

Tim

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Frank Le Mot

Background

Works round rules. Left home- Aurelius at 14. Went to Hecla but involved in periphery of criminal world. Gambler – gravitates towards Topaz.

On Topaz, Frank is warned that he is a marked man. Came about because he worked with a dodgy lawyer. The lawyer is Eli Lamb.



Statistics

Statistic	Score	Bonus
Strength	14	+2
Constitution	12	+1
Dexterity	14	+2
Intelligence	14	+2
Wisdom	21	+5
Charisma	18	+4

Saves

Save	Total	Class	Stat	Bonus
Fortitude	4	+3	+1	0
Reflexes	7	+5	+2	0
Will	11	+6	+5	0

Combat

Attribute	Maximum	Current
Defense	18	
Initiative	+9	
Vitality	70	
Wounds	12	
Action Dice	4D6	

Skills

Skill	Total	Base	Stat	Bonus	Error	Threat
Acrobatics	2	0	+2 (Dex)		1-3	20

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Analysis	13	8	+5 (Wis)		1	20
Athletics	3	1	+2 (Str)		1	20
Blend	13	7	+4 (Cha)	+2 (World Traveller)	1	19-20
Bluff	19	12	+4 (Cha)	+3 (Criminal)	1	20
Bureaucracy	6	2	+4 (Cha)		1	20
Computers	8	7	+2 (Int)		1	20
Cultures	13	9	+2 (Int)	+2 (World Traveller)	1	19-20
Drive	4	2	+2 (Dex)		1-3	20
Electronics	9	4	+5 (Wis)		1	20
Falsify	6	1	+5 (Wis)		1	20
Impress	5	1	+4 (Cha)		1	20
Intimidate	5	0	+5 (Wis)		1-3	20
Investigation	17	12	+5 (Wis)		1	20
Manipulate	5	0	+5 (Cha)		1-3	20
Mechanics	5	0	+5 (Wis)		1-3	20
Medicine	6	1	+5 (Wis)		1	20
Networking	13	6	+5 (Wis)		1	20
Notice	10	5	+5 (Wis)		1	20
Profession	4	0	+4 (Cha)		1-3	20
Resolve	5	0	+5 (Wis)		1-3	20
Science	4	2	+2 (Int)		1	20
Search	11	9	+2 (Int)		1	20
Security	2	0	+2 (Int)		1-3	20
Sense Motive	17	12	+5 (Wis)		1	18-20
Sleight of Hand	16	12	+2 (Dex)	+2 (Fence)	1	19-20
Sneak	8	1	+4 (Cha)	+3 (Criminal)	1	20
Streetwise	19	12	+5 (Wis)	+2 (Fence)	1	19-20
Survival	6	1	+5 (Wis)		1	20
Tactics	5	0	+5 (Wis)		1-3	20

Cultures

Focus	Proficient	Forte
Flare	x	
Flare (Ring)		
Flare (Pearl)		
Flare		
Pyrrhus		
Auraelus	x	
Hel		
Hecla	x	
Twilight		
Four Flowers		
Hetrotic Successors		
Xeer Hegemony		
Small Monarchies (Amarand , Garnet and Celestra)		

Two bonus cultures.

Profession

Focus	Proficient	Forte
Gambler	x	

Drive

Focus	Proficient	Forte
Personal Ground Vehicles	x	
Standard Ground Vehicles		
Heavy Ground Vehicles		
Mounts		
Personal Aircraft		
Performance Aircraft		
Service Aircraft		
Rotary-Wing Aircraft		
Personal Watercraft		
Standard Watercraft		
Ships		
Submarines		
Starships		

Feats

Name	Type	Description	Effects
Shrewd	Talent	You're an expert judge of character and surround yourself with only the best colleagues.	You gain 2 associate grade contacts. Your threat with Sense Motive increases by 2.
Criminal	Speciality	You've spent a lot of time on the wrong side of the law. You may have done time or you might be too slick to be caught, but you've never fit in as a law abiding citizen.	Gain Fence. Gain Handgun proficiency. Gain 1 associate grade contact. Gain +3 bonus with Bluff and Sneak checks.
Sympathetic	Sleuth	Your primary focus is personal investigation and detective work.	Each time you spend 1 action dice to boost a Charisma or Wisdom check, you roll and add the results of 2 dice.
Human Nature	Sleuth	You read most people like an open book.	Each time you fail a Investigation or Sense Motive check and don't suffer an Error, you still succeed as long as the check DC is equal to or less than 29.
Sources	Sleuth	You have access to a large network of street informants, criminal snitches, journalists and other information sources.	You may spend 1 hour consulting these sources to make a request check for a dossier without spending Action Dice. You may make this check up to 3 times a session.
Little Details	Sleuth	Your uncanny awareness of your surroundings is a striking advantage in combat.	Once per session you may make a Smash (Athletics) check, or a Disarm, Feint or Tire action as a free action.

