



Name: Lieutenant Trace

Race: Human

Appearance: Slim, light-haired, with a gaze that might be thoughtful or might be distracted.

Player:

Ht: 5'10"

Wt: 160 lbs, Age: 31

Spent: 245

Unspent: 5

CHARACTER SHEET

ST	11	[10]	HP	11	[0]	Basic Speed	7	[10]
DX	14	[80]	Will	13	[0]	Basic Move	6	[-5]
IQ	13	[60]	Per	14	[5]	BL	24 lb	(ST×ST)/5
HT	12	[20]	FP	12	[0]	Thr	1d-1	Sw 1d+1

TL	5	+2	[0]	SM	+0
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Vision	14	Taste/Smell	14	Death Check	12
Hearing	14	Fright Check	15*	High Jump	2.17 ft
Touch	14	Consciousness	12	Broad Jump	3 yd

* +2 from 'Combat Reflexes'

HP 3, 0, -11, -22, -33, -44, -55 FP 3, 0, -12

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	11	10	9	8	7

PARRY		PARRY		BLOCK		DODGE		OTHER	
11*		11*		9*		10/11*			
Boxing		DX		DX		Light			
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	1	0	2	—	Groin	0	0	—	—
Neck	0	0	—	—	Arms	0	0	6	—
Skull	4	0	—	—	Hands	0	0	4	—
Face	0	0	—	—	Legs	0	0	6	—
Torso	4/2*+5F	0	—	—	Feet	1*	0	4	—

* +1 from 'Combat Reflexes'

REACTION MODIFIERS	
Appearance:	+0
Status:	+1*
* +1 from 'Status'	
Other:	+0†
† Cond. +2 from 'Overconfidence' when young or naive individuals, Cond. -2 from 'Overconfidence' when experienced NPCs, Cond. +1 from 'Honesty' when honesty becomes known, Cond. +3 from 'Honesty' when a question of honor or trust is involved	

CULTURAL FAMILIARITIES	
Name	Pts
Western (Native)	[0]

LANGUAGES			
Name	Spoken	Written	Pts
English (Native)	Native	Native	[0]
French	Broken	Semi-Lit.	[2]
German	Broken	Semi-Lit.	[2]

ADVANTAGES	
Name	Pts
Absolute Direction	[5]
Combat Reflexes	[15]
Courtesy Rank 3 (Naval Lieutenant)	[3]
Luck	[15]
Night Vision 4	[4]
Secret Service Rank 1	[5]
Status +1	[5]
Wealth (Comfortable)	[10]

DISADVANTAGES	
Name	Pts
Code of Honor (Gentleman's)	[-10]
Duty (The Department; 12 or less (quite often); Extremely Hazardous)	[-15]
Honesty (15 or less)	[-5]
Impulsiveness (15 or less)	[-5]
Overconfidence (9 or less)	[-7]



QUIRKS	
Name	Pts
Casual Dresser (-1 Reactions from people to whom this matters)	[-1]
Insensitive	[-1]
Personality Change (Maudlin Drunk)	[-1]
Wants to try operating every possible sort of vehicle	[-1]

SKILLS			
Name	Level	Relative	Pts
Area Knowledge (British Waters)	13	IQ+0	[1]
Boxing	14	DX+0	[2]
Parry: 11			
Current Affairs/TL(5+2) (Science & Technology)	13	IQ+0	[1]
First Aid/TL(5+2) (Human)	13	IQ+0	[1]
Guns/TL(5+2) (Pistol)	14	DX+0	[1]
Guns/TL(5+2) (Shotgun)	14	DX+0	[1]
Leadership	14	IQ+1	[4]
Navigation/TL(5+2) (Sea)	15*	IQ+2	[1]
Savoir-Faire (High Society)	13	IQ+0	[1]
Savoir-Faire (Military)	14	IQ+1	[2]
Sex Appeal (Human)	11	HT-1	[1]
Stealth	13	DX-1	[1]
Swimming	12	HT+0	[1]
Tactics	11	IQ-2	[1]
Vehicles!	14	DX+0	[24]
Wrestling	14	DX+0	[2]
Parry: 11			
* +3 from 'Absolute Direction'			

