

<b>Portrait</b> 	<b>Identity</b>			<b>Miscellaneous</b>			<b>200 Points</b>																																																																																														
	Name: <a href="#">Jonathan Lamoureux</a>			Created: Jun 23, 2020 at 2:59 AM Modified: Jun 23, 2020 at 4:23 AM Options: wmdkstC			0 Unspent 0 Race 70 Attributes 168 Advantages -105 Disadvantages 0 Quirks 67 Skills 0 Spells																																																																																														
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<b>Attributes</b> [-30] <a href="#">7</a> Strength (ST) [40] <a href="#">12</a> Dexterity (DX) [80] <a href="#">14</a> Intelligence (IQ) [-30] <a href="#">7</a> Health (HT)  [0] <a href="#">14</a> Will 14 Fright Check  [0] <a href="#">4.75</a> Basic Speed [0] <a href="#">4</a> Basic Move  [10] <a href="#">16</a> Perception (Per) 16 Vision 16 Hearing 16 Taste & Smell 16 Touch  1d-3 Basic Thrust 1d-2 Basic Swing		<b>Fatigue Points</b> <table border="1"> <thead> <tr> <th colspan="2">Current</th> </tr> </thead> <tbody> <tr> <td>[0]</td> <td><a href="#">7</a> Basic 2 Tired 0 Collapse -7 Unconscious</td> </tr> <tr> <th colspan="2">Hit Points</th> </tr> <tr> <td>[0]</td> <td><a href="#">7</a> Current <a href="#">7</a> Basic 2 Reeling 0 Collapse -7 Check #1 -14 Check #2 -21 Check #3 -28 Check #4 -35 Dead</td> </tr> </tbody> </table>		Current		[0]	<a href="#">7</a> Basic 2 Tired 0 Collapse -7 Unconscious	Hit Points		[0]	<a href="#">7</a> Current <a href="#">7</a> Basic 2 Reeling 0 Collapse -7 Check #1 -14 Check #2 -21 Check #3 -28 Check #4 -35 Dead	<b>Hit Locations</b> <table border="1"> <thead> <tr> <th>Roll</th> <th>Where</th> <th>Penalty</th> <th>DR</th> </tr> </thead> <tbody> <tr> <td>-</td> <td>Eye</td> <td>-9</td> <td>0</td> </tr> <tr> <td>3-4</td> <td>Skull</td> <td>-7</td> <td>2</td> </tr> <tr> <td>5</td> <td>Face</td> <td>-5</td> <td>0</td> </tr> <tr> <td>6-7</td> <td>Right Leg</td> <td>-2</td> <td>0</td> </tr> <tr> <td>8</td> <td>Right Arm</td> <td>-2</td> <td>0</td> </tr> <tr> <td>9-10</td> <td>Torso</td> <td>0</td> <td>0</td> </tr> <tr> <td>11</td> <td>Groin</td> <td>-3</td> <td>0</td> </tr> <tr> <td>12</td> <td>Left Arm</td> <td>-2</td> <td>0</td> </tr> <tr> <td>13-14</td> <td>Left Leg</td> <td>-2</td> <td>0</td> </tr> <tr> <td>15</td> <td>Hand</td> <td>-4</td> <td>0</td> </tr> <tr> <td>16</td> <td>Foot</td> <td>-4</td> <td>0</td> </tr> <tr> <td>17-18</td> <td>Neck</td> <td>-5</td> <td>0</td> </tr> <tr> <td>-</td> <td>Vitals</td> <td>-3</td> <td>0</td> </tr> </tbody> </table>		Roll	Where	Penalty	DR	-	Eye	-9	0	3-4	Skull	-7	2	5	Face	-5	0	6-7	Right Leg	-2	0	8	Right Arm	-2	0	9-10	Torso	0	0	11	Groin	-3	0	12	Left Arm	-2	0	13-14	Left Leg	-2	0	15	Hand	-4	0	16	Foot	-4	0	17-18	Neck	-5	0	-	Vitals	-3	0	<b>Encumbrance, Move &amp; Dodge</b> <table border="1"> <thead> <tr> <th>Level</th> <th>Max Load</th> <th>Move</th> <th>Dodge</th> </tr> </thead> <tbody> <tr> <td>• 0</td> <td>None</td> <td>9.8 lb</td> <td>4</td> <td>7</td> </tr> <tr> <td>1</td> <td>Light</td> <td>19.6 lb</td> <td>3</td> <td>6</td> </tr> <tr> <td>2</td> <td>Medium</td> <td>29.4 lb</td> <td>2</td> <td>5</td> </tr> <tr> <td>3</td> <td>Heavy</td> <td>58.8 lb</td> <td>1</td> <td>4</td> </tr> <tr> <td>4</td> <td>X-Heavy</td> <td>98 lb</td> <td>1</td> <td>3</td> </tr> </tbody> </table> <b>Lifting &amp; Moving Things</b> 9.8 lb Basic Lift 19.6 lb One-Handed Lift 78.4 lb Two-Handed Lift 117.6 lb Shove & Knock Over 235.2 lb Running Shove & Knock Over 147 lb Carry On Back 490 lb Shift Slightly			Level	Max Load	Move	Dodge	• 0	None	9.8 lb	4	7	1	Light	19.6 lb	3	6	2	Medium	29.4 lb	2	5	3	Heavy	58.8 lb	1	4	4	X-Heavy	98 lb	1	3
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+ 1	from others in social situations when you have a chance to plan your attire in advance																																																																																																				
+ 4	from those attracted to members of your sex, +2 from everyone else																																																																																																				
+ 1	Gentleman Thief																																																																																																				
<b>Advantages &amp; Disadvantages</b>			<b>Pts</b>	<b>Ref</b>	<b>Skills</b>																																																																																																
Fit +1 to all HT rolls to stay conscious, avoid death, resist disease, resist poison; recover FP at twice the normal rate (but not FP spent for spells or psi powers)			5	B55	Acting																																																																																																
Common Sense			10	B43	Beam Weapons/TL12 (Pistol)																																																																																																
