

INVESTIGATIVE ABILITIES

Anglo-Irish physician (male) ■ Age 23 (born 1854)

ACADEMIC	Accounting	___	___
	Archaeology	___	___
	Architecture	___	___
	Art History	___	___
	Criminology	___	___
	Diagnosis	4	___
	Geology	___	___
	History	1	___
	Languages	2	___
	<i>English</i>	___	___
<i>French</i>	___	___	
<i>Greek</i>	___	___	
<i>Latin</i>	___	___	
<i>Russian</i>	___	___	
<i>Turkish</i>	___	___	
Law	___	___	
Military Science	___	___	
Occult Studies	___	___	
Philology	___	___	
Research	2	___	
Vampirology	___	___	
.....	___	___	
INTERPERSONAL	Below Stairs	___	___
	Bureaucracy	___	___
	Cop Talk	___	___
	Culture	2	___
	<i>Western (native)</i>	2	___
	Culture	___	___
	Culture	___	___
	Flattery	___	___
	Flirting	___	___
	High Society	2	___
	Insight	1	___
	Interrogation	___	___
	Intimidation	___	___
	Middle Class	___	___
	Negotiation	1	___
	Reassurance	___	___
	Streetwise	___	___
	Tradecraft	___	___
Working Class	___	___	
.....	___	___	
TECHNICAL	Astronomy	___	___
	Chemistry	1	___
	Computation	___	___
	Cryptography	3	___
	Forensic Pathology	___	___
	Forgery	1	___
	1	___
	Notice	___	___
	Outdoor Survival	1	___
	Pharmacy	___	___
	Photography	___	___
Telegraphy	___	___	
Urban Survival	___	___	
.....	___	___	
.....	___	___	

You are the youngest son of a genteel Anglo-Irish family from Dublin. Possessed of an adventurous streak and a desire to do good, you accepted a British Army commission after medical training and volunteered to serve as a member of a British organization for the relief of sick and wounded Turkish soldiers, the Stafford House Commission. Over the past year, you have helped set up and run a number of Turkish military hospitals along with other British physicians. Recently, you were transferred to the newly formed Red Crescent organization and assigned to take charge of an ambulance unit stationed in Shipka. You hope to make a name for yourself that is at least as vaunted as that of your eldest brother, Thornley, who though only ten years older than you is already the chair of anatomy at the Royal College of Surgeons in Dublin, and you keenly feel the weight of the family motto, *Quid verum atque decens* ("Whatever is true and honorable").

DRIVE *Compassion*

COVERS

.....	___	___
.....	___	___
.....	___	___

CONTACTS

.....	___	___
.....	___	___
.....	___	___
.....	___	___

WEAPONS/ ARMOUR/ GEAR

MOD

.....	___	___
.....	___	___
.....	___	___

SPECIAL ABILITIES

HARD TO HIT: Your Hit Threshold is 4.

MEDICAL TRAINING: The Difficulty of Stability tests involving the effects of violence or disease on a human body are lowered by -1 as long as you are able to examine the victim dispassionately.

FAMILY CONNECTIONS: You are the youngest son of a large and talented family. Whenever you spend High Society, you may refresh 1 point by making reference to or producing news, other information, or small gifts sent to you by your recently widowed mother, your artistic sister, your theatre critic brother, one of your two medically trained brothers, or your brother in the Indian Civil Service.

