

# Lucy "The Sharp" Miller

SCRAPE CODE

SEX	Female	AGE	24	HGHT	57	WGHT	113	EYES	Hazel	HAIR	Red
HANDEDNESS	Right Handed	RACE	White			RELIGION	non-denominational				
OCCUPATION	Gambler			PLACE OF ORIGIN	North Carolina, CSA						



*"Being a woman is difficult only because it involves dealing with men."*

<b>STR</b>	9.15	▶	Damage Modifier	-1	<b>LIFT</b>	181	<b>CARRY</b>	42	<b>DRAG</b>	453	
<b>INT</b>	11.68	▶	Skill Learning Modifier	0	Accuracy Modifier	0					
<b>WIS</b>	11.10	▶	Skill Learning Modifier	0	Speed Modifier	2					
<b>DEX</b>	12.00	▶	Accuracy/To Hit Modifier	0	Speed Modifier	1					
<b>CON</b>	8.38	▶	Hit Point Modifier	-2							
<b>LKS</b>	12.53	▶	Rep Modifier	1	Fame Modifier	1	Charisma Modifier	0			
<b>CHA</b>	15.09	▶	Skill Learning Modifier	4	Rep Modifier	4	Max# Companions	10			

<b>FAME</b>	10	<b>REP</b>	22
LITTLE KNOWN		AVERAGE REPUTATION	

# of Gunfights 0

<b>7</b>		<b>-2</b>	
<b>SPEED</b>		<b>ACCURACY</b>	
Speed Modifiers		Accuracy Modifiers	

HIT POINTS			19
POINTS	LOCATION	DAYS TO HEAL	

WOUNDS

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Cash On Hand/Valuables:
\$23.00
Deck of cards
Deck of cards, marked
Ring, gold

NOTES:

Scars:

Juror Personality: Contemplative

NOTABLE SKILLS	
Deception	75%
Disguise	74%
Fast Talking	64%
Fortune Telling	65%
Gambling	45%
Gaming	73%
Glean Information	59%
Nursing	84%
Reading Comp./Pen.	70%
Resist Persuasion	72%
Seduction, Art of	43%
Social Etiquette	82%
Listening	75%
Riding	74%

**THUMBNAIL DESCRIPTION:**

Lucy's parents were star-crossed lovers, her father a Union soldier, and her mother a Confederate loyalist (and the madam of a cathouse). After her father's death in the war (where he was butchered by Colonel Ferris), it was assumed that Lucy would follow her mother's path. Most women in town, naturally, wouldn't let their children have anything to do with her. Only little Mary Foy would play with Lucy, and the two grew up to be the best of friends.

When Mary found herself trapped in an uncomfortable situation between loyalty and duty, she wrote to Lucy (now a railroad-traveling card sharp), asking her to meet on the train at a certain time. Mary hinted that it involved justice for the death of Lucy's father. Lucy readily agreed, intending to do whatever she can to avenge her father.

TALENTS
Hold Your Liquor
Quick Thinking

QUIRKS
Fear of Heights
Late Sleeper

FLAWS

BUILDING POINTS:  WANTED?:  REWARD:

GROUPING: Trouble on the Sequoyah Star  
GROUPING II  
FACTION  
PROFESSION: Gambler

# COMBAT SHEET



## Lucy "The Sharp" Miller

SCRAPE CODE



# of Gunfights 0

**7** SPEED

Speed Modifiers

**-2** ACCURACY

Accuracy Modifiers

<b>STR</b>	9.15	Damage Modifier	-1
<b>INT</b>	11.68		
<b>WIS</b>	11.10		
<b>DEX</b>	12.00	"To Hit" Modifier	0
<b>CON</b>	8.38		
<b>LKS</b>	12.53		
<b>CHA</b>	15.09		

HIT POINTS			19
POINTS	LOCATION	DAYS TO HEAL	

NOTES:

**BRAWLING CHIPS**

TOTAL CHIPS

	TOTAL CHIPS		MAXIMUM BET per ROUND
Damage (Red)	18	+1 to Damage per Chip	4
Agility (Blue)	23	+1 to Hit per Chip	6
Endurance (White)	19	-2 to Damage per Chip	4

HANDEDNESS Right Handed

### Preferred Gun: American Arms Derringer



**TYPE** Derringer SA **DRAW SPEED MODIFIER** 0 **RELOAD SPEED** 20  
**AMMO TYPE** Cartridge .41 Cal  
**d3+1** **DAMAGE**  
**# OF SHOTS** 2 **SHOTS FIRED**    
 # of Shots #2 Barrel n/a

5	10	15	20	25	30	40	50	70	90	120	150	200
+8	0	-2	-5	-10	-20	-50						
250	300	350	400	450	500	600	700	800	900	1000	1250	1500

### Secondary Gun:



**TYPE** **DRAW SPEED MODIFIER** **RELOAD SPEED**  
**AMMO TYPE**  
**DAMAGE**  
**# OF SHOTS** **SHOTS FIRED**  
 # of Shots #2 Barrel

5	10	15	20	25	30	40	50	70	90	120	150	200
250	300	350	400	450	500	600	700	800	900	1000	1250	1500