



G E N T L E M A N

Character Name _____ *Irish-American* Ethnicity _____ *Middle Aged* Age _____
Brooklyn Cop Player _____ *5'11"/Thick Build* Height/Weight _____ *BFx2* Wealth Factor _____ *\$25.45* Wealth _____

Combatant _____ Rank  *2*

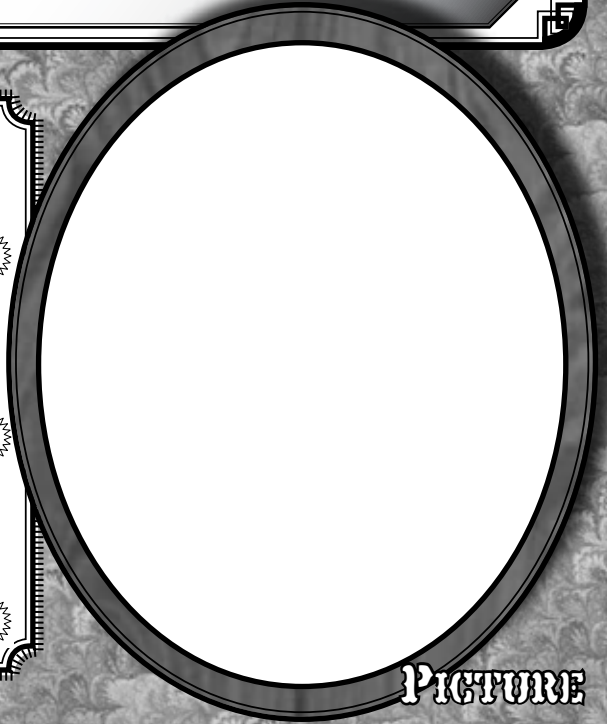
Skilled Laborer _____
 Background _____

Secondary Archetype _____ Rank 

Prologue
 First put to work in the immigrant settlements in the chaotic heart of the city, this officer has earned his reputation by bringing many of the most elusive criminals to justice. Though considered codgidy by his fellows, none of them would want to put their skills up against his in a competition.

ATTRIBUTE MATRIX

<p><i>Proress</i> Set Value <i>D10</i> +2 <i>d 8</i></p>	<p><i>Reflex</i> Set Value <i>D10</i> +0 <i>d 10</i></p>	<p><i>Health</i> Pool <i>D10</i> 40 <i>d 8</i></p>
<p><i>Wit</i> Set Value <i>D6</i> +2 <i>d 4</i></p>	<p><i>Knowledge</i> Set Value <i>D8</i> +0 <i>d 8</i></p>	<p><i>Lucidity</i> Pool <i>D4</i> 40 <i>d 6</i></p>
<p><i>Devotion</i> Set Value <i>D8</i> -3 <i>d 10</i></p>	<p><i>Faith</i> Set Value <i>D6</i> +2 <i>d 4</i></p>	<p><i>Spirit</i> Pool <i>D4</i> 12 <i>d 6</i></p>



PICTURE

POSSESSIONS


Weapon	DF	Starting SR	Maximum R.	Delay	Reload As	Ammo
<i>Smith & Wesson .38</i>	<i>x2</i>	<i>Adjacent (3)</i>	<i>Distant</i>	<i>-4</i>	<i>Action</i>	<i>(6) 18</i>
<i>Billy Club</i>	<i>x1</i>	<i>Touch (1)</i>	<i>Touch</i>	<i>-5</i>	<i>-</i>	<i>-</i>

<i>Officer's Blues</i>	<i>Gloves</i>	<i>Pocket Watch</i>
<i>Badge</i>	<i>Holster</i>	
<i>Wrist Irons</i>	<i>Match Book (7)</i>	
<i>Whistle</i>	<i>Suitcase</i>	
<i>Daily Gazette</i>	<i>Civilian Street Clothes</i>	


GURPS

Character Name _____ *American* _____ *Young Adult* _____
 Ethnicity _____ Gender _____ Age _____

Tennessee "Black-Foot" _____ *5'6"/Medium Build* _____ *BFx2* _____ *\$0.28* _____
 Player _____ Height/Weight _____ Wealth Factor _____ Wealth _____