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[180]
Advantages, Perks	[66]
Disadvantages, Quirks	[-46]
Skills, Techniques	[45]
Total Points Spent:	245
Unspent Points:	5

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	14	-	1d-2 cr	C	-	-	
Boxing	14	11	1d-2 cr	C	-	-	
Kick	12	-	1d-1 cr	C,1	-	-	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
LeMat Grape Shot Revolver, 12x16mm Lefauchaux	14	1d+2 pi+	2	100 yd / 1100 yd	1	9(3i)	10	-3	2	3	
LeMat shotgun barrel firing rifled slug	14	4d pi++	2	75 yd / 900 yd	1	1(20)	10	-3	1	3	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Goggles (TL(5+2)) Notes: [notes] Usenotes: Eye protection +1, but if broken, can cause extra damage at GM's whim. Location: eyes	20	-
1	Leather Helmet (TL6) {p. HT70} Description: TL:6 LC:4 DR:2 Location:skull Notes:[1] Concealable as or under clothing. Location: skull	20	1 lb
1	LeMat Grape Shot Revolver, 12x16mm Lefauchaux (TL(5+2))	250	3.7 lb
1	LeMat shotgun barrel firing rifled slug (TL(5+2))	0	-
1	Long Coat (TL5) Usenotes: Can conceal fairly large items (+4 to Holdout)	50	5 lb
1	Ordinary Clothes (Status +1; TL0; 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	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	Silk Vest (TL6) {p. HT66} Description: TL:6 LC:4 DR:4/2* Location:torso Notes:[1] Concealable as or under clothing. [2] Split DR: use the first, higher DR against piercing and cutting attacks; use the second, lower DR against all other damage types. Location: torso	800	6 lb
1	Silk Vest Steel Plate (TL6) {p. HT66} Description: TL:6 LC:4 DR: 5F Location:torso Location: torso	400	6 lb

LOAD-OUTS			
Qty	« Full Load »	Cost	Weight
1	Goggles (TL(5+2)) Location: eyes	20	-
1	Leather Helmet (TL6) Location: skull	20	1 lb
1	LeMat Grape Shot Revolver, 12x16mm Lefauchaux (TL(5+2))	250	3.7 lb
1	LeMat shotgun barrel firing rifled slug (TL(5+2))	0	-
1	Long Coat (TL5)	50	5 lb
1	Ordinary Clothes (Status +1; TL0)	240	4 lb
1	Shoes (TL1) Location: feet	40	2 lb
1	Silk Vest (TL6) Location: torso	800	6 lb
1	Silk Vest Steel Plate (TL6) Location: torso	400	6 lb
Totals:		1820	27.7 lb
Qty	Light Social Load	Cost	Weight
1	LeMat Grape Shot Revolver, 12x16mm Lefauchaux (TL(5+2))	250	3.7 lb
1	LeMat shotgun barrel firing rifled slug (TL(5+2))	0	-
1	Long Coat (TL5)	50	5 lb
1	Ordinary Clothes (Status +1; TL0)	240	4 lb
1	Shoes (TL1) Location: feet	40	2 lb
1	Silk Vest (TL6) Location: torso	800	6 lb
Totals:		1380	20.7 lb

NOTES

You're from an old naval family, and you see yourself as a true gentleman who plays fair and keeps a straight bat, and so you went into the service with enthusiasm enough. Once there, however, you discovered that your true passion is *vehicles*. If it moves under its own power on sea, land, of air, you can operate it, look after it, and if necessary, fight with it.

All of which made you something of a square peg in a round hole after a while. The Navy does not, it seems to you, appreciate enthusiasm and vim quite enough, or grant talent enough options to show what it can do. Fortunately, however, someone must have mentioned you and your talent to the Department of Unconventional Philosophical Resolutions, who understand these things a little more. And so, a change of career was arranged. You don't care overmuch if some people think that you are some kind of civil servant; you know that you serve Queen and Country in the best way that you - or any chap worth his salt - can.

SOCIAL DISORDER FEAR TRIGGER: Individual heroism not sufficing or going unrewarded by those in authority.