GENERAL ABILITIES

Alienist	2	___
Athletics	10	___
Conceal	___	___
Contacts	8	___
Cover	___	___
Diguiise	___	___
Driving	___	___
.....	___	___
Explosive Devices	___	___
Filch	___	___
Gambling	2	___
Hand-to-Hand	4	___
Infiltration	___	___
Mechanics	2	___
Medic	12	___
Piloting	___	___
.....	___	___
.....	___	___
Preparedness	6	___
Riding	2	___
.....	___	___
.....	___	___
Sense Trouble	4	___
Shooting	2	___
Surveillance	___	___
Weapons	2	___
.....	___	___

HEALTH	12	11	10	9	8	7	6	5	4	3	2	1	
.....	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
STABILITY	8	7	6	5	4	3	2	1					
.....	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12

HIT THRESHOLD [4]

INVESTIGATIVE ABILITIES

Hungarian linguist (male) ■ Age 45 (born 1832)

ACADEMIC

Table of Academic Abilities: Accounting (1), Archaeology, Architecture, Art History, Criminology, Diagnosis, Geology, History (1), Languages (4), Law, Military Science, Occult Studies (1), Philology (2), Research, Vampirology.

INTERPERSONAL

Table of Interpersonal Abilities: Below Stairs, Bureaucracy, Cop Talk, Culture (Slavic, Eastern, Western), Flattery, Flirting, High Society (1), Insight (1), Interrogation, Intimidation, Middle Class, Negotiation (1), Reassurance, Streetwise, Tradecraft (1), Working Class (1).

TECHNICAL

Table of Technical Abilities: Astronomy, Chemistry, Computation (1), Cryptography, Forensic Pathology, Forgery (1), Notice (1), Outdoor Survival, Pharmacy, Photography, Telegraphy, Urban Survival.

Born in a poor family of Hungarian Jews, you quickly recognized that your talent for languages could carry you far, and you resolved to make your fortune as a linguistic scholar. You traveled to Constantinople as a young man and made a living as a tutor and translator while corresponding with the Hungarian Academy of Sciences, translating the work of Ottoman historians to which you had access. When you were 29 years old, you disguised yourself as a Muslim and journeyed through Persia and Central Asia, at some risk to yourself, for a period of nearly three years. The resulting book about your travels, which you published twelve years ago, made your reputation as an expert on the Near East and secured you an academic position as a professor at the Royal University of Pesht. Additionally, you have made many useful friends and correspondents in British society because of the English-language version of your book. Recently, in fact, you were approached by representatives of the British Foreign Office who are willing to pay you to help them counter Russian attempts at gaining influence in Central Asia and the subcontinent.

DRIVE Fame and Fortune

COVERS

CONTACTS

WEAPONS/ ARMOUR/ GEAR

SPECIAL ABILITIES

INNOCENT BYSTANDER: While in disguise, you may spend Disguise pool points on any Surveillance test to observe, follow, or surprise an opponent (NBA, p. 60), or to Jump In to combat (NBA, p. 75).

EAR FOR LANGUAGES: You may choose a number of languages equal to your Languages rating in which you speak the language indistinguishably from a native speaker.

OSMANLI: Because of your connections with high-ranking officials of the sultan, you need not spend in order to gain access to official archives of the Sublime Porte (the Ottoman government) and its adjuncts; with an appropriate spend, you can gain access to secret, sealed, or otherwise restricted records.

GENERAL ABILITIES

Table of General Abilities: Alienist, Athletics (6), Conceal (6), Contacts (10), Cover (6), Diguise (10), Driving, Explosive Devices, Filch (4), Gambling, Hand-to-Hand, Infiltration (2), Mechanics, Medic, Piloting, Preparedness (4), Riding, Sense Trouble (4), Shooting (2), Surveillance (2), Weapons.

HEALTH and STABILITY scales: HEALTH (8-1) and STABILITY (12-0).

HIT THRESHOLD [3]

INVESTIGATIVE ABILITIES

British Army officer (male) ■ Age 35 (born 1842)