Outdoorsman _____ Rank  2

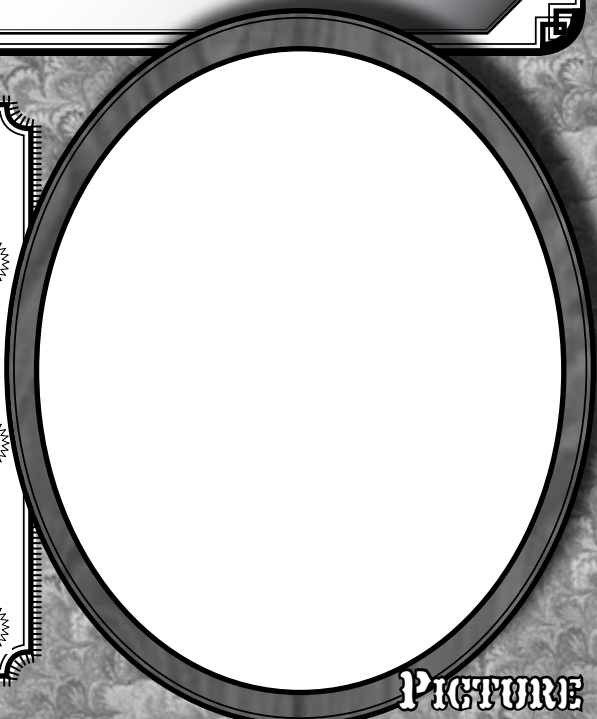
Unrefined _____
 Background _____

Secondary Archetype _____ Rank 

Prologue
"Salt of the earth, this one is! Though some may find them unruly or boorish in their manners, this character is down right friendly and always looking to raise Cain. Beyond that, their bravado almost out matches their passion for home cookin' -almost.."

ATTRIBUTE MATRIX

<p>Proress</p> <p>Set Value <i>D8</i> +2 d 6</p>	<p>Reflex</p> <p>Set Value <i>D8</i> +2 d 6</p>	<p>Health</p> <p>Pool <i>D10</i> 40 d 6</p>
<p>Wit</p> <p>Set Value <i>D8</i> +0 d 8</p>	<p>Knowledge</p> <p>Set Value <i>D4</i> -6 d 10</p>	<p>Cucidity</p> <p>Pool <i>D6</i> 18 d 4</p>
<p>Devotion</p> <p>Set Value <i>D8</i> +0 d 8</p>	<p>Faith</p> <p>Set Value <i>D8</i> +2 d 6</p>	<p>Spirit</p> <p>Pool <i>D8</i> 24 d 6</p>



PICTURE

POSSESSIONS


Weapon	DF	Starting SR	Maximum R.	Delay	Reload As	Ammo
<i>Jackknife</i>	+1	<i>Inescapable (-3)</i>	<i>Touch</i>	-1	-	-

<i>Cigarettes (8)</i>	<i>Knapsack</i>	<i>Harmonica</i>
<i>Matches (20)</i>	<i>Heavy Blanket</i>	
<i>Simple Clothes</i>	<i>Ball of String</i>	
<i>Yo-yo</i>	<i>Deed to Beach Property in Utah</i>	
<i>Jackknife</i>	<i>2 Candles</i>	

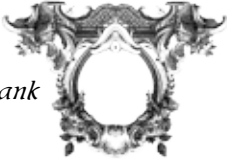
GURPS

Character Name _____ *Hispanic* _____ *Middle Aged* _____
 Ethnicity _____ Gender _____ Age _____

Mexican Criminal _____ *5'8" / Slender* _____ *DF x 3* _____ *\$0* _____
 Player _____ Height/Weight _____ Wealth Factor _____ Wealth _____

