

# HARRY FENWICK

Val	Char	Roll	Notes
15	STR	12-	<b>HtH Damage:</b> 3d6 <b>Lift:</b> 200 kg <b>END:</b> 3
14	DEX	13-	
13	CON	12-	
13	INT	12-	<b>PER Roll:</b> 12-
12	EGO	12-	
15	PRE	12-	<b>PRE Attack:</b> 3d6
5	OCV		
5	DCV		
4	OMCV		
4	DMCV		
3	SPD		<b>Phases:</b> 4, 8, 12
9	PD		<b>Total:</b> 9 (3r)
7	ED		<b>Total:</b> 7 (3r)
6	REC		
30	END		
12	BODY		
28	STUN		

## Personal Data

**Hair:** Brown                      **Eyes:** Brown  
**Height:** 5' 9"                      **Weight:** 165 lbs

**Birth Date:** ??? (~35 years old)  
**Place of Birth:** Likely New York City, NY

## Complications

**Watched:** Police Departments (Infrequently, As Pow, NCI)  
**Hunted:** Friends of Justice rogues gallery (Infrequently, As Pow, NCI, Harshly Punish)  
**Psych Complication:** Dislikes violence and prefers a more subtle approach but will use it if necessary (Uncommon, Moderate)  
**Psych Complication:** Has a story for every occasion; some of them are even true (Uncommon, Moderate)  
**Psych Complication:** Loves the thrill of the con (Common, Moderate)  
**Psych Complication:** Secretly in love with Veronica Justice (Common, Moderate)

## Movement

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

**END**

## Skills

+1 with Pistols  
+2 with all non-combat Skills

Acting 13-  
Analyze: Marks 12-  
Bribery 13-  
Bureaucratics 13-  
Charm 13-  
Concealment 12-  
Conversation 13-  
Cramming  
Disguise 12-  
Forgery (Documents) 12-  
Gambling (Card Games, Dice Games, Sports Betting, Roulette) 12-  
High Society 13-  
Lockpicking 12-  
Mimicry 12-  
Persuasion 13-  
Security Systems 12-  
Sleight Of Hand 12-  
Stealth 14-  
Streetwise 13-  
Survival (Urban) 12-  
Teamwork 12-  
Trading 13-  
Ventriloquism 8-

**Language:** English (imitate dialects)  
**Language:** French (completely fluent)

**KS:** Antiquities and Objets d'arte 11-  
**KS:** Baseball 13-  
**KS:** Con Games 13-  
**KS:** The Criminal World 11-

**PS:** Antiquities Dealer 11-  
**PS:** Banker 11-  
**PS:** Con Man 14-

**AK:** New York City 14-

**TF:** Small Motorized Ground Vehicles

**WF:** Handguns

## Talents

Combat Luck (3 PD / 3 ED)  
Eidetic Memory  
Resistance (3 points)

## Perks

**Contact:** Gunther O'Toole, Gangster (Contact has significant Contacts of his own, Contact has useful Skills or resources) 8-

**Positive Reputation:** as a con man (within criminal circles) (A medium-sized group) 11-, +1 / +1d6

**Deep Cover:** Francois DuBois, Antiquities

**Deep Cover:** Jerome Stern, Banker

**Money:** Well Off

## Equipment

Weapon	OCV	RMod	Damage	STUNx	Shots
.45 ACP (M1911A1)	+1	+0	2d6-1	+1	7

## History

The man who today calls himself Harry Fenwick was born somewhere in the New York City area sometime around the turn of the century. He never knew his dad and had only vague memories of his mother, including one of her calling him Harry.

Harry grew up alone on the streets of New York, where he picked up survival tricks from pickpocketing to petty burglary to con games. He was especially fond of the last one and set about learning the art of the con from succession of tutors. As his skills grew, so did his cons' elaborateness. Unlike many con artists, Harry's cons were not just for the money. He often had other motivations like helping friends in need, simply proving he could do it, or occasionally, just having fun.

In the summer of 1931, Harry teamed up with the Friends of Justice when both were tracking down criminals who were swindling little old ladies, including an old friend of Harry's. When the case was solved, thanks largely to creative thinking on Harry's part, Doc Justice asked him to join the group – on the condition that he keep his nose clean, of course.

Harry readily accepted. If for no other reason than he had fallen in love with Veronica at first sight. However, he has not yet revealed his feelings to her and is not likely to until he feels he has proven himself to both her and her father. You know from past experience that you can't con a classy lady like Veronica into loving you; you need to earn her love and respect, honestly.

## 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	