ACADEMIC	Accounting	___	___
	Archaeology	___	___
	Architecture	___	___
	Art History	___	___
	Criminology	___	___
	Diagnosis	___	___
	Geology	___	___
	History	___	___
	Languages	2	___
	<i>English</i>	___	___
<i>German</i>	___	___	
<i>Arabic</i>	___	___	
<i>Russian</i>	___	___	
<i>French</i>	___	___	
<i>Turkish</i>	___	___	
Law	___	___	
Military Science	3	___	
Occult Studies	___	___	
Philology	___	___	
Research	___	___	
Vampirology	___	___	
.....	___	___	
INTERPERSONAL	Below Stairs	___	___
	Bureaucracy	2	___
	Cop Talk	___	___
	Culture	2	___
	<i>Western (native)</i>	2	___
	Culture	___	___
	Culture	___	___
	Flattery	___	___
	Flirting	1	___
	High Society	___	___
	Insight	2	___
	Interrogation	1	___
	Intimidation	2	___
	Middle Class	2	___
	Negotiation	___	___
	Reassurance	___	___
	Streetwise	___	___
	Tradecraft	1	___
Working Class	___	___	
.....	___	___	
TECHNICAL	Astronomy	___	___
	Chemistry	___	___
	Computation	___	___
	Cryptography	1	___
	Forensic Pathology	___	___
	Forgery	___	___
	___	___
	Notice	___	___
	Outdoor Survival	2	___
	Pharmacy	___	___
	Photography	___	___
	Telegraphy	___	___
Urban Survival	___	___	
.....	___	___	
.....	___	___	

The son of an Anglican parson in Yorkshire, you joined the cavalry at age 17 after being educated in England and Germany. Seeking an outlet for your adventurous spirit, you took up ballooning and made a number of ascents in England and France. Over the past few years, you have been a war correspondent in Spain and the Sudan; before that you traveled to Russia. Two years ago, you journeyed through Russian Asia to Khiva despite the tsar's proscription on European travelers; last year you rode on horseback from Scutari to Erzerum in Asia Minor to observe the Russian frontier. You are currently in Constantinople serving as a representative of the Stafford House Committee, the British Red Cross organization, but this is in truth merely a cover for your work as an agent of the British Foreign Office.

DRIVE *Adventure*

COVERS

.....	___
.....	___
.....	___

CONTACTS

.....	___
.....	___
.....	___
.....	___
.....	___
.....	___

WEAPONS/ARMOUR/GEAR MOD

.....	___
.....	___
.....	___
.....	___

SPECIAL ABILITIES

BALLOONIST: Your Piloting ability includes your ability to manage a balloon.

GRIT YOUR TEETH: When you fail an Athletics test, you may spend points from your Athletics pool to turn the failure into a success. You may also spend Health for Athletics 1-for-1.

HARD TO HIT: Your Hit Threshold is 4, not 3.

RIPOSTE: When you are fencing and an attacker rolls a 1 and misses you, you may immediately spend Weapons to do damage to your opponent on a 1-for-1 basis.

SHARPSHOOTER: You may spend 4 Shooting and 1 Stability to make an extra Shooting attack this round.

STRONGEST MAN IN THE BRITISH ARMY: When you do something involving the exercise of physical strength (e.g., lifting heavy things), you may refresh 1d6-2 Athletics or the amount of your Athletics spend, whichever is less (minimum 1), at the end of the scene.

GENERAL ABILITIES

Alienist	___
Athletics	10
Conceal	___
Contacts	4
Cover	___
Diguise	___
Driving	___
.....	___
Explosive Devices	___
Filch	___
Gambling	4
Hand-to-Hand	4
Infiltration	___
Mechanics	___
Medic	___
Piloting	4
.....	___
.....	___
Preparedness	4
Riding	6
.....	___
.....	___
Sense Trouble	4
Shooting	8
Surveillance	___
Weapons	8
.....	___

HEALTH	10	9	8	7	6	5	4	3	2	1			
.....	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
STABILITY	10	9	8	7	6	5	4	3	2	1			
.....	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12

HIT THRESHOLD [4]

INVESTIGATIVE ABILITIES

British journalist (male) ■ Age 39 (born 1838)