Rascalion _____ Rank  2

Traveler _____
 Background _____

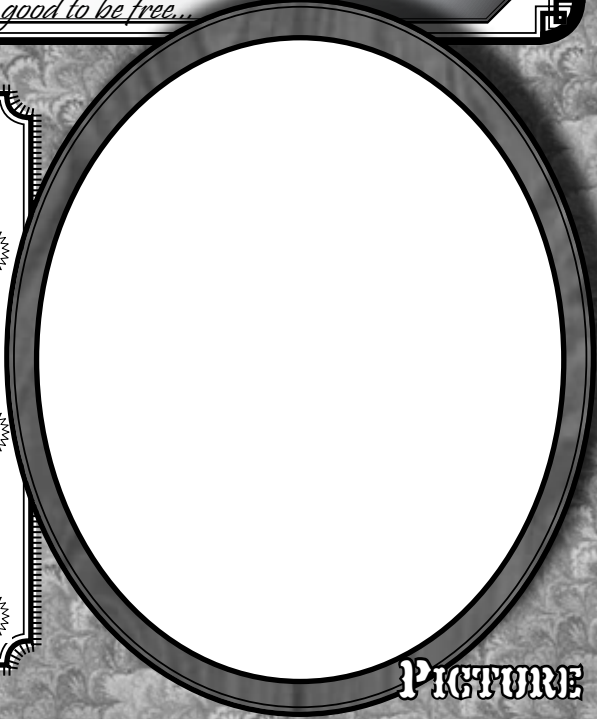
Secondary Archetype _____ Rank 

Prologue

Having escaped from a prison just south of the border, this character is pretty sure the Mexican Policia will shoot them on the spot should they ever go back. So what's there to do? Travel the States - maybe Canada? Gamble, drink - find marks who have deep pockets and shallow minds? It's good to be free...

ATTRIBUTE MATRIX

<p>Perception</p> <p>Set Value D6 -4 d 10</p>	<p>Reflex</p> <p>Set Value D12 +6 d 4</p>	<p>Health</p> <p>Pool D8 32 d 4</p>
<p>Wit</p> <p>Set Value D10 +4 d 6</p>	<p>Knowledge</p> <p>Set Value D6 +0 d 6</p>	<p>Cuidity</p> <p>Pool D6 24 d 6</p>
<p>Devotion</p> <p>Set Value D6 -5 d 12</p>	<p>Faith</p> <p>Set Value D4 +0 d 4</p>	<p>Spirit</p> <p>Pool D8 24 d 4</p>



PICTURE

POSSESSIONS

Weapon	DF	Starting SR	Maximum R.	Delay	Reload As	Ammo
<i>None</i>						

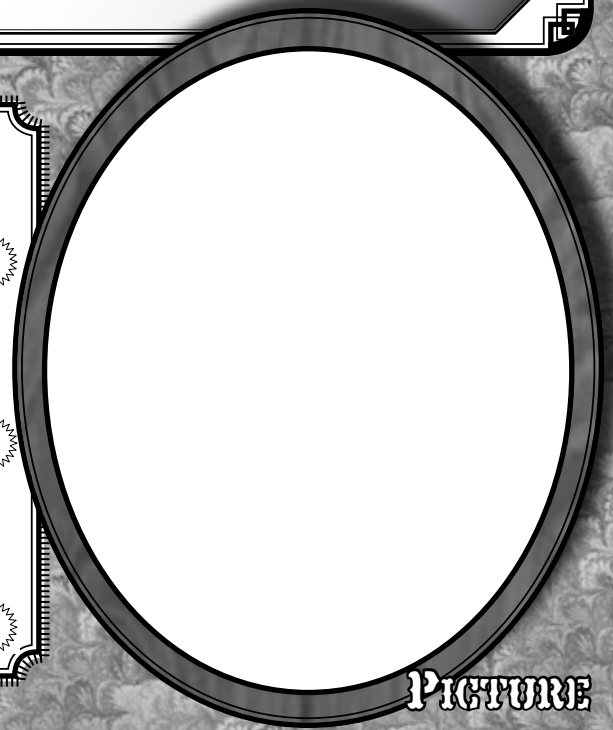
<i>None</i>						

GURPS

Character Name _____	New Englander Ethnicity _____	Gender _____	Graying Age _____
Recondite Scientist Player _____	6'11" Thin Height/Weight _____	BFX3 Wealth Factor _____	\$27.36 Wealth _____
Scholar Archetype _____	Rank 2	Prologue As a member of the Modern Prometheists you are driven to advance scientific understandings to the outer reach of man's grasp.	
Installed Background _____			
Secondary Archetype _____	Rank		

ATTRIBUTE MATRIX

Propress Set Value D6 -4 d 10	Reflex Set Value D6 +0 d 6	Health Pool D6 18 d 8
Wit Set Value D10 +5 d 4	Knowledge Set Value D12 +4 d 8	Lucidity Pool D8 40 d 8
Devotion Set Value D6 +1* d 6	Faith Set Value D6 +1* d 6	Spirit Pool D6 18 d 6



