

CONNOR STONE

Name: Conner Stone

Alignment: Anarchist

Attributes: I.Q.: 12, M.E. 14, M.A. 13, P.S. 17, P.P. 11, P.E. 14, P.B. 13, Spd. 24.

Age: 27

Sex: Male

Height: 6' 1" (1.85 m)

Weight: 184 lbs. (83 kg)

Hit Points: 22

S.D.C.: 39

P.P.E.: 2

Disposition: Casual, informal, moody, and aloof; he's an unrepentant gambler (always on the lookout for a hot tip). He can be loud, assertive, and intense when he falls into 'sarge' mode (even though he's been out of the army for a while now).

Experience Level: 2nd level Natural/Genius

Natural Abilities: Weapons Expert (Make and Modify Weapons: 86%, Recognize Weapon Quality: 40% | 65%)

Magic: None

Psychic Powers: None

Level of Education: Military (+10% scholastic skill bonus, +5% natural/genius skill bonus to Demolitions Disposal, +35% natural/genius skill bonus to Pick Locks)

Occupation: Gunsmith (professional and on the black market), ex-army sergeant

Scholastic Skills: Language: English (70%), Mathematics: Basic (92%). W.P. Automatic Rifle.

Military Program: Hand to Hand: Expert, Demolitions (73%), Demolitions Disposal (78%), Pilot: Truck (74%), Read Sensory Equipment (63%).

Physical Program: Boxing, Prowl (64%), Swimming (68%), Wrestling.

Secondary Skills: Athletics (General), Electronics: Basic (45%), Land Navigation (44%), Pick Locks (75%), Pilot: Automobile (80%), Running, W.P. Knife, and W.P. Automatic Pistol.

Combat Skills: Hand to Hand: Expert

Attacks per Melee: 3

Bonuses: +1 to strike with body block/tackle (1D4 damage), +1 to strike with ancient weapons, +1 to strike with modern weapons, +3 to strike with *personal favourite* weapon, +6 to parry, +7 to parry with ancient weapons, +6 to dodge, +1 to Hand to Hand damage, +7 to roll with punch/fall.

Other Bonuses: Trust/intimidate 25%, charm/impress 15%, automatic knockout on natural 20 (1D6 melee rounds), pin/incapacitate on a roll of 18, 19, or 20, and crush/squeeze does 1D4 damage.

Savings: \$8,000 in the bank, \$4,000 in cash, and \$30,000 in Bonds (will mature in two years). He owns a brand new car (paid for by his black market activities). He owes \$50,000 in gambling debts to an illicit gambling



racket in Buffalo, New York.

Character Background: Connor Stone is from a middle class family from Buffalo, New York. His parents were teachers at the local high school. Connor was the first out of five siblings (all brothers). He has always good at picking locks (he started when he was a child). By his teens, his lock picking "adventures" soon got him sent to juvenile detention. He used his skills to break out of juvie. He spent a short time on the run before he was picked up and sent back to juvie once more. He escaped again and went back on the run. He was apprehended once more and this time was told by a judge that he had a choice: the army or jail time (since he had recently turned eighteen). Connor enlisted in the army and became an infantryman. That's were he discovered that he had a knack for constructing and modifying weapons, especially firearms. He would make the rank of sergeant before he was discharged from the service after he lost his right eye when his unit were ambushed by insurgents while deployed overseas.

He tried to find employment after the army but he drifted from job to job never really satisfied by any. He soon discovered that he could earn money working as a "psychic" - not because of any real psychic talent, but because it was an easy way to defraud gullible people out of their money. Since then, Connor has discovered that the supernatural really exists. He is now contemptuous of charlatans who use psychic fakery.

Connor found his calling when he was hired as a gunsmith by a local company. He was exceptionally good at his job. Soon he found himself doing jobs on the side for various militia organizations in the area (strictly off the books and only in cash). Connor didn't share their views but he needed the money to pay off some substantial gambling debts.

Connor thought he won the lottery when he was approached by Simon Descoteaux to join a team of investigative agents for the Arclight Foundation. He offered Connor a \$5,000 retainer (plus expenses) to come to the New York offices and hear his pitch. Connor had some bad blood brewing with the Buffalo Freeman Forever Militia that he was dealing with (they accuse him of stealing from them for he never delivered the promised weapons as negotiated – they were correct of course). Connor knew that Descoteaux's offer was the perfect opportunity to remove himself from his current trouble and to start over fresh in a new location. That's why Connor Stone joined the Arclight Foundation.

Special Equipment: Connor has a concealed weapon permit and usually carries his favourite weapon, a .45 Colt automatic pistol (Range 165 ft. (50 m), 4D6 Damage), with an extra clip (6 rounds) on his person. He also has a knife (1D6 + 1 Damage) strapped to his lower right leg.

Weapon Proficiency	Strike	Parry	Throw
W.P. Knife	+2	+8	+1
W.P. Automatic Pistol	+4 +2 +0		
W.P. Automatic Pistol (<i>personal favourite</i> , .45 Colt)	+6 +4 +0		
W.P. Automatic Rifle	+4 +2 +0		