

Joey Birdeye [250pt]

Attributes [207]: ST 10, DX 15 [100], IQ 14 [80], HT 11 [10], HP 11 [2], Will 14, Per 17 [15], FP 11, Basic Speed 6.5, Basic Move 6, Ground Move 6, Water Move 1

Social Background: TL: 8 [0]

Cultural Familiarities: Languages: Spanish (Broken) [2].

Advantages [43]: Appearance (Attractive) [4], Claim to Hospitality ("The Street") (2) [2], Contact Group (Criminal underworld) (Effective Skill 12) (9 or less; Somewhat Reliable) [5], Fit [5], Independent Income (10) [10], Smooth Operator (1) [15]

Perks [6]: Alcohol Tolerance [1], Honest Face [1], No Hangover [1], Power Grappling [1], Special Exercises (Striker, Crushing with Limb, Shin) [1], Style Familiarity (Bando - ABA Bando) [1]

Disadvantages [-55]: Bloodlust (12 or less) [-10], Code of Honor (Professional) [-5], Curious (12 or less) [-5], Greed (12 or less) [-15], Lecherousness (12 or less) [-15], Secret (Criminal ties) (Serious Embarrassment) [-5]

Quirks [-5]: Careful [-1], Chauvinistic [-1], Dislikes Tobacco smoke [-1], Habit (Chewing gum) [-1], Proud [-1]

Skills [54]: Acting IQ/A - IQ+1 15 [2]*, Aggressive Parry (Karate) Tech/H - 10 [2], Arm Lock (Judo) Tech/A - 16 [1], Carousing HT/E - HT+2 13 [2]*, Counterattack (Karate) Tech/H - 11 [2]

Detect Lies Per/H - Per+1 18 [4]*, Diplomacy IQ/H - IQ-1 13 [1]*, Driving/TL8 (Motorcycle) DX/A - DX-1 14 [1], Elbow Strike (Karate) Tech/A - 14 [1], Fast-Talk IQ/A - IQ+1 15 [2]*, Filch DX/A - DX-1 14 [1], Guns/TL8 (Pistol) DX/E - DX+0 15 [1], Hammer Fist (Karate) Tech/A - 15 [1], Head Butt (Karate) Tech/H - 15 [2], Head Lock (Judo) Tech/H - 13 [2], Interrogation IQ/A - IQ+1 15 [4], Judo DX/H - DX+0 15 [4], Karate DX/H - DX+0 15 [4], Knee Strike (Karate) Tech/A - 15 [1], Knife DX/E - DX+0 15 [1], Merchant IQ/A - IQ-1 13 [1], Observation Per/A - Per+1 18 [4], Philosophy (Buddhism) IQ/H - IQ-2 12 [1], Savoir-Faire (Dojo) IQ/E - IQ+1 15 [1]*, Savoir-Faire (Mafia) IQ/E - IQ+1 15 [1]*, Search Per/A - Per-1 16 [1], Sex Appeal (Human) HT/A - HT+1 12 [1]*/**, Shadowing IQ/A - IQ+0 14 [1], Smallsword DX/A - DX-1 14 [1], Stamp Kick (Karate) Tech/H - 13 [2], Streetwise IQ/A - IQ+0 14 [1]*

*includes: +1 from 'Smooth Operator'

**includes: +1 from 'Appearance'

Stats [207] Ads [43] Disads [-55] Quirks [-5] Skills [54] = Total [250]

Joey Birdeye is not your friend.

He absolutely *wants* you to think he's your friend, understand. Good old Joey Birdeye, with his ear to the street and his finger on its pulse. Need to have something investigated? Go look him up! He's got the skills you need to get to the bottom of your case. Joey's not too *fussy* if you're not too fussy, either. The important thing is to get the job done, right?

The thing is, Joey Birdeye is good at investigating. He sees everything, doesn't miss little details, he's good at getting people to talk -- all things you expect out of a private investigator. The problem is that Joey's in it for himself, and he doesn't give a crap about the laws except where breaking them might land him in jail. He especially doesn't give a crap about the laws against assault, and sometimes murder.

He gets away with it with misdirection; Joey is good at looking like an angel with a dirty face, and plays it up. People know that he likes the ladies, but not that he'll play low tricks to get one in the sack. They hear that he won't take charity cases, but only a few fences know about Joey's habit of turning any spare contraband found into

ready cash. They know that he's killed people -- but not that some of them were begging for mercy when it happened. Even the criminal underworld hasn't compared notes yet, and collectively realized that Joey's just as dirty as they are. Admittedly, they might not care much, since one of the rules he does have is 'You don't crap where you eat.' The man *does* have a valuable skill set, after all.

Personality: Conniving, but hides it well. If the PCs hire him for a job, he'll do it. He'll also keep an eye out for anything useful and easily acquired, like blackmail, or a line on a cache of drugs or weapons. His greatest weakness, in fact, is that Joey *can't* keep his eyes to himself. He's almost gotten in trouble a few times when he couldn't just mind his own business, but that's all just part of the game, right? The rewards were always worth it.

Combat tactics: Joey's Bloodlust manifests itself in a 'take no prisoners' attitude in gunfights (unless there's witnesses involved). When he's fighting unarmed - and the man has a black belt in Bando - Joey mostly goes for painful and disabling shots, because he wants whoever he's fighting to be able to talk later. Whether the guy he's interrogating will survive the experience is another question. Sometimes a simple slapping around is all it takes to put the victim in his place. If it's not? Well, God made roofs for a reason.

Note that Joey's Bloodlust also manifests outside of combat. He has a habit of making sure that people dangerous to him don't have long lives. It's real easy to have a street punk killed, because they're always getting killed anyway. You just have to know who the guy's enemies are.

Customization notes: Add Wealth, Reputation, and Contacts as appropriate. Note that Joey Birdeye will also have psionic and/or magical defenses, should such things exist in the campaign. In games with actual demonic activities, he will certainly have Occultism and Hidden Lore (Demonology), and at least one ritual magician as a Contact.

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- <http://www.moelane.com>

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