PICTURE

POSSESSIONS


Weapon	DF	Starting SR	Maximum R.	Delay	Reload As	Ammo
Hiking Staff (as club)	+2	Adjacent (3)	Adjacent	-5	-	-
Hiking Staff (as spear)	+1	Adjacent (3)	Closable	-4	-	1

Fine Clothes	Canteen	Pocket Watch	Electric Lamp (2hrs)
Hiking Outfit	3 Stuff Sacks	Collapsible Telescope	Candle Lantern
Suitcase	100' Hemp Rope	Geological Testing Kit	12 Candles
Backpack	Personal Grooming Kit	Hiking Staff	Matchcase (20)
Packframe	Compass	"Smithy" Gloves	3 Days Canned Meats


GURPS

Character Name _____ *American* Ethnicity _____ Gender _____ *Adult* Age _____

Forelorn Draftsman Player _____ *5'10"/Thick* Height/Weight _____ *BFx3* Wealth Factor _____ *\$25.82* Wealth _____

Engineer Archetype _____ Rank  2

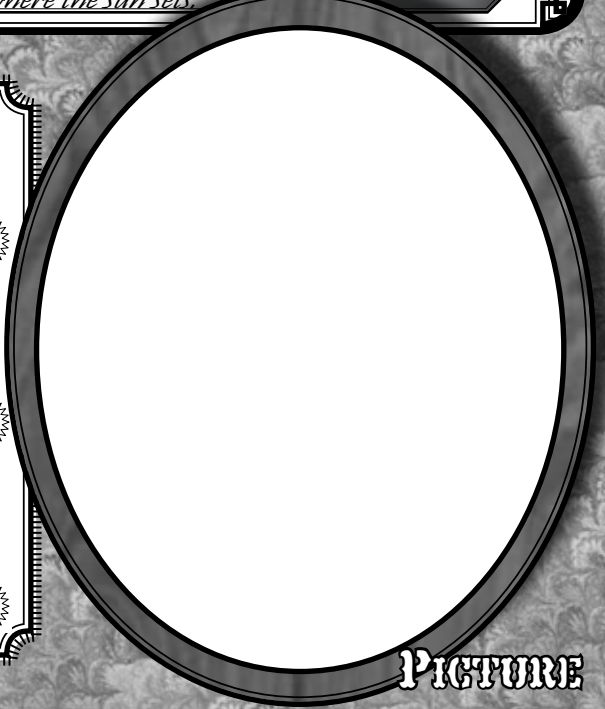
Militant Background _____

Secondary Archetype _____ Rank 

Prologue
They're heading west with the plans for a new kind of barbwire jig tucked safely in the back of their mind. This character was once a member of the Army Corps of Engineers - supervised a lot of bridge building back then. Now, they look forward to the peace and tranquility that lies somewhere where the sun sets.

ATTRIBUTE MATRIX

<p>Perception</p> <p>Set Value: D8 +1* d8</p>	<p>Reflex</p> <p>Set Value: D4 +1* d4</p>	<p>Health</p> <p>Pool: D8 32 d6</p>
<p>Wit</p> <p>Set Value: D10 +2 d8</p>	<p>Knowledge</p> <p>Set Value: D10 +2 d8</p>	<p>Lucidity</p> <p>Pool: D8 32 d6</p>
<p>Devotion</p> <p>Set Value: D4 -3 d6</p>	<p>Faith</p> <p>Set Value: D8 +0 d8</p>	<p>Spirit</p> <p>Pool: D6 18 d8</p>



PICTURE

POSSESSIONS

Weapon	DF	Starting SR	Maximum R.	Delay	Reload As	Ammo
<i>Large Knife</i>	+4	<i>Inescapable (-3)</i>	<i>Touch/Closable</i>	-2	-	-
<i>Colt Pistol (Army)</i>	x3	<i>Adjacent (3)</i>	<i>Discernible</i>	-5	<i>Action</i>	<i>6 (18)</i>

<i>Carpet Bag</i>	<i>Drafting Kit</i>	<i>Journal</i>	<i>Field Glasses</i>
<i>Steamer Trunk</i>	<i>Basic Metal Working Tools</i>	<i>Ink Font and pen</i>	<i>Soap</i>
<i>7 Changes of Moderate Attire</i>	<i>Basic Wood Working Tools</i>	<i>Chalk</i>	<i>Cards</i>
<i>3 Changes of Fine Attire</i>	<i>Bull's Eye Lantern</i>	<i>Map Case</i>	
<i>3 Changes of Work Clothes</i>	<i>Lantern Oil</i>	<i>3 Large Parchments</i>	

