



Name: Sergeant Noakes

Race: Human

Appearance: A big man, but a little out of shape. Still visibly burly and strong, though.

Player:

Ht: 6'7"

Wt: 290 lbs. Age: 40

Spent: 245

Unspent: 5

## CHARACTER SHEET

ST	15*	[ 50]	HP	15	[ 0]	Basic Speed	7	[ 5]
DX	13†	[ 60]	Will	11	[ 5]	Basic Move	6	[ -5]
IQ	10	[ 0]	Per	10	[ 0]	BL	45 lb	(ST×ST)/5
HT	14	[ 40]	FP	14	[ 0]	Thr	1d+1	Sw 2d+1
* Cond. +1 from 'Overweight' when you resist knockback						† Enhanced Parry (bare hands)		

TL	5	+2	[ 0]	SM	+0
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Vision	10	Taste/Smell	10	Death Check	14
Hearing	10	Fright Check	15*	High Jump	2.17 ft
Touch	10	Consciousness	14	Broad Jump	3 yd
* +2 from 'Combat Reflexes', +2 from 'Fearlessness'					

HP 4, 0, -15, -30, -45, -60, -75 FP 4, 0, -14

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	45 lb	90 lb	135 lb	270 lb	450 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	
12*		12*		8*		11*			
Boxing		Brawling		DX		None			
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0+1†	0	2	—	Groin	0+1†	0	—	—
Neck	0+1†	0	—	—	Arms	0+1†	0	8	—
Skull	2+1†	0	—	—	Hands	0+1†	0	6	—
Face	0+1†	0	—	—	Legs	0+1†	0	8	—
Torso	4/2*+5F+1†	0	—	—	Feet	2*+1†	0	6	—
* +1 from 'Combat Reflexes'					† +1 from 'Damage Resistance'				

REACTION MODIFIERS	
Appearance: -1*	
* -1 from 'Appearance'	
Status: +0	
Other: +0†	
† Cond. +2 from 'Sense of Duty (The Team)' when in dangerous situations if Sense of Duty is known, Cond. -1 from 'Stubbornness'	

CULTURAL FAMILIARITIES	
Name	Pts
Indian	[ 1]
Western (Native)	[ 0]

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

ADVANTAGES	
Name	Pts
Combat Reflexes	[ 15]
Courtesy Rank 1 (Military)	[ 1]
Damage Resistance 1 (Limited (Crushing))	[ 3]
Enhanced Parry 1 (Bare Hands)	[ 5]
Fearlessness 2	[ 4]
Luck	[ 15]
Secret Service Rank 1	[ 5]
Trained By A Master	[ 30]

DISADVANTAGES	
Name	Pts
Appearance (Unattractive)	[ -4]
Code of Honor ("Detached Duty" Soldier)	[ -5]
Duty (The Department; 12 or less (quite often); Extremely Hazardous)	[ -15]
Overweight	[ -1]
Pacifism (Cannot Harm Innocents)	[ -10]



DISADVANTAGES (continued)	
Name	Pts
Sense of Duty (The Team; Small Group)	[ -5]
Stubbornness	[ -5]

QUIRKS	
Name	Pts
Chauvinistic	[ -1]
Congenial	[ -1]
Likes Indian Food	[ -1]
Proud	[ -1]
Staid	[ -1]

SKILLS			
Name	Level	Relative	Pts
Bruiser!	14	DX+1	[ 36]
Bruiser! Combat Subskills			[ 0]
d Boxing	14*	DX+1	[ 0]
Parry: 12			
d Brawling	14*	DX+1	[ 0]
Parry: 12			
Carousing	14	HT+0	[ 1]
Connoisseur (Indian Food)	10	IQ+0	[ 2]
First Aid/TL(5+2) (Human)	10	IQ+0	[ 1]
Guns/TL(5+2) (Pistol)	13	DX+0	[ 1]
Guns/TL(5+2) (Rifle)	13	DX+0	[ 1]
Guns/TL(5+2) (Submachine Gun)	13	DX+0	[ 1]
Leadership	11	IQ+1	[ 4]
Savoir-Faire (Military)	11	IQ+1	[ 2]
Soldier/TL(5+2)	11	IQ+1	[ 4]
Spear	12	DX-1	[ 1]
Parry: 10			
Stealth	13	DX+0	[ 2]
Survival (Desert)	10	Per+0	[ 2]
Survival (Jungle)	10	Per+0	[ 2]
Swimming	15†	HT+1	[ 1]
* Enhanced Parry (bare hands) † +1 from 'Overweight'			