ACADEMIC	Accounting	___	___
	Archaeology	___	___
	Architecture	<u>1</u>	___
	Art History	<u>1</u>	___
	Criminology	<u>1</u>	___
	Diagnosis	___	___
	Geology	___	___
	History	<u>1</u>	___
	Languages	<u>2</u>	___
	<i>English</i>	<i>Greek</i>
	<i>French</i>	<i>Latin</i>
	<i>German</i>	<i>Russian</i>
	Law	<u>1</u>	___
	Military Science	___	___
	Occult Studies	___	___
	Philology	___	___
	Research	___	___
	Vamirology	___	___
.....	___	___	
INTERPERSONAL	Below Stairs	___	___
	Bureaucracy	___	___
	Cop Talk	___	___
	Culture	<i>Western (native)</i>	<u>2</u>	___
	Culture	___	___
	Culture	___	___
	Flattery	<u>1</u>	___
	Flirting	___	___
	High Society	___	___
	Insight	<u>1</u>	___
	Interrogation	___	___
	Intimidation	___	___
	Middle Class	<u>2</u>	___
	Negotiation	<u>1</u>	___
	Reassurance	<u>1</u>	___
Streetwise	___	___	
Tradecraft	___	___	
Working Class	___	___	
.....	___	___	
TECHNICAL	Astronomy	___	___
	Chemistry	___	___
	Computation	___	___
	Cryptography	<u>1</u>	___
	Forensic Pathology	___	___
	Forgery	<u>1</u>	___
	___	___
	Notice	<u>1</u>	___
	Outdoor Survival	___	___
	Pharmacy	___	___
	Photography	___	___
	Telegraphy	<u>1</u>	___
	Urban Survival	___	___
	___	___
	___	___

You are the son of a Scottish clergyman. After attending university in Aberdeen, you joined the Royal Dragoons and served for ten years before becoming a war correspondent. During the 1870–1871 Franco-Prussian War you covered the siege of Metz and accompanied the Prussians as they entered Paris, and it was during that war that you learned the value of making sure that your telegraphic dispatches arrived back in London before any of your competitors — you are always making arrangements and contingency plans to get yourself or your reports to the nearest telegraph office. You’ve seen fighting in Spain and Serbia (where you accompanied a detachment of Russian soldiers), and you traveled to India in the company of the Prince of Wales. Now you’ve been assigned to report on the developing hostilities between Russia and Turkey. Like most Britons, you were quite shocked to learn of the atrocities committed by the soldiers of the sultan in Bulgaria, and deplore the murder of innocents, but if you are honest with yourself, you are eager to find similarly riveting material for your readers. However, your real responsibility lies in finding the truth and sharing it with the British public.

DRIVE *Truth*

COVERS

CONTACTS

WEAPONS/ARMOUR/GEAR

MOD

SPECIAL ABILITIES

IN THE NICK OF TIME: You may spend Preparedness to have retroactively prepared or deployed specific helpful actions or interventions, such as a convenient horse or a timely distraction.

ONCE A DRAGON: While on horseback, you reduce the Difficulty of tasks related to enduring the rigors of cross-country travel by -1.

GENERAL ABILITIES

Alienist	___	___
Athletics	<u>6</u>	___
Conceal	___	___
Contacts	<u>10</u>	___
Cover	___	___
Diguipe	___	___
Driving	<u>2</u>	___
.....	___	___
Explosive Devices	___	___
Filch	<u>4</u>	___
Gambling	<u>2</u>	___
Hand-to-Hand	___	___
Infiltration	<u>4</u>	___
Mechanics	___	___
Medic	___	___
Piloting	___	___
.....	___	___
.....	___	___
Preparedness	<u>8</u>	___
Riding	<u>6</u>	___
.....	___	___
.....	___	___
Sense Trouble	___	___
Shooting	<u>4</u>	___
Surveillance	<u>4</u>	___
Weapons	<u>2</u>	___
.....	___	___
.....	___	___

HEALTH	<u>10</u>	<u>9</u>	<u>8</u>	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>3</u>	<u>2</u>	<u>1</u>			
.....	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12

STABILITY	<u>10</u>	<u>9</u>	<u>8</u>	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>3</u>	<u>2</u>	<u>1</u>			
.....	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12

HIT THRESHOLD [3]

INVESTIGATIVE ABILITIES

British geologist (male) ■ Age 25 (born 1852)

ACADEMIC

Table of Academic Abilities: Accounting, Archaeology, Architecture (1), Art History, Criminology, Diagnosis, Geology (1), History (1), Languages (English, German, Latin) (1), Law (1), Military Science, Occult Studies, Philology (1), Research (1), Vampirology.

