



CHARACTER SHEET

Name Lucinda Boyle Jefferson
 Ht Wt
 Appearance

Player Deb
 Size Modifier 0 Age 25-28

Point Total 275
 Unspent Points 0

ST	10	[0]	HP	10	<small>CURRENT</small>	[0]
DX	12	[40]	Will	13		[15]
IQ	13	[60]	Per	14		[20]
HT	12	[20]	FP	12	<small>CURRENT</small>	[0]

Languages	Spoken	Written	
Berber	(Accented)	(Accented)	[4]
English (Native Language)	(Native)	(Native)	[0]

DR	TL: 8	[0]
0	Cultural Familiarities	
	Western (Native)	[0]

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d
 BASIC SPEED 6 [0] BASIC MOVE 6 [0]

PARRY	Reaction Modifiers
9	Appearance:
DX	Status: +0
BLOCK	Other: +0
7	Conditional: +2 from 'Voice' when your voice can be heard
DX	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 20	BM x 1 6	Dodge 9
Light (1) = 2 x BL 40	BM x 0.8 4	Dodge - 1 8
Medium (2) = 3 x BL 60	BM x 0.6 3	Dodge - 2 7
Heavy (3) = 6 x BL 120	BM x 0.4 2	Dodge - 3 6
X-Heavy (4) = 10 x BL 200	BM x 0.2 1	Dodge - 4 5

SKILLS			
Name	Level	Relative Level	
Acting	14	IQ+1	[4]
Area Knowledge (Milan)	13	IQ+0	[1]
Area Knowledge (Paris)	13	IQ+0	[1]
Area Knowledge (Southern England)	13	IQ+0	[1]
Armoury/TL8 (Small Arms)	13	IQ+0	[2]
Body Language (Human)	14	Per+0	[2]
Current Affairs/TL8 (High Culture)	14	IQ+1	[2]
Current Affairs/TL8 (People)	14	IQ+1	[2]
Current Affairs/TL8 (Popular Culture)	14	IQ+1	[2]
Current Affairs/TL8 (Travel)	14	IQ+1	[2]
Detect Lies	13	Per-1	[2]
Diplomacy	14	IQ+1	[2]
<small>Includes: +2 from 'Voice'</small>			
Disguise/TL8 (Human)	14	IQ+1	[4]
Emotion Sense	15	IQ+2	[1]
<small>Includes: +4 from 'Telepathy Talent'</small>			
Expert Skill (Psionics)	11	IQ-2	[1]
Fast-Draw (Pistol)	12	DX+0	[1]
Fast-Talk	16	IQ+3	[4]
<small>Includes: +2 from 'Voice'</small>			
Guns/TL8 (Pistol)	15	DX+3	[8]
Guns/TL8 (Rifle)	13	DX+1	[0]
Guns/TL8 (Shotgun)	13	DX+1	[0]
Guns/TL8 (Submachine Gun)	13	DX+1	[0]
Holdout	13	IQ+0	[2]
Mental Strength	15	Will+2	[4]
Mind Block	13	Will+0	[2]
Mind Shield	17	Will+4	[4]
<small>Includes: +4 from 'Telepathy Talent'</small>			
Observation	15	Per+1	[4]
Occultism	12	IQ-1	[1]
Psychology (Human)	15	IQ+2	[12]
Public Speaking	14	IQ+1	[1]
<small>Includes: +2 from 'Voice'</small>			

ADVANTAGES AND PERKS	
Administrative Rank 0	[0]
Patrons (E-Branch) (9 or less)	[10]
Security Clearance (Limited MI-6) ("Need to know" access to a narrow range of secrets)	[5]
TE: Emotion Control	[5]
TE: Emotion Sense 1	[3]
TE: Mind Shield 4	[16]
TE: Suggestion 4	[35]
Telepathy Talent 4	[20]
Voice	[10]
TE: Avatar	[1]
TE: I Know What You Mean	[1]
TE: Intimidation Factor	[1]
TE: Ping	[1]
DISADVANTAGES AND QUIRKS	
Chummy	[-5]
Duty (E-Branch) (15 or less (almost always)) (Extremely Hazardous)	[-20]
Lecherousness (12 or less)	[-15]
Low Self-Image	[-10]
Manic-Depressive	[-20]
Secret (Psi) (Utter Rejection)	[-10]
Drama Queen	[-1]
Nail Biter	[-1]

SKILLS (continued)

Name	Level	Relative Level	
Sex Appeal (Human)	13	HT+1	[1]
Includes: +2 from 'Voice'			
Sociology	12	IQ-1	[1]
Streetwise	13	IQ+0	[2]
Suggestion	19	IQ+6	[12]
Includes: +4 from 'Telepathy Talent'			
Tactics	12	IQ-1	[2]
Techniques			
Amnesia (Suggestion)	18		[0]
Animalism (Emotion Sense)	11		[0]
Expansion (Mind Shield)	11		[0]
Independent (Suggestion)	12		[0]
Mind Trap (Mind Shield)	12		[0]
Pressed Attack (Suggestion)	14		[0]
Reflective Shield (Mind Shield)	12		[0]
~NOTE: CP may be spent for 0 a coincidence (1-3 pts depending on how major) or to retroactively alter a roll (Crit Fail to Failure = 2 pts; Failure to Success = 1 pt; Success to Crit Success = 2 pts)			[0]