



Name: Mr Purves

Race: Human

Appearance: A smart-looking, well-dressed fellow with a slight but pleasant smile at most times.

Player:

Ht: 5'9"

Wt: 145 lbs. Age: 35

Spent: 245

Unspent: 5

CHARACTER SHEET

ST 10	[0]	HP 10	[0]	Basic Speed 6	[0]
DX 13	[60]	Will 15	[0]	Basic Move 6	[0]
IQ 15*	[100]	Per 15	[0]	BL 20 lb	(ST×ST)/5
HT 11	[10]	FP 11	[0]	Thr 1d-2	Sw 1d

* Cond. -1 from 'Chummy' when alone

TL 5	+2	[0]	SM +0
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Vision 15	Taste/Smell 15	Death Check 11
Hearing 15	Fright Check 15	High Jump 2.17 ft
Touch 15	Consciousness 11	Broad Jump 3 yd

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	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	9	8	7	6	5

PARRY		PARRY		BLOCK		DODGE		OTHER	
10	9	7	8/9						
Smallsword	DX	DX	Light						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0+1	2	—	Groin	0	0+1	—	—
Neck	0	0+1	—	—	Arms	0	0+1	6	—
Skull	2	0+1	—	—	Hands	0	0+1	4	—
Face	0	0+1	—	—	Legs	0	0+1	6	—
Torso	4/2*+5F	0+1	—	—	Feet	1*	0+1	4	—

REACTION MODIFIERS	
Appearance: +1*	
* +1 from 'Appearance'	
Status: +1†	
† +1 from 'Status'	
Other: +1‡	
‡ +1 from 'Charisma', Cond. +2 from 'Sense of Duty (The Team)' when in dangerous situations if Sense of Duty is known	

CULTURAL FAMILIARITIES	
Name	Pts
Western (Native)	[0]

LANGUAGES			
Name	Spoken	Written	Pts
English (Native)	Native	Native	[0]
French	Accented	Literate	[4]
German	Accented	Literate	[4]

ADVANTAGES	
Name	Pts
Appearance (Attractive)	[4]
Charisma 1	[5]
Luck	[15]
Secret Service Rank 2	[10]
Status +1*	[0]
Wealth (Comfortable)	[10]

* +1 from 'Secret Service Rank'

PERKS	
Name	Pts
Honest Face	[1]
Off-Hand Weapon Training (Smallsword)	[1]

DISADVANTAGES	
Name	Pts
Chummy	[-5]
Code of Honor (Gentleman's)	[-10]



DISADVANTAGES (continued)	
Name	Pts
Duty (The Department; 12 or less (quite often); Extremely Hazardous)	[-15]
Selfish (12 or less)	[-5]
Sense of Duty (The Team; Small Group)	[-5]

QUIRKS	
Name	Pts
Chauvinistic	[-1]
Dapper and especially proud of his moustache	[-1]
Habit (Thrill-Seeker)	[-1]
Likes Redheads	[-1]

SKILLS			
Name	Level	Relative	Pts
Boxing	13	DX+0	[2]
Parry: 9			
Broadsword	12	DX-1	[1]
Parry: 9			
Dancing	12	DX-1	[1]
Fast-Draw (Sword)	14	DX+1	[2]
Filch	13	DX+0	[2]
First Aid/TL(5+2) (Human)	15	IQ+0	[1]
Gambling	14	IQ-1	[1]
Guns/TL(5+2) (Pistol)	14	DX+1	[2]
Guns/TL(5+2) (Shotgun)	13	DX+0	[1]
Smallsword	14	DX+1	[4]
Parry: 10			
Sociability!	17	IQ+2	[48]

POINTS SUMMARY	
Basic Attributes, Secondary Characteristics	[170]
Advantages, Perks	[54]
Disadvantages, Quirks	[-44]
Skills, Techniques	[65]
Total Points Spent:	245
Unspent Points:	5

