# Duncan MacKillop

| Val | Char | Roll | Notes |
|-----|------|------|-------|
| 15 | **STR** | 12- | **HtH Damage:** 3d6 |
|  |  |  | **Lift:** 200 kg |
|  |  |  | **END:** 3 |
| 14 | **DEX** | 12- |  |
| 13 | **CON** | 12- |  |
| 23 | **INT** | 14- | **PER Roll:** 14- |
| 12 | **EGO** | 11- |  |
| 10 | **PRE** | 11- | **PRE Attack:** 2d6 |
| 5 | **OCV** |  |  |
| 5 | **DCV** |  |  |
| 4 | **OMCV** |  |  |
| 4 | **DMCV** |  |  |
| 3 | **SPD** |  | **Phases:** 4, 8, 12 |
| 5 / 12 | **PD** |  | **Total:** 5 / 12 (0r / 7r) |
| 4 / 11 | **ED** |  | **Total:** 4 / 11 (0r / 7r) |
| 6 | **REC** |  |  |
| 30 | **END** |  |  |
| 13 | **BODY** |  |  |
| 28 | **STUN** |  |  |

## Personal Data

**Hair:** Red  **Eyes:** Blue
**Height:** 6' 5"  **Weight:** 155 lbs

**Birth Date:** April 9, 1901 (35 years old)
**Place of Birth:** Edinburgh, Scotland

## Complications

**Distinctive Features:** Tall, lanky Scotsman (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
**Hunted:** Friends of Justice rogues gallery (Infrequently, As Pow, NCI, Harshly Punish)
**Psych Complication:** Has trouble resisting an intellectual challenge, puzzle, or riddles (Common, Strong**)**
**Psych Complication:** Looking for thrills and excitement (Common, Moderate)
**Psych Complication:** Loves to tinker (Common, Moderate)

## Movement

| | END |
|---|---|
| **Run:** 12m (24m NC) | 1 |
| **Swim:** 4m (8m NC) | 1 |
| **Leap:** 4m (8m NC) | 1 |

## Skills

+1 with Snooze Ray

Bureaucratics 8-
Contortionist 12-
Cryptography 14-
Deduction 15-
Demolitions 14-
Gambling (Board Games, Card Games, Dice Games, Baseball, Roulette) 14-
Inventor 14-
Lockpicking 12-
Mechanics 14-
Sleight Of Hand 12-
Systems Operation 14-
Teamwork 12-

**Language:** English (idiomatic)
**Language:** Greek (completely fluent)
**Language:** Latin (completely fluent)
**Language:** German (fluent conversation)

**PS:** Amateur Stage Magician 11-
**PS:** Scientist 14-
**PS:** Chess 15-

### Scholar
1) **KS:** Baseball Statistics 11-
2) **KS:** Games and probability 11-
3) **KS:** Great Scientists and their Inventions 11-
4) **KS:** How things work 14-
5) **KS:** Magic tricks 14-
6) **KS:** Puzzles and Riddles 14-

### Traveler
1) **AK:** Edinburgh 14-
2) **AK:** New York City 11-
3) **AK:** The World 11-
4) **CuK:** Scotland 11-
5) **CuK:** The Scientific World 11-

### Scientist
1) **SS:** Astronomy 14-
2) **SS:** Chemistry 14-
3) **SS:** Electrical Engineering 14-
4) **SS:** Mathematics 14-
5) **SS:** Mechanical Engineering 14-
6) **SS:** Metallurgy 14-
7) **SS:** Physics 14-
8) **SS:** Weapons Technology 14-

## Talents

Double Jointed

Lightning Calculator

Speed Reading (x10)

## Perks

**Money:** Well Off

**Positive Reputation:** Boy genius, scientist, and inventor (A small to medium sized group [the scientific community]) 8-, +2 / +2d6

## Equipment                                                    END

**Snooze Ray:** Mental Blast 6d6 (60 Active Points); Based on CON (Defense: PD), OAF, Side Effects (2d6 STUN to Self), Side Effect occurs automatically whenever Power is used, Required Roll 14-, 12 Charges                              [12]

**Deflecto Field:** Resistant Protection (7 PD / 7 ED), Nonpersistent, Perceivable, OIF, Required Roll 15-

## History

From the time he was a wee lad, Duncan MacKillop loved to take things apart and figure out how they worked. As he grew older, this turned into a general love of the physical sciences and problem solving.

