

# THE 18:25 TO NEW LONDON CHARACTER SHEET

**NAME: CAPTAIN GERALD  
ANDOVER**

LIFE POINTS	43
DRAMA POINTS	3

**DESCRIPTION:**

You are a 30 year old officer in the Royal Naval Marines and have recently returned home to the Isles from a tour in the Indian highlands. You're a bit of a poster child for the Navy, as much for your clean cut good looks as your fast and steady rise up the ranks.

You are 6', with brown hair and green eyes. You wear your dress uniform as a badge of honour.

However things in India didn't go quite as planned. If those damn Hindu zealots hadn't got so utterly out of control you would never have been forced to set fire to the whole place. After all how were you supposed to know that there were woman and children hiding in the huts? Luckily for you your squad worship the ground you walk on and wouldn't tell anyone. Well you thought so anyway until a highly unsavory type sat down next to you in the Club last night and made it known that he knows exactly what happened. Mr Casit or something like that anyway. Now you have to work out what to do about it.

**ATTRIBUTES**

Strength	4	Intelligence	2
Dexterity	4	Perception	3
Constitution	3	Willpower	2

**USEFUL INFO:**

Initiative =	d10 + 8
Perception =	d10 + 9

**SKILLS**

Acrobatics	1	Knowledge	1
Art	0	Hand to hand	3
Crime	0	Languages	0
Doctor	2	Mr. fix-it	0
Driving	2	Notice	2
Weapons	3	Occultism	0
Shooting	4	Science	0
Influence	4	Sports	0

**COMBAT**

Maneuver	Bonus	Damage
Pistol (revolver)	8	15
Officer's sword	7	16
Punch	7	8
Dodging	7 (-2 for bullets)	/

**SUCCESS LEVELS TABLE**

Roll total	Success level	Description
9 - 10	1	Adequate
11 - 12	2	Decent
13 - 14	3	Good
15 - 16	4	Very good
17 - 20	5	Excellent
21 - 23	6	Extraordinary
24 - 26	7	Mind blowing
27 - 29	8	Outrageous
30 - 32	9	Superheroic
33 - 35	10	Godlike