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	13	—	1d-3 cr	C	—	—	
Boxing	13	9	1d-3 cr	C	—	—	
Kick	11	—	1d-2 cr	C,1	—	—	
Sword Cane Blade	14	10F	1d-1 imp	1	5	4	
Sword Cane Sheath: Swing	14	10F	1d cr	1	6	4	
Sword Cane Sheath: Thrust	14	10F	1d-2 cr	1	6	4	
Sword Cane used as Club: Swing	12	9	1d+1 cr	1	10	4	
Sword Cane used as Club: Thrust	12	9	1d-1 cr	1	10	4	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Light Cloak	8	spcl.	1	2 yd / 2 yd	1	T(1)	5	-4	—	—	[1]/[4]
Webley-Fosbery Mk I, .455 Webley	14	2d-1 pi+	2	120 yd / 1300 yd	3	6(3i)	9	-2	2	3	[3]

EQUIPMENT			
Qty	Item	Cost	Weight
1	Light Cloak (TL1; Styling (+1)) {p. B275, B287} Description: TL:1 LC:-- DB:1 Dam:Spcl. Acc:1 Range:2 RoF:1 Shots:T(1) Bulk:-4 ST:5 DR:1 HP:3 Skill:Cloak Notes: [1]/[4] May entangle or ensnare the target; see Special Ranged Weapons (p. B411). Notes: [1]/[4]	40	2 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
1	Sword Cane Blade (TL4) {p. B273} Description: TL:4 LC:4, Dam:thr+1 imp Reach:1 Parry:0F ST:5 Skill:Smallsword	400	1.5 lb
1	Sword Cane Sheath (TL0) {p. B273} Description: TL:0 LC:4, [Mode:swing Dam:sw cr Reach:1 Parry:0F ST:6 Skill:Smallsword], [Mode:thrust Dam:thr cr Reach:1 Parry:0F ST:6 Skill:Smallsword]	200	1 lb
1	Sword Cane used as Club (TL0) {p. B271} Description: TL:0 LC:4, [Mode:swing Dam:sw+1 cr Reach:1 Parry:0 ST:10 Skill:Broadsword], [Mode:thrust Dam:thr+1 cr Reach:1 Parry:0 ST:10 Skill:Broadsword]	0	—
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

LOAD-OUTS			
Qty	« Full Load »	Cost	Weight
1	Light Cloak (TL1)	40	2 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
1	Sword Cane Blade (TL4)	400	1.5 lb
1	Sword Cane Sheath (TL0)	200	1 lb
1	Sword Cane used as Club (TL0)	0	—
1	Webley-Fosbery Mk I, .455 Webley (TL6)	600	3 lb
Totals:		2720	25.5 lb
Qty	Light Social Load	Cost	Weight
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	Sword Cane Blade (TL4)	400	1.5 lb
1	Sword Cane Sheath (TL0)	200	1 lb
1	Sword Cane used as Club (TL0)	0	—
1	Webley-Fosbery Mk I, .455 Webley (TL6)	600	3 lb
Totals:		2280	17.5 lb

NOTES

A scion of a junior (but adequately well-off) branch of a landed family, you proved yourself well enough at school that a place at Oxford seemed not inappropriate. Not that you're a scholar, though you get by; in truth, you've forgotten most of what you were once taught. You prefer to class yourself as a gentleman, and one who knows that a gentleman can get by in any company.

However, it proved desirable for you to earn some manner of honest living, and charm and good manners are not regularly awarded a salary. You were casting about for a solution to this problem when one literally presented itself. The Nation needs folk who can work smoothly in all manner of company to solve certain quiet problems in the shadows... And as you advanced in such tacit service, one employer made the most plausible bid for your services. The Department of Unconventional Philosophical Resolutions saves Britain from the strangest of threats, musters fine bands of fellows while doing so, and gives great opportunities for excitement. And so, here you are.

SOCIAL DISORDER FEAR TRIGGER: Failures of conventional social norms.