NOTES

Plot Points
0

x4

Health

Pool Multiplier

x4

Lucidity

Pool Multiplier

x3

Spirit

Pool Multiplier

RANK GOALS

Rank

Goal

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KNACKS

Knack	Cost	Description
<i>Bargainer</i>	30	<i>Gains a BF x2 to negotiating and deal making.</i>
<i>Mechanical Aptitude</i>	-	<i>Gains a BF x2 when working with machines and a 25 Plot Point bonus when constructing mechanical items.</i>
<i>*Conditioned</i>	-	<i>This character's military conditioning grants them a permanent +1 to their Set Values in Prowess and Reflex.</i>
<i>Mechanical Sabotage</i>	-	<i>Deals an extra DF x1 when trying to damage mechanical objects.</i>
<i>Rugged</i>	20	<i>May make the daily Recovery Roll in Health even under adverse conditions.</i>


LIMITATIONS

Limitation	Cost	Description
<i>Disgraced</i>	-25	<i>Because they neglected their duties, a bridge they were supervising the construction of collapsed weeks after completion (killing a small cavalry outfit) and they were court-martial/discharged from the service. Any mention or allusion to this event costs the character a DF x1 Spirit Deduction.</i>
<i>Vow of Service</i>	-25	<i>As a mechanism to cope with having inadvertently caused the death of others, this character has promised themselves they will always come to the aid of those who can't help themselves.</i>


GURPS

Character Name _____ *Swedish-American* _____ *Middle Aged* _____
 Ethnicity _____ Gender _____ Age _____

Irritable Physician _____ *5'7" / Medium* _____ *BF x 8* _____ *\$38.45* _____
 Player _____ Height/Weight _____ Wealth Factor _____ Wealth _____

Aristocrat _____ Rank  2

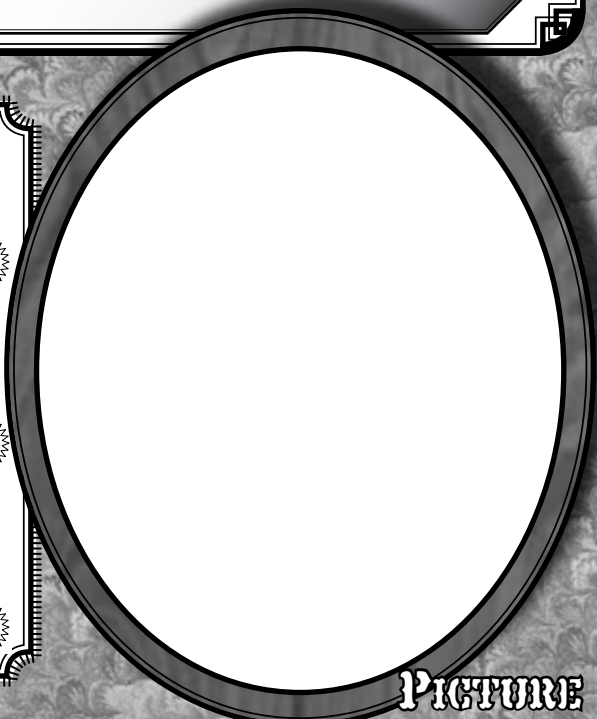
Educated _____
 Background _____

Secondary Archetype _____ Rank 

Prologue
 An old friend has invited you away from your medical practice to take a season or two at their mountain top lodge. You look forward to the tranquility that lies ahead - you're just so blamed sick of hearing of your patients complaints!

ATTRIBUTE MATRIX

<p>Propress</p> <p>Set Value <i>D4</i> -5 <i>d8</i></p>	<p>Reflex</p> <p>Set Value <i>D8</i> +0 <i>d8</i></p>	<p>Health</p> <p>Pool <i>D8</i> 24 <i>d6</i></p>
<p>Wit</p> <p>Set Value <i>D8</i> +2 <i>d6</i></p>	<p>Knowledge</p> <p>Set Value <i>D10</i> +5 <i>d4</i></p>	<p>Cucidity</p> <p>Pool <i>D8</i> 40 <i>d8</i></p>
<p>Devotion</p> <p>Set Value <i>D8</i> +2 <i>d6</i></p>	<p>Faith</p> <p>Set Value <i>D6</i> -4 <i>d10</i></p>	<p>Spirit</p> <p>Pool <i>D6</i> 12 <i>d6</i></p>



