Clip:		Notes:			
WP:	RP:	50/	100%	Enc	: ///	Cond:	PUWDB	Amı	mo: ()	123(			1
Equipment:	quipment: Enc: Cond: P U W D B Notes:												
Equipment:					Enc:	Con	Cond: PUWDB		Notes:				
Armor:	Er	ıc:	DM:	Cor	nd: PUW	D B	Armor:	Er	ıc:	DM:	Cond:	PUWD	В

## BACKGROUND INFORMATION & NOTES



Raised first by his abusive uncle and aunt and later by the state, Marvin has spent a large chuck of his life drifting in and out of institutions of various sorts. This has mostly been driven by his ongoing struggle with cocaine and alcohol but also by his extremely short temper and quick fists.

The only thing that has ever interested him were cars — specifically, very fast cars with powerful engines — and when Marv wasn't doing a stint somewhere for breaking & entering, he was stealing fast cars and seemingly just lining up his next prison sentence. Somewhere along the way he learned how to bypass alarms and crack into safe which landed him bigger sentences.

Paroled from the Sussex Correctional Institution just months before the outbreak of the virus, Marv had found work helping David Battersby on his farm as a handyman, putting his mechanics skills to good use and was one of the first to move to the farm as things started to deteriorate.

He has found himself feeling somewhat protective of
Battersby in light of the murder of his wife, Jenny, and is
prepared to help him get the farm back - if they can find
more guns and people willing to use them. Battersby relies
on Marv but worries about his continual drinking to excess.

Although there is no cocaine for him to get his hands on, there is no shortage of alcohol in the surrounding towns and Marv has made more than one trip without telling anyone, just to resupply.

+1	

	ADDITIONAL EQU	IPMENT &	MISCELLANEOUS	NOTES	
ncidental Equipment					
urvival Equipment:	Tent & Sleeping Bag				