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[ 155]
Advantages, Perks	[ 79]
Disadvantages, Quirks	[ -50]
Skills, Techniques	[ 61]
Total Points Spent:	245
Unspent Points:	5

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Boxing: Punch	14	12	1d+1 cr	C	—	—	
Boxing: Punch w/Brass Knuckles	14	12	1d+2 cr	C	—	—	
Brass Knuckles	14	12	1d+2 cr	C	—	4	[3]
Brawling: Punch	14	12	1d cr	C	—	—	
Brawling: Bite	14	—	1d cr	C	—	—	
Brawling: Kick	12	—	1d+1 cr	C,1	—	—	
Brawling: Kick w/Boots	12	—	1d+2 cr	C,1	—	—	
Brawling: Punch w/Brass Knuckles	14	12	1d+1 cr	C	—	—	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Clockwork Carbine	13	3d-2 pi	3	300 yd / 1.25 mi	6!	20+1(6)	11+	-4	3	9	[1][2]
S&W .32 Safety Hammerless Revolver	13	1d+2 pi	—	90 yd / 1000 yd	3	5(2i)	7	-1	2	3	[2]

EQUIPMENT			
Qty	Item	Cost	Weight
1	Boots (TL5) {p. HT68} Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: feet	80	3 lb
1	Brass Knuckles (TL1) {p. B271} Description: TL:1 LC:4, Dam:thr or Reach:C Parry:0 ST:— Skill:Boxing, Brawling, Karate, DX Notes: [3] Brawling increases all unarmed damage; claws and Karate improve damage with punches and kicks (claws don't affect damage with brass knuckles or boots); Boxing improves punching damage. Calculated damage takes into account these skill bonuses. Notes: [3]	10	4 oz
1	Clockwork Carbine (TL(5+2)) Notes: [1][2] Usernotes: [1] Rewind clockwork every 100 shots. [2] Fully automatic fire (6-round bursts) only.	1300	10 lb
1	Medium Weight Clothes (Status +0; 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.	120	6 lb
1	S&W .32 Safety Hammerless Revolver (TL6) {p. HT94} Description: TL:6 LC:3 Ammo:0.17 lb. Damage:2d-1 pi Acc:0 Range:90/1000 RoF:3 Shots:5(3i) ST:7 Bulk:-1 Rcl:2 Skill:Guns (Pistol) Notes:[2], [2] No lanyard ring (p. 154). Notes: [2]	350	1.3 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	Boots (TL5) Location: feet	80	3 lb
1	Brass Knuckles (TL1)	10	4 oz
1	Clockwork Carbine (TL(5+2))	1300	10 lb
1	Medium Weight Clothes (Status +0; TL0)	120	6 lb
1	S&W .32 Safety Hammerless Revolver (TL6)	350	1.3 lb
1	Silk Vest (TL6) Location: torso	800	6 lb
1	Silk Vest Steel Plate (TL6) Location: torso	400	6 lb
Totals:		3060	32.55 lb
Qty	Social Load	Cost	Weight
1	Boots (TL5) Location: feet	80	3 lb
1	Brass Knuckles (TL1)	10	4 oz
1	Medium Weight Clothes (Status +0; TL0)	120	6 lb
1	S&W .32 Safety Hammerless Revolver (TL6)	350	1.3 lb
1	Silk Vest (TL6) Location: torso	800	6 lb
Totals:		1360	16.55 lb

## NOTES

A former army sergeant (and boxer to regimental levels) who served for some years in India, you found your path beyond a certain level barred thanks to a few incidents where you stuck to your guns in the face of others' obvious mistakes. (Sadly, some of the others were officers.) Luckily, a captain under whom you'd served, who was heading back to a new assignment outside the Army back home, suggested a new career that might suit you, with the government department where he was headed. As it turned out, the Department of Unconventional Philosophical Resolutions were happy enough to take you on. They're an odd band, but they can see that they sometimes need your simple skill in, well, applying a little muscle or a bullet or two where they're needed.

You do like your food, it must be said (including Indian food - one of the things that you miss about the place), and you've acquired a bit of bulk over the years. But you've still got plenty of muscle, and you know how to use it. You run into some curious problems in this work, but you know the best answer to most of 'em.

SOCIAL DISORDER FEAR TRIGGER: Breakdowns of Hierarchy.