

[WC] Kit “The Phantom” Walker

[https://en.wikipedia.org/wiki/Phantom_\(comics\)](https://en.wikipedia.org/wiki/Phantom_(comics))

Rank: Veteran

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d10, Vigor d10

Skills: Climb d8, Fighting d10, Intimidation d10, Knowledge (Battle) d8, Notice d8, Shooting d12, Stealth d8, Survival d8, Taunt d6, Throwing d8,

Charisma: 0, **Pace:** 6, **Parry:** 8, **Toughness:** 7

Hindrances: Code of Honor, Heroic, Loyal

Edges

- **Acrobat:** +2 to Agility rolls when performing acrobatic maneuvers including Tricks; +1 Parry
- **Brawler/Bruiser:** +2 to unarmed Damage rolls; Bonus die to unarmed Damage is d8 instead of d6
- **First Strike:** May attack one foe who moves adjacent
- **Marksman:** +2 Shooting when not moving
- **Martial Artist/Improved Martial Artist:** Never considered unarmed; +d6 to unarmed Damage rolls
- **Quick Draw:** May draw weapon as Free Action
- **Rich:** 3x starting funds; 150k annual salary
- **Two-Fisted:** May attack with a weapon in each hand without multi-action penalty

Gear

- **Dagger:** (Damage: Str+d4)
- **M1911 (2):** (Range: 12/24/48; Damage: 2d6+1; RoF: 1; Shots: 7, AP: 1, Semi-Auto)
- **The Evil Mark:** Ring on right hand with skull emblem; forged from silver and decorated with a skull's head motif, this ring projects a wave of stunning force. When activated, place the thin end of a Cone Template in front of the character. All creatures within the template must make a Vigor roll or be Shaken. With a raise, victims must make Vigor rolls at -2. May use this Power 3x per day.
- **The Good Mark:** Ring on left hand with 4 crossed sabres emblem; The Phantom uses this ring to mark his friends with his protection; he may give his bennies to any other character he has marked with the ring.

