



Name: Mr Hart

Race: Human

Appearance: Maybe gangling, maybe dapper in a slightly untidy down-market way, with dark hair and a quiet demeanour.

Player:

Ht: 5'10"

Wt: 105 lbs. Age: 24

Spent: 245

Unspent: 5

CHARACTER SHEET

ST 10* [0]	HP 10 [0]	Basic Speed 7 [10]
DX 15† [100]	Will 13 [0]	Basic Move 7 [0]
IQ 13 [60]	Per 13 [0]	BL 20 lb (ST×ST)/5
HT 11 [10]	FP 11 [0]	Thr 1d-2 Sw 1d

* Cond. -2 from 'Skinny' when you resist knockback
 † Cond. +3 from 'Flexibility' when ignoring penalties for working in close quarters

TL 5 +2 [0]	SM +0
--------------	-------

Vision 13	Taste/Smell 13	Death Check 11
Hearing 13	Fright Check 15*	High Jump 2.67 ft
Touch 13	Consciousness 11	Broad Jump 3.67 yd

* +2 from 'Combat Reflexes'

HP 3, 0, -10, -20, -30, -40, -50	FP 3, 0, -11
----------------------------------	--------------

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	7 yd	5 yd	4 yd	2 yd	1 yd
Dodge	11	10	9	8	7

PARRY		PARRY		BLOCK		DODGE		OTHER	
12*	11*	9*	11*						
Brawling	DX	DX	None						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	2	—	Groin	0	0	—	—
Neck	0	0	—	—	Arms	0	0	6	—
Skull	2	0	—	—	Hands	0	0	4	—
Face	0	0	—	—	Legs	0	0	6	—
Torso	0	0	—	—	Feet	1*	0	4	—

* +1 from 'Combat Reflexes'

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	

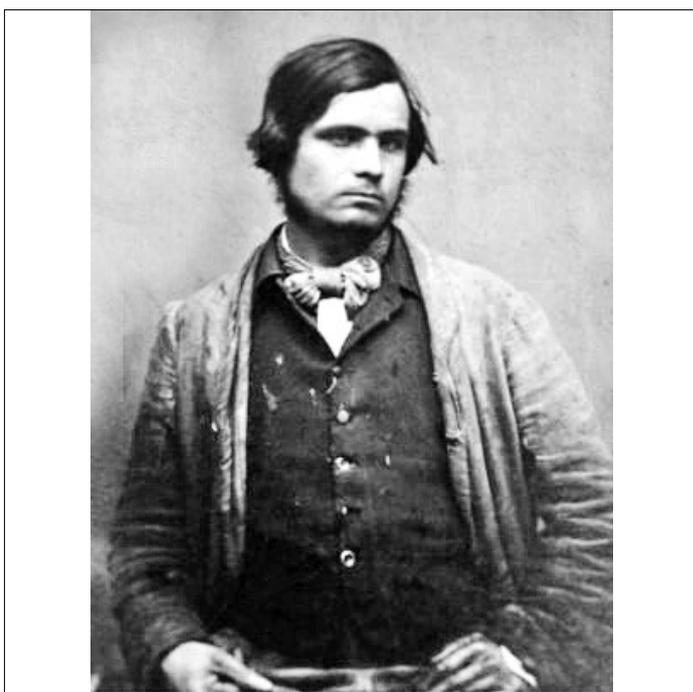
* Cond. +2 from 'Overconfidence' when young or naive individuals, Cond. -2 from 'Overconfidence' when experienced NPCs

CULTURAL FAMILIARITIES	
Name	Pts
Western (Native)	[0]

LANGUAGES			
Name	Spoken	Written	Pts
English (Native)	Native	Native	[0]

ADVANTAGES	
Name	Pts
Combat Reflexes	[15]
Flexibility	[5]
Luck	[15]
Night Vision 5	[5]
Perfect Balance	[15]
Secret Service Rank 0	[0]

DISADVANTAGES	
Name	Pts
Code of Honor (Pirate's)	[-5]
Duty (The Department; 12 or less (quite often); Extremely Hazardous)	[-15]
Loner (12 or less)	[-5]
Overconfidence (12 or less)	[-5]
Secret (Past Criminal Activity; Serious Embarrassment)	[-5]
Shyness (Mild)	[-5]
Skinny	[-5]
Trademark (A drop of cologne splashed somewhere noticeable; Simple)	[-5]