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It's elementary - Alertness	Sleuth	You're extraordinarily aware of the actions and behaviours of others, and are rarely surprised.	Gain +4 to any surprise checks.
Cultured	Guide	You pick up all the details most people miss. Even when overwhelmed in a foreign land.	All your notice checks are considered active.
Friends in Low Places I	Guide	The time taken to canvas an area is halved. Once you've canvassed an area the time taken to make black market checks is also halved.	
Fence	Skill	You are always open for business, even if the goods are "hot".	You gain a +2 bonus to checks made with Sleight of Hand and Streetwise. Your threat range increases with these skills to 19-20.
World Traveller	Skill	You don't just dream of faraway places - you've been there and got the t-shirt!	You gain a +2 bonus to Blend and Cultures. Your threat range increases to 19-20.
Talented (Fence)	Skill	You're skill mastery often takes people by surprise.	Sleight of Hand and Streetwise are always class skills. Each time you purchase a rank in one, the other also increases.
The Dice are Hot	Chance	It's not a system - it's just luck.	You gain a bonus to Gambling checks equal to the number of Action Dice remaining. Your lifestyle increases by 1.
Fortunate	Chance	You always seem to luck out when you really need it.	As a free action you may request a 1d4 action dice. One of your opponents will also gain a 1d4 action dice. You may use this 2 times per session.
Card Shark	Style	You're a skilled gambler, often devouring lesser opponents.	Profession gain synergy from Streetwise. +2 bonus to knowledge checks related to gambling. If you spend action dice to add to a Gambling roll, roll an additional dice.
Safe House	Tradecraft	You maintain a network of secure locations.	At the start of a scene, when located in a city of 10k people, you may nominate that you have a safehouse within 10 miles. If not in a city, you may specify a city that does contain one.

Combat

Focus	Proficient	Forte
Unarmed	x	
Blunt		
Exotic (Blunt)		
Edged	x	
Exotic (Edged)		
Explosives		
Guided		
Handgun	x	
Hurled		
Exotic (Hurled)		
Indirect Fire		
Rifle		
Shotgun		

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Sub Machine Gun

Tactical

Vehicle Weapon

(Five additional checks available can be spent on cultures or vehicles).

Attack Bonus			Ranged			Melee	
+6			+8			+8	
Weapon	Attack	Recoil	Damage	E/T	Range	Size / Hand	Qualities
Browning High-Power	+8	12	1d10+1	1 / 20	25 ft	D / 1H	DEP
Switchblade	+8	-	1d6 (+2)	1 / 19-20	-	D / 1H	AP(3), BLD, FIN
Fist	+8	-	1d4 (+1)	1 / 20	-	-	-

Action	Time	Error	Effect
Standard Attack	Half	0	1 attack against 1 target
Disarm	Half (free 1 per session)	+2	Standard attack vs standard attack roll, +4 if 2 hands.
Taunt	Half	0	Manipulate vs Sense Motive to force opponent to target you next.
Non Attack Actions			
Aim	Half	0	+1 to hit against specified target.
Anticipate	Half	0	Sense motive vs BAB, gain +5 defence vs targets attacks.
Brace	Half	0	+1 to attacks; -4 to reflex saves.
Diversion	Half	+1	Bluff vs Sense Motive to drop opponents initiative by 1d4+1.
Feint	Half (free 1 per session)	+1	Sleight of Hand vs Notice to make opponent vulnerable.
Refresh	Full	0	Gain 1 action dice worth of Vitality and 2 Wounds
Total Defense	Full	0	1 movement; +4 Defense
Fight Defensively	Full	0	-4 to attack and skill checks; +2 Defence