Jimmy Patterson

Jimmy is Brent's young nephew ("My brother's kid," as Brent calls him). He spends every summer with Uncle Brent, helping around the airfield performing small tasks, such as fetching oilcans or polishing the planes. When he isn't working, he practices with his catapult, trying to emulate his uncle's fast drawing and sharpshooting. He has the annoying habit of saying "darn" a little too frequently and couldn't keep quiet if his life depended on it.

He has a fascination with ancient cultures, is a member of the Boy Scouts, and wants to be an archaeologist when he grows up (or a pilot, or an adventurer, or a journalist—depending on what day you ask him).

While Brent has instilled some respect for adults into him, Jimmy is still a cocky kid and thumbs his nose at authority. Jimmy also knows that Brent and Amelia are attracted to each other and is keen to get them together as a couple.

Advances

25: Marksman
30: Survival d6 & Tracking d6
35: Spirit d8
40: Strength d6
45: Shooting d8 & Stealth d8
50: Improved Dodge
55: Acrobat (Parry 5)
60: Smarts d8
65: Fighting d6 (Parry 6) & Tracking d8
70: Improved First Strike
75: No Mercy
80: Agility d10
85: —
90: Shooting d10 & Stealth d10
95: —
100: Dead Shot

Press the ▲ arrow on the character sheet to advance your character automatically!

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DARING TALES OF ADVENTURE

Hero:
Jimmy Patterson

Charisma -1 **Pace** 8

Attributes
- Agility 8
- Smarts 6
- Strength 4
- Spirit 6
- Vigor 6

Parry 4

Toughness 5 **Armor** +0

Advances – 20 – XP

Power Points

Wounds -1 -2 -3 Inc -2 -1 Fatigue

Skills

4 6 8 10 12	Climbing	4 6 8 10 12	Tracking
4 6 8 10 12	Driving	4 6 8 10 12	
4 6 8 10 12	Fighting	4 6 8 10 12	
4 6 8 10 12	Knowledge (History)	4 6 8 10 12	
4 6 8 10 12	Shooting	4 6 8 10 12	
4 6 8 10 12	Stealth	4 6 8 10 12	
4 6 8 10 12	Survival	4 6 8 10 12	

Hindrances
Big Mouth
Habit (Minor: keeps saying "darn")
Young

Edges
Dodge
First Strike
Fleet Footed
Quick

Gear
Small camera with flash, Spare roll of film, Bag of marbles*, Collection of Baseball cards (3 missing for the full set), $10

Gizmo's

* If scattered on the floor, the marbles fill a Small Burst Template. For each inch of movement through the template, a character must make an Agility roll (–2 penalty if running) or fall prone and be Shaken. Collecting the marbles takes two rounds, four if someone has walked through them.

Power's

Languages
English
Reads Aztec & Egyptian Hieroglyphs

Weapons

	Range	RoF	Damage	AP	WT	Notes
Pocketknife			Str+d4			
Catapult	3/6/9	RoF 1	Str+d4			

5 10 15 20 25 30