QUIRKS	
Name	Pts
Dislikes Dogs	[-1]
Fastidiously clean between jobs	[-1]
Impressed by money, but not by titles	[-1]
Quite enjoys this employment, but would never admit it	[-1]

SKILLS			
Name	Level	Relative	Pts
Brawling	16	DX+1	[2]
Parry: 12			
Cat Burglar!	17	DX+2	[48]
Fast-Draw (Knife)	16*	DX+1	[1]
Fast-Draw (Pistol)	16*	DX+1	[1]
Gesture	13	IQ+0	[1]
Guns/TL(5+2) (Pistol)	15	DX+0	[1]
Holdout	13	IQ+0	[2]
Knife	11	DX-4	[0]
Parry: 8			
Observation	14	Per+1	[4]
Streetwise	11†	IQ-2	[1]
Thrown Weapon (Knife)	15	DX+0	[1]
Wrestling	15	DX+0	[2]
Parry: 11			

* +1 from 'Combat Reflexes' † -1 from 'Shyness'

POINTS SUMMARY	
Basic Attributes, Secondary Characteristics	[180]
Advantages, Perks	[55]
Disadvantages, Quirks	[-54]
Skills, Techniques	[64]
Total Points Spent:	245
Unspent Points:	5

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	16	12	1d-3 cr	C	-	-	
Brawling: Bite	16	-	1d-3 cr	C	-	-	
Brawling: Kick	14	-	1d-2 cr	C,1	-	-	
Large Knife: Swing	11	8	1d-2 cut	C,1	6	4	
Large Knife: Thrust	11	8	1d-2 imp	C	6	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife	15	1d-2 imp	-	8 yd / 15 yd	1	T(1)	6	-2	-	4	
Webley-Fosbery Mk I, .455 Webley	15	2d-1 pi+	2	120 yd / 1300 yd	3	6(3i)	9	-2	2	3	[3]

EQUIPMENT			
Qty	Item	Cost	Weight
1	Grapnel (attached to rope; TL5) {p. B288} Description: TL:5 Notes: Throw to STx2 yards. Supports 300lbs.	20	2 lb
2	Large Knife (TL0) {p. B272, B276} Per Unit - Cost: 40, Weight: 1 lb Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]	80	2 lb
1	Lockpicks (TL3; Quality (none)) {p. B289} Description: TL:3 Notes: Basic equipment for Lockpicking/Cat Burglar skills.	50	-
1	Ordinary Clothes (Status +0; TL0; Styling (+1); Steam Age Materials) {p. B266} Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	240	4 lb
1	Rope, 3/8" (per 10 yards; TL1) {p. B288} Description: TL:1 Notes: Supports 300lbs.	5	1.5 lb
1	Shoes (TL1) {p. B284} Description: TL:1 LC:-- DR:1* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	40	2 lb
1	Webley-Fosbery Mk I, .455 Webley (TL6) {p. HT94} Description: TL:6 LC:3 Ammo:0.3 lb. Damage:2d-1 pi+ Acc:2 Range:120/1300 RoF:3 Shots:6(3i) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes:[3], [3] Unreliable. Malfunctions on 16+ (see p. B407). Notes: [3]	600	3 lb

NOTES
<p>Not everyone in this team can be posh or a scholar. You're from the back alleys of the East End, though you like to feel that you've progressed a little beyond that now. The only snag was, your <i>means of progression</i> wasn't always perfectly legal, back in the day.</p> <p>And so, the peelers caught you, though you're pretty sure that it was by means not entirely fair. Trouble was, they made a plausible case that you were in trouble, regardless. On t'other hand, they also made you an offer. You weren't sure how you felt about the prospect of government employment, but it looked to beat the alternatives they were implying.</p> <p>Well, at least they respected your talents enough that you ended up working for... These people. It turns out that you'd not been caught by the regular peelers so much as by the Department of Unconventional Philosophical Resolutions, which is a fancy name for a coppers who regulate mad scientists. Which turns out to be an amusing way to apply your talents, even though you'd never admit that working with a bunch of posh coppers-of-a-sort sometimes feels almost <i>good</i>.</p> <p>SOCIAL DISORDER FEAR TRIGGER: Individual strength failing - self-reliance not being <i>enough</i>, in a deep way.</p>