PICTURE

POSSESSIONS


Weapon	DF	Starting SR	Maximum R.	Delay	Reload As	Ammo
<i>Eclipse Pocket Pistol .22</i>	<i>x1</i>	<i>Inescapable (-3)</i>	<i>Closable</i>	<i>-2</i>	<i>Sub-Action</i>	<i>1 (6)</i>
<i>Gentleman's Cane</i>	<i>x1</i>	<i>Touch (1)</i>	<i>Touch</i>	<i>-5</i>	<i>-</i>	<i>-</i>
<i>Henry Repeating Rifle</i>	<i>x2</i>	<i>Closable (5)</i>	<i>Discernible</i>	<i>-5</i>	<i>2 Actions</i>	<i>15 (50)</i>

<i>Steamer Chest</i>	<i>2 Changes of Hiking Attire</i>	<i>Photography Kit</i>	<i>Fine Bowler Hat</i>
<i>Rucksack</i>	<i>Silver Pocket Watch</i>	<i>Pipe and Tobacco</i>	<i>Book on Hunting</i>
<i>Doctor's Bag</i>	<i>Grooming Kit</i>	<i>Stationary</i>	<i>Book on Fly Fishing</i>
<i>5 Changes of Fine Attire</i>	<i>1 Flask of Perfumed Oil</i>	<i>Fountain Pen</i>	<i>(12) Prof. Klute's Nerve Pills</i>
<i>2 Changes of Moderate Attire</i>	<i>Talcum Powder</i>	<i>Flask of Gin</i>	

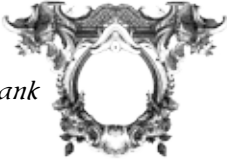
GURPS

Character Name _____ *American* Ethnicity _____ Gender _____ *Young Adult* Age _____

Chicago Reporter Player _____ *5'9"/Medium* Height/Weight _____ *BFx2* Wealth Factor _____ *\$1.72* Wealth _____

Jack Archetype _____ Rank  *2*

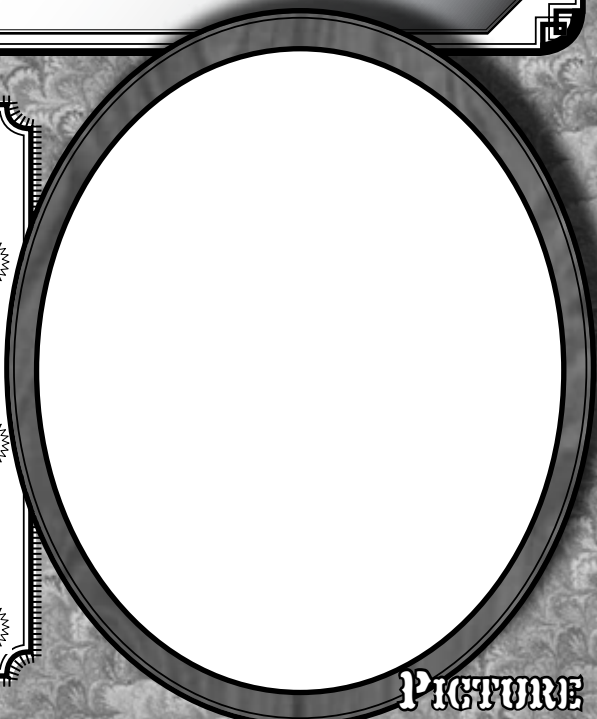
Skilled Laborer Background _____

Secondary Archetype _____ Rank 

Prologue
So you get one little story wrong about the Mayor's Wife, and the Tribune drops ya' like a sack of manure. It's like you're black-listed or something; not even the short-run papers want to touch ya' Maybe there's a press out west that could use your big-city candor, the rent will be due soon anyhow.

