

NAME: Carl SIMONS

Race: Human

Sex: Male

Profession: Upper Story Cracksman (*burglar*)

Temporal Origin: London, England, TNP Earth, 1854 CE

Attributes:

STR	Level IV	<u>10</u>	CHA	Level IV	<u>10</u>
END	Level V	<u>18</u>	MNT	Level V	<u>15</u>
DEX	Level VI	<u>21</u>	ITN	Level IV	<u>10</u>

Special Ability:

Enhanced Dexterity

Combat Statistics:

AP:	11
Armed Combat,	
Blackjack	Level IV <u>10</u>
Knife	Level V <u>15</u>
Unarmed Combat,	
Brawling	Level IV <u>10</u>
Grappling	Level III <u>6</u>

Significant Skills:

	Level	
Carousing	IV	<u>10</u>
Climbing	VII	<u>28</u>
Gambling	IV	<u>10</u>
Gaming,		
Craps (dice)	IV	<u>10</u>
Whist (cards)	V	<u>15</u>
Medical Sciences,		
General Medicine, Human	III	<u>6</u>
Psychology, Human	IV	<u>10</u>
Military Sciences,		
Small Unit Tactics	III	<u>6</u>
Trap Discovery	V	<u>15</u>
Trap/Ordnance Disarmament	IV	<u>10</u>
Security Procedures,		
Concealment	V	<u>15</u>
Disguise	IV	<u>10</u>
Lockpicking	V	<u>15</u>
Stealth	VI	<u>21</u>
Surveillance	IV	<u>10</u>
Sports,		
Swimming	IV	<u>10</u>
Streetwise	VI	<u>21</u>
Trivia,		
19th Century Lore	III	<u>6</u>
Safecracking	V	<u>15</u>

MAX OP END	36
CURR OP END	36
WOUND HEAL	5
FATIGUE HEAL	5
INACT SAVE LVL III	12
UNC SAVE LVL II	6

AP
14
13
12
11
10
9
8
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1

Significant Skills:**Level**

Verbal Interaction,		
Bluffing	IV	<u>12</u>
Haggling	IV	<u>12</u>
Negotiation/Diplomacy	IV	<u>10</u>
Wilderness Survival		
Cool Temperate	III	<u>6</u>

Appearance:*Height:* Short*Build:* Slim*Looks:* Average*Apparent Age:* Mature Adult*Actual Age:* 25

Recognition Handle: Well-trimmed moustache; well-worn Victorian clothing, top hat, his father's silver-plated pocket watch.

Distinguishing Physical Characteristics:

Carl Simons has a slim but athletic build under his Victorian clothing. He stands five feet and five inches tall (1.65 m). Some say he wears his top hat to make himself look taller (and those that do say this don't stick around for Simons to find them). His Victorian top hat is well-worn and has seen better days; it is frayed at the brim. He sports a well-groomed black moustache – it's his pride and joy.

Brief Personal History:*Birthplace:* London, England, TNP Earth, 1829 CE

Carl Simons grew up on the streets of London in Victorian England. As an orphaned street urchin, he was adept at climbing and being quick on his feet. That reputation caught the eye of Old Will Sykes – a master upper story cracksman (Victorian slang for a burglar) of notable and infamous history. Sykes taught him everything he knew about being a cracksman. Sykes specialized in upper story work which required quick thinking and an agile mind and body.

Life on the streets of London was rough but home. It was all he knew. Simons' life got turned upside down when he was hijacked from his place in space and time. He is one of twelve sentient beings who were "timejacked" by an unknown force. He woke up one morning and found himself in *No Man's Land* – a strange wooded area with a stone building surrounded by mysterious mists (those that enter, never come back).

Personality:*Motivations/Desires/Goals:*

Originally Carl Simons was only out for himself, but Old Will Sykes taught him the benefits of teamwork. He is still looking for his chance to get rich, but he doesn't abandoned his friends. Loyalty is important to him. Since being timejacked, he now wants to find a way home.

Manner:

Simons is often blunt and gets directly to the point. Subtlety is lost on him. He doesn't mean to be rude but that's just the way he is. While he can swear like a sailor, he cleans up his language and his behaviour when a woman is present. He does have old fashion (Victorian) attitudes towards women (but his attitudes grow as he is exposed to men and women from throughout time and space.

Quote: "Oi, you! Unhand the lady unless you want my shiv in your ribs." or "That's easy! See, there's an open window up there. It's only three stories. Just shimmy up there and enter that way. "

Gear: Lock-picking tools; a blackjack (2D6; DDF -1); and a knife (2D6; DDF 0).

