

# FOGGY LONDON

**Character Name:** Lyle Billinghamurst

**Description:** Well-bred werewolf police detective \_\_\_\_\_

**Life Points:**

26/46

**Drama Points:**

11

**Experience Points:**

7

## ATTRIBUTES

<b>Strength</b>	2/5	<b>Intelligence</b>	2
<b>Dexterity</b>	2/4	<b>Perception</b>	2
<b>Constitution</b>	2/4	<b>Willpower</b>	3

## SKILLS

<b>Acrobatics</b>		<b>Language</b>	_____
<b>Art</b>	_____	<b>Melee</b>	_____
<b>Crime</b>	3	<b>Mr. Fix-It</b>	_____
<b>Doctor</b>	_____	<b>Notice</b>	2
<b>Fisticuffs</b>	4	<b>Occultism</b>	_____
<b>Guns</b>	1	<b>Riding</b>	_____
<b>Influence</b>	3	<b>Science</b>	_____
<b>Knowledge</b>	_____	<b>Streetwise</b>	_____
		<b>Etiquette</b>	2

## NOTES

**Initiative** (D10 + dex) +2/4

**Perception** (D10 + per + notice) + 4/7

## SUCCESS LEVELS TABLE

Roll Total	Success Levels	Description
9-10	1	Adequate
11-12	2	Decent
13-14	3	Good
15-16	4	Very Good
17-20	5	Excellent
21-23	6	Extraordinary
24-26	7	Mind-boggling
27-29	8	Outrageous
30-32	9	Superheroic
33-35	10	God-like
+3	+1	

## QUALITIES

Werewolf (8):

+3 str, +2 dex, +2 constitution

Acute Sense (taste/smell) (+3 perception)

Changes at will. Obligatory at every significant phase of the moon.

Will+3 roll to avoid changing near wolf-like stimuli (anger/rage/fear), running prey, etc.

Police Powers (1)

## DRAWBACKS

Honorable (minimal) (-1) (canine loyalty)

## COMBAT MANEUVERS

Maneuver	Bonus	Base	Notes
	Dmg		
Dodge	6/8	None	Avoid getting hit
Punch	6	4	Bash
Bite/Claw	6/9	10	Slash/stab
Disarm	3/5	None	Resisted by parry
Grapple	8/10	None	
Gun Shot	3		Depends Bullet
Parry	6	None	Blocks attack
Takedown	6/9	2/5	Parry/Dodge.Victim falls down
Break Neck	6/9	8/20	Opposed Str + Con. Need grappl