ATTRIBUTE MATRIX

<i>Perseps</i>	<i>Reflex</i>	<i>Health</i>
Set Value <i>D6</i> +0 d 6	Set Value <i>D8</i> +2 d 6	Pool <i>D8</i> 24 d 12
<i>Wit</i>	<i>Knowledge</i>	<i>Cucidity</i>
Set Value <i>D8</i> +2 d 6	Set Value <i>D8</i> +2 d 6	Pool <i>D6</i> 24 d 6
<i>Devotion</i>	<i>Faith</i>	<i>Spirit</i>
Set Value <i>D6</i> -3 d 8	Set Value <i>D10</i> +4 d 6	Pool <i>D6</i> 24 d 6



PICTURE

POSSESSIONS


Weapon	DF	Starting SR	Maximum R.	Delay	Reload As	Ammo
<i>"Birmingham" Special 32</i>	<i>x2</i>	<i>Touch (1)</i>	<i>Distant</i>	<i>-5</i>	<i>Action</i>	<i>5</i>
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

<i>Knapsack</i>	<i>6 Pencils</i>	_____
<i>Rucksack</i>	<i>Fountain Pen</i>	_____
<i>3 Changes of Modest Clothes</i>	<i>Grooming Kit</i>	_____
<i>Flask of Rum</i>	<i>3 Novelty Puzzles/Tricks</i>	_____
<i>Pocket Journal</i>	_____	_____

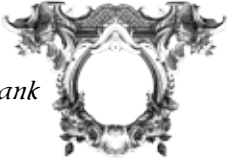
GURPS

Character Name _____ Romanian _____ Graying
 Ethnicity _____ Gender _____ Age _____

Self-Proclaimed Spirit Medium _____ 5'5" / Medium _____ BFx3 _____ \$0.18
 Player _____ Height/Weight _____ Wealth Factor _____ Wealth _____

Gnostic _____ Rank  2

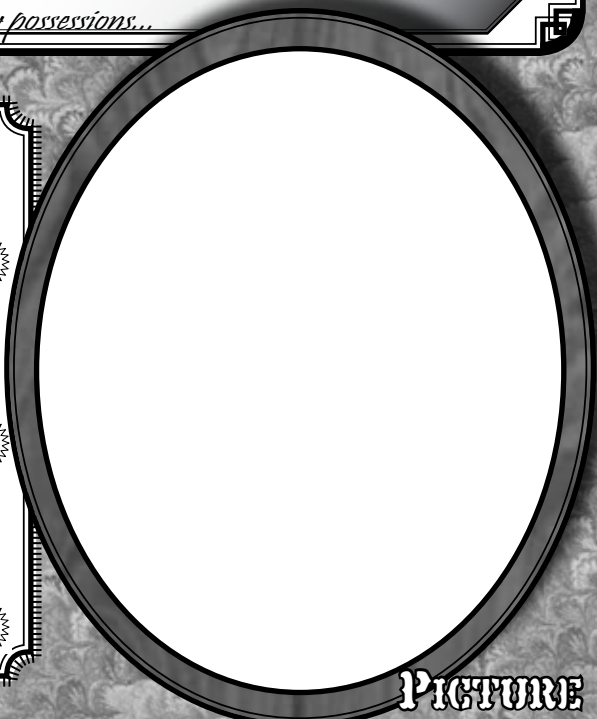
Privation _____
 Background _____

Secondary Archetype _____ Rank 

Prologue
 Once again, your gift has made trouble amid the skeptics of the last town. Some folks just can't bear the words of their deceased loved ones - what with death granting them such honesty and candidness. But America continues to stretch westward before you, and traveling light is easy when you have few possessions...

ATTRIBUTE MATRIX

<p>Perception Set Value D8 +2 d10</p>	<p>Reflex Set Value D6 +0 d6</p>	<p>Health Pool D6 18 d8</p>
<p>Wit Set Value D8 +2 d6</p>	<p>Knowledge Set Value D6 -3 d8</p>	<p>Lucidity Pool D8 24 d6</p>
<p>Devotion Set Value D8 +2 d6</p>	<p>Faith Set Value D6 +2 d4</p>	<p>Spirit Pool D10 40 d8</p>



PICTURE

POSSESSIONS

Weapon	DF	Starting SR	Maximum R.	Delay	Reload As	Ammo
<u>Ornate Dagger</u>	<u>+3</u>	<u>Inescapable (-3)</u>	<u>Touch/Closable</u>	<u>-2</u>	<u>-</u>	<u>-</u>

<u>Orgone Cone w/ Cloth</u>	<u>Madam Cook's:</u>		
<u>"Sheet-Bundle"</u>	<u>Libre de Morte Vitae</u>		
<u>2 Changes of Meager Clothes</u>			
<u>One Ornate Robe</u>			