You are passing through Constantinople after having completed a grand tour round about the Carpathians, traveling along the Danube and across the countryside in Hungary, Serbia, and Roumania while visiting sites of interest to you, including Hungarian mines, Wallachian vineyards, and the picturesque cities of the Balkans. All in all you found it a pretty fine adventure, with many charming young maidens in native costume to be seen, a few exciting near run-ins with brigands and robbers to be had, and an ample sufficiency of interesting mineral samples to be gathered, catalogued, and compared. Though your father (himself a scientist of no small account, one of the earliest experimenters with electricity) encouraged in you a passion for the physical sciences, geology is your central fascination — the notion of chthonic forces deep within the earth shaping and molding the terrestrial forms around is for you strangely and powerfully compelling.

DRIVE Knowledge

COVERS

CONTACTS

INTERPERSONAL

Table of Interpersonal Abilities: Below Stairs, Bureaucracy, Cop Talk, Culture (Western (native) 1), Culture, Flattery, Flirting, High Society (1), Insight, Interrogation, Intimidation, Middle Class, Negotiation (2), Reassurance, Streetwise, Tradecraft, Working Class.

WEAPONS/ ARMOUR/ GEAR MOD

SPECIAL ABILITIES

HARD TO HIT: Your Hit Threshold is 4 rather than 3.

A STICKY WICKET, EH?: You may use Explosive Devices instead of Athletics when hurling sticks of dynamite and similar handheld explosives.

ELECTRICIAN'S PATRIMONY: With the right equipment, you may spend Chemistry to produce electrical or electromagnetic effects.

EVERYTHING HAS A WEAK SPOT!: If you have access to explosives and the time to set them, you may spend 1 point of Architecture (for man-made structures) or Geology (for natural ones) in order to increase the damage Class of the explosion (see NBA, pp. 67-68) by 1.

EXTRAORDINARY INVENTIVENESS: You may spend Mechanics as Preparedness as long as you can provide some more-or-less plausible account of what materials or equipment you were able to repurpose for your stated end.

GAME HUNTER: You are at +1 to hit when using Shooting to attack animals.

GENERAL ABILITIES

Table of General Abilities: Alienist, Athletics (8), Conceal, Contacts (4), Cover, Diguiise, Driving, Explosive Devices (8), Filch, Gambling, Hand-to-Hand (4), Infiltration, Mechanics (8), Medic, Piloting, Preparedness (4), Riding (4), Sense Trouble (4), Shooting (8), Surveillance, Weapons.

TECHNICAL

Table of Technical Abilities: Astronomy (1), Chemistry (2), Computation (2), Cryptography, Forensic Pathology, Forgery, Notice (1), Outdoor Survival (1), Pharmacy, Photography, Telegraphy, Urban Survival.

Health and Stability scales: HEALTH (10-1) and STABILITY (10-1).

