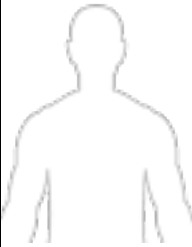


Portrait	Identity	Miscellaneous	200 Points
	Name: Jonathan Lamoureux	Created: Jun 23, 2020 at 2:59 AM	0 Unspent
	Title: _____	Modified: Jun 23, 2020 at 4:23 AM	0 Race
	Player: monyarm	Options: wmdkstC	70 Attributes
	Description		168 Advantages
	Gender: Male	Height: 6'	-105 Disadvantages
	Age: 26	Weight: 163 lb	0 Quirks
	Birthday: October 30	Size: + 0	67 Skills
	Religion: _____	TL: 12	0 Spells
		Hand: Right	

Attributes		Fatigue Points		Hit Locations				Encumbrance, Move & Dodge			
[-30]	<u>7</u> Strength (ST)		<u>7</u> Current	Roll	Where	Penalty	DR	Level	Max Load	Move	Dodge
[40]	<u>12</u> Dexterity (DX)	[0]	<u>7</u> Basic	-	Eye	-9	0	• 0 None	9.8 lb	4	7
[80]	<u>14</u> Intelligence (IQ)		2 Tired	3-4	Skull	-7	2	1 Light	19.6 lb	3	6
[-30]	<u>7</u> Health (HT)		0 Collapse	5	Face	-5	0	2 Medium	29.4 lb	2	5
[0]	<u>14</u> Will		-7 Unconscious	6-7	Right Leg	-2	0	3 Heavy	58.8 lb	1	4
	14 Fright Check			8	Right Arm	-2	0	4 X-Heavy	98 lb	1	3
[0]	<u>4.75</u> Basic Speed		Hit Points	9-10	Torso	0	0	Lifting & Moving Things			
[0]	<u>4</u> Basic Move	[0]	<u>7</u> Basic	11	Groin	-3	0	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			
[10]	<u>16</u> Perception (Per)		2 Reeling	12	Left Arm	-2	0				
	16 Vision		0 Collapse	13-14	Left Leg	-2	0				
	16 Hearing		-7 Check #1	15	Hand	-4	0				
	16 Taste & Smell		-14 Check #2	16	Foot	-4	0				
	16 Touch		-21 Check #3	17-18	Neck	-5	0				
	1d-3 Basic Thrust		-28 Check #4	-	Vitals	-3	0				
	1d-2 Basic Swing		-35 Dead								

Modifier	Reaction
+ 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

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
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	14	IQ+0	1	B174
Common Sense	10	B43	Beam Weapons/TL12 (Pistol)	12	DX+0	1	B179
Fashion Sense You can give someone else a +1 reaction bonus from others when you put together their outfit	5	B21	Computer Operation/TL12	14	IQ+0	1	B184
Appearance Handsome	12	B21	Computer Programming/TL12	12	IQ-2	1	B184
Resistant Disease; +3 to all HT rolls to resist	3	B81	Criminology/TL12	13	IQ-1	1	B186
Military Rank 3	15	B29	Cryptography/TL12	12	IQ-2	1	B186
Legal Enforcement Powers 3 Federation	15	B65	Diplomacy	12	IQ-2	1	B187
Social Regard 3 Respected:	15	B87	Electronics Operation/TL12 (Security)	14	IQ+0	2	B189
Duty (GIA) FR: 12	-10	B133	Electronics Operation/TL12 (Surveillance)	13	IQ-1	1	B189
Sense of Duty Federation	-10	B153	Expert Skill (Xenology)	12	IQ-2	1	B193
Trademark (Calling Card)	-10	B159	Escape	11	DX-1	1	B192
			Explosives/TL12 (Demolition)	13	IQ-1	1	B194
			First Aid/TL12	14	IQ+0	1	B195
			Free Fall	11	DX-1	1	B197
			Garrote	12	DX+0	1	B197
			History (Recent Federation)	12	IQ-2	1	B200
			Intelligence Analysis/TL12	12	IQ-2	1	B201
			Interrogation	13	IQ-1	1	B202
			Judo Allows parrying two different attacks per turn, one with each hand.	11	DX-1	2	B203
			Karate	10	DX-2	1	B203
			Knife	12	DX+0	1	B208

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 Default: Observation - 5	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	Sleight of Hand	14	DX+2	8	B221
Daredevil Any time you take an unnecessary risk (in the GM's opinion), you get +1 to all skill rolls	15	B47	Stealth	15	DX+3	8	B222
Status 2 GIA	10	B28	Strategy (Space)	12	IQ-2	1	B222
Status (GIA Discount) 1	-5	B28	Tactics	12	IQ-2	1	B224
Contact (Art Broker) Effective skill (15); Appears quite rarely (6-); Usually reliable	2	B44	Vacc Suit/TL12	11	DX-1	1	B192
Talent (Gentleman Burglar) 1	10	B89	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 Default: Sleight of Hand - 4	12	DX+0	2	B213
			Lockpicking/TL12	15	IQ+1	2	B206
			Disguise/TL12	15	IQ+1	2	B187