Duncan had another love as well: adventure stories, from the early science fiction of Jules Verne to the swords and sorcery of Robert E. Howard to the jungle adventures of Edgar Rice Burroughs. As a result, the young Scotsman was always trying to develop gadgets for a potential adventuring career. Sadly, research responsibilities at the University of Edinburgh kept Duncan from having much time for such endeavors.

But all that changed a few years back, when Doc Justice and his beautiful daughter Veronica were visiting Scotland and ended up recruiting Duncan to help them prove that the caoineag (a Scottish banshee) threatening a highlands village was nothing but scientific trickery. Realizing that Duncan's scientific knowledge complemented his own, Doc invited Duncan to join him, his daughter, and their associates in the adventuring group known as the Friends of Justice. How could Duncan say no? He resigned from the university, packed his lab equipment, and joined the Justices in their return to New York.

These days, when Duncan is not adventuring with Doc and company, he can often be found tinkering with new gadgets in his lab, challenging his intellect with a new game or puzzle, or analyzing the latest baseball statistics, trying to figure out how Doc's beloved Brooklyn Dodgers might be finally able to come out on top.

## Combat Maneuvers

| Maneuver | Phase | OCV | DCV | Effects |
|---|---|---|---|---|
| Block | ½ | +0 | +0 | Block HTH Attacks; Abort |
| Brace | 0 | +2 | ½ | +2 OCV only to offset Range Modifier |
| Disarm | ½ | -2 | +0 | Disarm target, req.STR vs. STR Roll |
| Dodge | ½ | -- | +3 | Dodge all attacks; Abort |
| Grab | ½ | -1 | -2 | Grab two limbs, can Squeeze, Slam, or Throw |
| Grab By | ½ | -3 | -4 | Move and Grab object, +(v/10) to STR |
| Haymaker | ½ | +0 | -5 | +4 DC |
| Move By | ½ | -2 | -2 | ((STR/2)+(v/10))d6, take 1/3 damage |
| Move Through | ½ | -v/10 | -3 | (STR +(v/6))d6, take ½ damage |
| Multiple Attack | 1 | var | x½ | Attack 1 or more targets multiple times |
| Set | 1 | +1 | +0 | Take extra time to aim a Ranged attack |
| Shove | ½ | -1 | -1 | Push target back 1m per 5 STR used |
| Strike | ½ | +0 | +0 | STR damage or by weapon type |
| Throw | ½ | +0 | +0 | Throw object or character, does STR damage |
| Trip | ½ | -1 | -2 | Knock target to ground |
| Other Attacks | ½ | +0 | +0 | |

| Maneuver | Phase | OCV | DCV | Effect |
|---|---|---|---|---|
| Club Weapon | ½ | +0 | +0 | Killing weapon does Normal damage |
| Choke | ½ | -2 | -2 | NND 1d6, Grab one limb |
| Cover | ½ | -2 | +0 | Target held at "gunpoint" |
| Dive for Cover | ½ | +0 | +0 | Character avoids attack; Abort |
| Hipshot | ½ | -1 | +0 | +1 DEX only for initiative |
| Pulling A Punch | ½ | -1/5d6 | +0 | Strike, normal STUN, ½ BODY |
| Roll With A Punch | ½ | -2 | -2 | "Block" after being hit, ½ damage; Abort |
| Snap Shot | 1 | -1 | +0 | Lets character duck behind cover |
| Strafe | ½ | -v/6 | -2 | Make Ranged attack while moving |
| Suppression Fire | 1 | -2 | +0 | Continuous fire through an area, must be Autofire |

## Range Modifiers

| Range | Modifier |
|---|---|
| Within Reach (1m) | -0 |
| 2 - 8m | -0 |
| 9 - 16m | -2 |
| 17 - 32m | -4 |
| 33 - 64m | -6 |
| 65 – 125m | -8 |
| 126 – 250m | -10 |
| and so forth | |