

SEBASTIAN DOYLE

Val	Char	Roll	Notes
15	STR	12-	HtH Damage: 3d6 Lift: 200 kg END: 3
14	DEX	12-	
13	CON	12-	
13	INT	12-	PER Roll: 12-
11	EGO	11-	
15	PRE	12-	PRE Attack: 3d6
5	OCV		
5	DCV		
3	OMCV		
4	DMCV		
3	SPD		Phases: 4, 8, 12
8	PD		Total: 8 (3r)
7	ED		Total: 7 (3r)
6	REC		
30	END		
13	BODY		
28	STUN		

Personal Data

Hair: Brown **Eyes:** Brown
Height: 5' 11" **Weight:** 185 lbs.

Birth Date: July 11, 1883 (53 years old)
Place of Birth: London, England

Complications

Distinctive Features: Always wears bowler hat and carries cane (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
Hunted: Friends of Justice rogues gallery (Infrequently, As Pow, NCI, Harshly Punish)
Psych Comp: Fiercely loyal to Abraham and Veronica Justice (Common, Strong)
Psych Comp: Gentle on the surface but ruthless when he feels the situation calls for it (Uncommon, Strong)
Social Comp: Subject to possible recall by Her Majesty's Secret Service (Infrequently, Minor)

Movement

	END
Run: 14m (28m NC)	1
Swim: 8m (16m NC)	1
Leap: 6m (12m NC)	1

Skills

+1 with All Combat

Breakfall 12-
Bugging 12-
Bureaucratics 12-
Climbing 12-
Concealment 13-
Conversation 12-
Cramming
Criminology 12-
Cryptography 12-
Demolitions 12-
Gambling (Card Games, Roulette) 12-
High Society 12-
Interrogation 12-
Lockpicking 12-
Persuasion 12-
Security Systems 12-
Shadowing 12-
Stealth 12-
Streetwise 12-
Survival (Desert, Urban) 12-
Teamwork 12-
Tracking 12-

KS: Savate 11-

PS: Secret Agent 12-
PS: Gentleman's Gentleman 11-
PS: Gourmet Cooking 11-

AK: London 12-
AK: New York City 13-
AK: The World 12-

CuK: Espionage World 11-
CuK: The Middle East 11-

TF: Small Motorized Ground Vehicles

WF: Small Arms

Language: English (idiomatic)
Language: French (idiomatic)
Language: Turkish (fluent conversation)
Language: Arabic (fluent conversation)

Talents

Combat Luck (3 PD / 3 ED)

Perks

Positive Reputation: British secret agent (A small to medium sized group (espionage community)) 8-, +2 / +2d6

Contact: His Majesty's Secret Service (Contact has access to major institutions, Contact has significant Contacts of his own, Contact has useful Skills or resources, Very Good relationship with Contact), Organization Contact (x3) 11-

Money: Well Off

Martial Arts

Martial Arts: Savate

+1 HTH Damage Classes (already included)

Maneuver	Phase	OCV	DCV	Effects
Block	½	+2	+2	Block, Abort
Coup de pied bas (low kick)	½	+0	+2	6d6 Strike (7d6)
Coup de pied chasse (side kick)	½	-2	+1	8d6 Strike (9d6)
Crochet (Hook)	½	+2	+0	6d6 Strike (7d6)
Disarm	½	-1	+1	Disarm; 30 STR to Disarm roll
Footsweep	½	+2	-1	5d6 Strike, Target Falls (6d6)

Values in parentheses are with Cane

Weapon Element: Clubs (Cane)

Power END

Athletic: Running +2m (14m total)	1
Athletic: Swimming +4m (8m total)	1
Athletic: Leaping +2m (6m total)	1

Equipment

Weapon	OCV	Damage	STR Min
Cane	+1	3d6N	8

Weapon	OCV	RMod	Damage	STUNx	Shots
.45 ACP (M1911A1)	+1	+0	2d6-1	+1	7

History

Sebastian Doyle grew up in an upper class home in London, England. While well-versed in high society, the young man sought adventure and excitement. At age 16, he ran away from home and joined the British army to help fight in the Boer War.

After that war, Sebastian joined His Majesty's Secret Service. During the Great War, he served in the Middle East (primarily Turkey and Egypt) and after the war, he was assigned to the Cairo office. In 1924, Sebastian retired from espionage and settled in Egypt, where he worked as a consultant to British and American companies in the region and occasionally to the Service itself.

In 1926, he met and befriended the American doctor and adventurer, Abraham Justice, and his daughter Veronica. When the 16 year old girl was kidnapped by a local sheik, Sebastian helped rescue her and was offered a job as the girl's bodyguard and manager of Doc's household. Deciding that life with the Justices would be more exciting than his current work, Sebastian joined Doc and Veronica on the final legs of their around-the-world journey, eventually returning to New York with them.

To those who don't know Sebastian's background, he appears to simply be Doc Justice's gentleman's gentleman. But his calm and gentle exterior hides a man who is willing to do what is necessary when the chips are down. Although he is retired from the Service, he still has several contacts within the organization and may occasionally be called upon to help out on a case where his skills are needed.

Combat Maneuvers

Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block HTH Attacks; Abort
Brace	0	+2	½	+2 OCV only to offset Range Modifier
Disarm	½	-2	+0	Disarm target, req.STR vs. STR Roll
Dodge	½	--	+3	Dodge all attacks; Abort
Grab	½	-1	-2	Grab two limbs, can Squeeze, Slam, or Throw
Grab By	½	-3	-4	Move and Grab object, +(v/10) to STR
Haymaker	½	+0	-5	+4 DC
Move By	½	-2	-2	((STR/2)+(v/10))d6, take 1/3 damage
Move Through	½	-v/10	-3	(STR +(v/6))d6, take ½ damage
Multiple Attack	1	var	x½	Attack 1 or more targets multiple times
Set	1	+1	+0	Take extra time to aim a Ranged attack
Shove	½	-1	-1	Push target back 1m per 5 STR used
Strike	½	+0	+0	STR damage or by weapon type
Throw	½	+0	+0	Throw object or character, does STR damage
Trip	½	-1	-2	Knock target to ground
Other Attacks	½	+0	+0	

Maneuver	Phase	OCV	DCV	Effect
Club Weapon	½	+0	+0	Killing weapon does Normal damage
Choke	½	-2	-2	NND 1d6, Grab one limb
Cover	½	-2	+0	Target held at "gunpoint"
Dive for Cover	½	+0	+0	Character avoids attack; Abort
Hipshot	½	-1	+0	+1 DEX only for initiative
Pulling A Punch	½	-1/5d6	+0	Strike, normal STUN, ½ BODY
Roll With A Punch	½	-2	-2	"Block" after being hit, ½ damage; Abort
Snap Shot	1	-1	+0	Lets character duck behind cover
Strafe	½	-v/6	-2	Make Ranged attack while moving
Suppression Fire	1	-2	+0	Continuous fire through an area, must be Autofire

Range Modifiers

Range	Modifier
Within Reach (1m)	-0
2 - 8m	-0
9 - 16m	-2
17 - 32m	-4
33 - 64m	-6
65 - 125m	-8
126 - 250m	-10
and so forth	