HIT THRESHOLD [4]

INVESTIGATIVE ABILITIES

American archaeology student (female) ■ Age 27 (born 1850)

ACADEMIC	Accounting	___	___
	Archaeology	<u>2</u>	___
	Architecture	<u>1</u>	___
	Art History	<u>2</u>	___
	Criminology	___	___
	Diagnosis	___	___
	Geology	___	___
	History	<u>2</u>	___
	Languages	<u>3</u>	___
		<i>English, Arabic, French, Italian, Latin, Greek, Portuguese, Russian, Spanish, Turkish</i>	
Law	___	___	
Military Science	___	___	
Occult Studies	___	___	
Philology	<u>1</u>	___	
Research	<u>1</u>	___	
Vamirology	___	___	
.....	___	___	
INTERPERSONAL	Below Stairs	___	___
	Bureaucracy	___	___
	Cop Talk	___	___
	Culture	<i>Western (native)</i> <u>1</u>	___
	Culture	___	___
	Culture	___	___
	Flattery	___	___
	Flirting	<u>1</u>	___
	High Society	___	___
	Insight	___	___
	Interrogation	___	___
	Intimidation	___	___
	Middle Class	<u>2</u>	___
	Negotiation	___	___
	Reassurance	<u>2</u>	___
Streetwise	___	___	
Tradecraft	___	___	
Working Class	___	___	
.....	___	___	
TECHNICAL	Astronomy	___	___
	Chemistry	___	___
	Computation	<u>1</u>	___
	Cryptography	___	___
	Forensic Pathology	___	___
	Forgery	___	___
	___	___
	Notice	<u>1</u>	___
	Outdoor Survival	___	___
	Pharmacy	___	___
	Photography	___	___
	Telegraphy	___	___
	Urban Survival	___	___
	___	___
	___	___

You were born to a well-to-do Rhode Island family, youngest daughter of a Providence lawyer and congressman. Refused admission to Brown University where your father and brothers were educated because of your sex, you set off on your own. Eventually, you wound up in Michigan, where you taught mathematics and languages in Saginaw before entering college at the University of Michigan. You have a wide-ranging interest in all historical matters, and have little patience for those hidebound and deplorable purveyors of the canard of female intellectual incompetence.

DRIVE *Curiosity*

COVERS

.....	___	___
.....	___	___
.....	___	___

CONTACTS

.....	___	___
.....	___	___
.....	___	___
.....	___	___

WEAPONS/ ARMOUR/ GEAR

MOD

.....	___	___
.....	___	___
.....	___	___

SPECIAL ABILITIES

BORN MOUNTAINEER: Whenever you do something related to climbing, you may refresh 1d6-2 Athletics or the amount of your Athletics spend, whichever is less (minimum 1), at the end of the scene.

HARD TO HIT: Your Hit Threshold is 4

GENERAL ABILITIES

Alienist	<u>4</u>	___
Athletics	<u>8</u>	___
Conceal	<u>4</u>	___
Contacts	<u>6</u>	___
Cover	___	___
Diguiise	<u>6</u>	___
Driving	___	___
.....	___	___
Explosive Devices	___	___
Filch	<u>4</u>	___
Gambling	___	___
Hand-to-Hand	<u>4</u>	___
Infiltration	___	___
Mechanics	___	___
Medic	___	___
Piloting	___	___
.....	___	___
.....	___	___
Preparedness	<u>4</u>	___
Riding	<u>4</u>	___
.....	___	___
.....	___	___
Sense Trouble	<u>6</u>	___
Shooting	___	___
Surveillance	<u>4</u>	___
Weapons	<u>2</u>	___
.....	___	___

HEALTH	<u>12</u> 11 10 9 8 7 6 5 4 3 2 1
	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12

STABILITY	<u>8</u> 7 6 5 4 3 2 1
	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12

HIT THRESHOLD [4]

INVESTIGATIVE ABILITIES

Ottoman soldier (male) ■ Age 22 (born 1855)

ACADEMIC

Accounting	___	___
Archaeology	___	___
Architecture	___	___
Art History	___	___
Criminology	___	___
Diagnosis	___	___
Geology	___	___
History	___	___
Languages	1	___
<i>Turkish</i>	___	___
<i>English</i>	___	___
<i>French</i>	___	___
Law	___	___
Military Science	1	___
Occult Studies	___	___
Philology	___	___
Research	___	___
Vampirology	1	___
.....	___	___

