



Name: \_\_\_\_\_

Player: \_\_\_\_\_ Nationality: \_\_\_\_\_ Childhood: \_\_\_\_\_  
 Social Class: \_\_\_\_\_ Age/Gender: \_\_\_\_\_ Vocation: \_\_\_\_\_  
 Race: \_\_\_\_\_ Build: \_\_\_\_\_ Personality: \_\_\_\_\_  
 Rank: \_\_\_\_\_ Hair/Eyes: \_\_\_\_\_ Social Ethics: \_\_\_\_\_



### CHARACTERISTICS

	STRENGTH		PRESENCE
	DEXTERITY		WITS
	FORTITUDE		RESOLVE



### DERIVED ATTRIBUTES

	INITIATIVE	Dex+Wits+Per
	MOVEMENT	5+dex in yds/round
Sneak (5+Dex) / 2	[ ]	[ ]
Run (5+Dex) x 3	[ ]	[ ]
Swim (5+Dex)	[ ]	[ ]
Leap Horizontal (1+Dex)	[ ]	[ ]
Jump Vertical (0.5xH.Leap)	[ ]	[ ]



### HEALTH

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> -2	<input type="checkbox"/> -4	<input type="checkbox"/> -8	<input type="checkbox"/> -16
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### MANA

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



### RACIAL SPECIAL ABILITIES

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## The Electric and International Telegraph COMPANY.

INCORPORATED 1846.

### MESSAGES

REDUCED RATES.

The Company has upwards of 340 Stations in Great Britain and Ireland.

#### DIRECT COMMUNICATION

#### COMMON SKILLS

Act	(Presence)	[ ]	Firearms	(Dexterity)	[ ]
Athletics	(Dexterity)	[ ]	Fisticuffs	(Dexterity)	[ ]
Blunt Weapons	(Dexterity)	[ ]	General Knowledge	(Wits)	[ ]
Bull	(Presence)	[ ]	Hide & Sneak	(Dexterity)	[ ]
Charm	(Presence)	[ ]	Horse Riding	(Dexterity)	[ ]
Conceal	(Wits)	[ ]	Improvised Weapon	(Dexterity)	[ ]
Concentration	(Resolve)	[ ]	Intimidate	(Presence)	[ ]
Dance*	(Dexterity)	[ ]	Might	(Strength)	[ ]
Dodge	(Dexterity)	[ ]	Perception	(Wits)	[ ]
Drive Carriage	(Wits)	[ ]	Streetwise*	(Presence)	[ ]
Empathy	(Presence)	[ ]	Swordplay	(Dexterity)	[ ]
Etiquette*	(Wits)	[ ]	Throwing	(Dexterity)	[ ]

\*social class modifier usually applies

#### SPECIALITIES & MAGICAL SKILLS

_____	( )	[ ]	_____	( )	[ ]
_____	( )	[ ]	_____	( )	[ ]
_____	( )	[ ]	_____	( )	[ ]
_____	( )	[ ]	_____	( )	[ ]
_____	( )	[ ]	_____	( )	[ ]
_____	( )	[ ]	_____	( )	[ ]
_____	( )	[ ]	_____	( )	[ ]
_____	( )	[ ]	_____	( )	[ ]
_____	( )	[ ]	_____	( )	[ ]
_____	( )	[ ]	_____	( )	[ ]
_____	( )	[ ]	_____	( )	[ ]
_____	( )	[ ]	_____	( )	[ ]
_____	( )	[ ]	_____	( )	[ ]
_____	( )	[ ]	_____	( )	[ ]
_____	( )	[ ]	_____	( )	[ ]
_____	( )	[ ]	_____	( )	[ ]
_____	( )	[ ]	_____	( )	[ ]

#### CHARGE FOR PORTERAGE.

Distance.	By Messengers on Foot.	By Messenger Express.	Distance.	By Messenger on Foot.	By Messenger Express.
Under Half-a-mile	No Charge.	No Charge.	Above One Mile and under Two miles	1s. 0d.	2s. 0d.
Above Half-a-mile, and under One mile	0s. 6d.	1s. 0d.	Two miles	1s. 6d.	2s. 6d.
			Three miles	2s. 0d.	3s. 0d.

No delivery by Foot Messengers beyond Three Miles.