Fashion Sense You can give someone else a +1 reaction bonus from others when you put together their outfit			5	B21	Computer Operation/TL12																																																																																																
Appearance Handsome			12	B21	Computer Programming/TL12																																																																																																
Resistant Disease; +3 to all HT rolls to resist			3	B81	Criminology/TL12																																																																																																
Military Rank 3			15	B29	Cryptography/TL12																																																																																																
Legal Enforcement Powers 3 Federation			15	B65	Diplomacy																																																																																																
Social Regard 3 Respected:			15	B87	Electronics Operation/TL12 (Security)																																																																																																
Duty (GIA) FR: 12			-10	B133	Electronics Operation/TL12 (Surveillance)																																																																																																
Sense of Duty Federation			-10	B153	Expert Skill (Xenology)																																																																																																
Trademark (Calling Card)			-10	B159	Escape																																																																																																
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					Intelligence Analysis/TL12																																																																																																
					Interrogation																																																																																																
					Judo																																																																																																
					Allows parrying two different attacks per turn, one with each hand.																																																																																																
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Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Code of Honor (Gentleman's) Never break your word. Never ignore an insult to yourself, a lady, or your flag; insults may only be wiped out by an apology or a duel (not necessarily to the death!). Never take advantage of an opponent in any way; weapons and circumstances must be equal (except in open war). This only applies between gentlemen.	-10	B127	Law (Federation)	15	IQ+1	4	B204
Eidetic Memory Photographic	10	B51	Leadership	13	IQ-1	1	B204
Wealth Comfortable (Starting wealth is 2x average)	10	B25	Lockpicking/TL12	14	IQ+0	1	B206
Independent Income 1	1	B26	Observation	16	Per+0	1	B211
Charitable CR: 12 (Resist Quite Often) Make a self-control roll in any situation where you could render aid or are specifically asked for help, but should resist the urge	-15	B125	Parachuting/TL12	12	DX+0	1	B212
Serendipity 1	15	B83	Psychology	13	IQ-1	1	B216
Obsession CR: 12 (Resist Quite Often); Long term Steal enough art to open a museum; Make a self-control roll whenever it would be wise to deviate from your goal. If you fail, you continue to pursue your Obsession, regardless of the consequences.	-10	B146	Research/TL12	14	IQ+0	2	B217
Arachnophobia (Spiders) CR: 12 (Resist Quite Often)	-5	B150	Savoir-Faire (GIA)	15	IQ+1	1	B218
Alternate Identity Illegal J. Lupin	15	B39	Savoir-Faire (High Society)	15	IQ+1	1	B218
Secret Identity (J. Lupin) Imprisonment	-20	B152	Shadowing	15	IQ+1	2	B219
Pacifism: Cannot Harm Innocents You may fight – you may even start fights – but you may only use deadly force on a foe that is attempting to do you serious harm. Capture is not “serious harm” unless you are already under penalty of death or have a Code of Honor that would require suicide if captured. You never intentionally do anything that causes, or even threatens to cause, injury to the uninvolved – particularly if they are “ordinary folks.”	-10	B148	Default: Observation - 5				
Daredevil Any time you take an unnecessary risk (in the GM's opinion), you get +1 to all skill rolls	15	B47	Sleight of Hand	14	DX+2	8	B221
Status 2 GIA	10	B28	Stealth	15	DX+3	8	B222
Status (GIA Discount) 1	-5	B28	Strategy (Space)	12	IQ-2	1	B222
Contact (Art Broker) Effective skill (15); Appears quite rarely (6-); Usually reliable	2	B44	Tactics	12	IQ-2	1	B224
Talent (Gentleman Burglar) 1	10	B89	Vacc Suit/TL12	11	DX-1	1	B192
			Connoisseur (Literature)	13	IQ-1	1	B185
			Connoisseur (Music)	13	IQ-1	1	B185
			Connoisseur (Visual Arts)	13	IQ-1	1	B185
			Current Affairs/TL12 (High Culture)	14	IQ+0	1	B186
			Pickpocket	12	DX+0	2	B213
			Default: Sleight of Hand - 4				
			Lockpicking/TL12	15	IQ+1	2	B206
			Disguise/TL12	15	IQ+1	2	B187