You were born in Istanbul to a slave in the household of an important Ottoman official, but left as soon as you were old enough and made a living as a beggar and street laborer. As a young man, you found yourself in the company of a troop of *bashi-bazouks*, irregular cavalry nominally in service to the Turkish army but supplementing your small stipend from the sultan with acts of banditry against peasants in the countryside and insufficiently well-protected travelers. When the Bulgarians rebelled last year, you were sent to the area near Tirnova to help suppress the uprising. Ambushed by Bulgarian rebels, most of your troop was cut down in the wooded hill country outside the town. You fled, and sought refuge from pursuit in a cave you chanced upon. When you went in, however, you were first unnerved by the way the rock formations in the cave looked like the teeth of a wild animal, and then you saw at least half a dozen dead men lying in unnatural positions, their hands bound and their throats cut. You beat a retreat and made your way by various adventures to the headquarters of Salim Pasha's brigade at Osmanbazar, where you were accused of cowardice and other crimes. Now you are a prisoner in the hands of a squadron of *bashi-bazouks*, who are taking you to meet a fate that you suspect will be unpleasant. Your only hope is that the letter you had sent to your old master pleading for his intervention (if only to spare your mother, his loyal and well-loved servant, the shame of your ignominious execution) meets with Allah's favor and brings you succor.

DRIVE *Vindication*

INTERPERSONAL

Bureaucracy	___	___
Cop Talk	___	___
Culture	___	___
Culture <i>Eastern (native)</i>	2	___
Culture	___	___
Flattery	1	___
Flirting	___	___
High Society	___	___
Insight	1	___
Interrogation	1	___
Intimidation	2	___
Middle Class	___	___
Negotiation	___	___
Reassurance	___	___
Seraglio	1	___
Streetwise	2	___
Tradecraft	___	___
Working Class	1	___
.....	___	___

COVERS

CONTACTS

WEAPONS/ARMOUR/GEAR

MOD

SPECIAL ABILITIES

CRACK SHOT: When you spend Shooting to fire a rifle at a target and had time to aim, you refresh 1d6-2 Shooting or the amount of your spend, whichever is less (minimum 1).

HARD TO HIT: Your Hit Threshold is 4

KEEN SENSES: You may use your Sense Trouble rating (not pool) to determine your order of action in a combat or contest.

RIDE LIKE THE WIND: Once per mounted chase, you can gain a 3-point refresh by uttering a brief narrative description of your actions in all their glorious detail.

MASTER SCOUT: NPCs are at -2 Alertness to detect your presence if you are hiding or attempting to move stealthily; PCs are at -2 to Sense Trouble against you similarly.

INURED TO DEATH: The Difficulty of Stability tests involving physical violence are reduced by -1, and you reduce the loss from a failed test by 1 point.

GENERAL ABILITIES

Alienist	___	___
Athletics	8	___
Conceal	___	___
Contacts	4	___
Cover	___	___
Diguipe	___	___
Driving	___	___
.....	___	___
Explosive Devices	___	___
Filch	___	___
Gambling	___	___
Hand-to-Hand	6	___
Infiltration	8	___
Mechanics	___	___
Medic	___	___
Piloting	___	___
.....	___	___
.....	___	___
Preparedness	8	___
Riding	8	___
.....	___	___
.....	___	___
Sense Trouble	8	___
Shooting	8	___
Surveillance	___	___
Weapons	4	___
.....	___	___

TECHNICAL

Astronomy	___	___
Chemistry	___	___
Computation	___	___
Cryptography	___	___
Forensic Pathology	___	___
Forgery	___	___
.....	___	___
Notice	2	___
Outdoor Survival	2	___
Pharmacy	___	___
Photography	___	___
Telegraphy	___	___
Urban Survival	2	___
.....	___	___
.....	___	___

HEALTH	12	11	10	9	8	7	6	5	4	3	2	1	
.....	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
STABILITY	8	7	6	5	4	3	2	1	
.....	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12

HIT THRESHOLD [4]