

# MARVIN CALHOUN

MARV IS:

Sarcastic, Bold, Sly

AGE: 38

WEIGHT: 172 LBS

HEIGHT: 5'10"

PROFESSION: HANDYMAN

EQUIPMENT & WEAPONS:

FISTS 1D3+1+3 (100%)

LIGHT PISTOL [5] 3+1D6

MARV'S COMPLICATION IS HIS ADDICTION AND HIS MOTIVATION IS HEDONISM

NOTES:

A combination of drink and his temper is why Marv spent so many years in and out of correctional facilities growing up. Working for David doing odd-jobs around the Farm in the year or so leading up to the pandemic helped Marv get sober. When the dog flu hit, Marv was one of the first to move to the Farm with David and his wife and is both protective and antagonistic of David.



**MARV**

## RAPID RANGE

REASON 1

ACUMEN 2

PHYSICALITY 1

INFLUENCE 0

DEXTERITY 1

## SKILLS

BARTER (A) 2 PERCEPTION (A) 1

DECEPTION (D) 1 SCAVENGING (A) 1

DEMOLITIONS\* (P) 1 STREETWISE (A) 1

DRIVING (D) 1 TINKERER (D) 1

GAMBLING (A) 1 UNARMED COMBAT (P) 2

GENERAL (R) 1 VEHICLES\* (D) 1

LOCK-PICKING\* (R) 2

## SECONDARY

WOUND POINTS 12

RESILIENCE POINTS 7

DM MELEE 1

DM RANGED 1

INITIATIVE MODIFIER +4

ENCUMBRANCE 7

MORALITY 3

PANIC THRESHOLD 3

BREAKING POINT 6