

Joe Jenkins

CHARACTER:

JOE JENKINS

- BY TOM

Archetype: Spy
Style: 5

Motivation: Discovery
Health: 4

Weapons	Rating	Size	Attack	Average
Mauser Pistol	2L	0	7L	(3+)L
Mauser Rifle	3L	0	8L	(4)L

Primary Attributes

Body: 2
Dexterity: 3
Strength: 2
Charisma: 2
Intelligence: 4
Willpower: 2

Secondary Attributes

Size: 0
Move: 5
Perception: 6
Initiative: 7
Defense: 5
Stun: 2

Skills	Base	Levels	Rating	Average
Stealth	3	4	7	(3+)
Con	3	2	5	(2+)
Firearms	3	2	5	(2+)
Intimidation	2	2	4	(2)
Investigation	4	2	6	(3)
Interrogation			7	(3+)
Larceny	3	2	5	(2+)
Lockpick			6	(3)
Linguistics	4	1	5	(2+)
Ride	3	1	4	(2)
Streetwise	2	1	3	(1+)
Survival	4	1	5	(2+)
Melee	2	1	3	(1+)
Diplomacy	2	1	3	(1+)
Bureaucracy	4	1	5	(2+)
Academics	4	1	5	(2+)
Brawl	2	1	3	(1+)
Demolitions	4	1	5	(2+)

Talents

Keen Sense: Sight

Resources

Contact: Secret

Flaw

Condescending

"If you want something done well, do it yourself!"

"Why do I have to work with such amateurs?"



Background:

Joseph Jeremiah Jenkins was born into a wealthy upper middle class family, the son of a chief engineer for a Southampton ship building firm which got swallowed up in the war effort and came out at the top of its field.

Joe Jenkins

His father's career success paid for his fees at Winchester College, where he excelled academically. As a result he was approached by a number of government intelligence services, and some shadier and more questionable organisations too, who all had a view to poach him into their employ due to his potential as an "agent" - whatever that might entail.

Since that time Jenkins has worked in many guises in many countries, and keeps the details of these trips and tasks close to his chest.

Jenkins has a haughty, sometimes overconfident exterior, and those around him sometimes find themselves inadvertently under his intense scrutiny, leaving them feeling like the proverbial rat in a research lab.