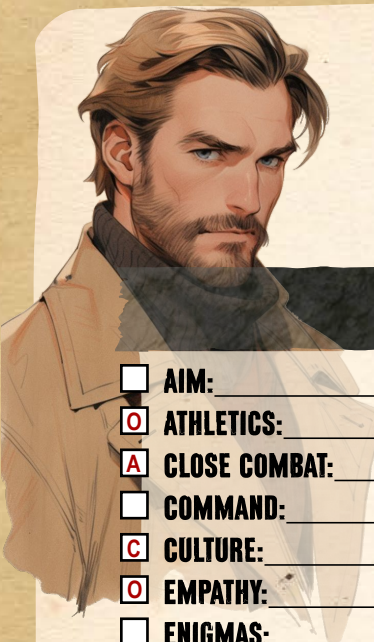
NAME: **Arthur FORCE**

PLAYER: \_\_\_\_\_

CONCEPT: **Arnaqueur mondain**ARCHETYPE: **The Adventurer**

## SKILLS

|                                                   |       |                                                 |       |
|---------------------------------------------------|-------|-------------------------------------------------|-------|
| <input type="checkbox"/> AIM:                     | ○○○○○ | <input checked="" type="checkbox"/> INTEGRITY:  | ●●○○○ |
| <input checked="" type="checkbox"/> ATHLETICS:    | ●●○○○ | <input checked="" type="checkbox"/> LARCENY:    | ●○○○○ |
| <input checked="" type="checkbox"/> CLOSE COMBAT: | ●●○○○ | <input checked="" type="checkbox"/> MEDICINE:   | ●●○○○ |
| <input type="checkbox"/> COMMAND:                 | ●○○○○ | <input checked="" type="checkbox"/> PERSUASION: | ●○○○○ |
| <input checked="" type="checkbox"/> CULTURE:      | ●○○○○ | <input checked="" type="checkbox"/> PILOT:      | ●●○○○ |
| <input checked="" type="checkbox"/> EMPATHY:      | ○○○○○ | <input checked="" type="checkbox"/> SCIENCE:    | ○○○○○ |
| <input type="checkbox"/> ENIGMAS:                 | ○○○○○ | <input checked="" type="checkbox"/> SURVIVAL:   | ○○○○○ |
| <input checked="" type="checkbox"/> HUMANITIES:   | ●●○○○ | <input type="checkbox"/> TECHNOLOGY:            | ○○○○○ |

## ATTRIBUTES

| FAVORED APPROACH                            | Mental (Tertiary) | Physical (Secondary) | Social (primary)   |
|---------------------------------------------|-------------------|----------------------|--------------------|
| <input type="checkbox"/> 2 FORCE            | INTELLECT ●●○○○   | MIGHT ●●○○○          | PRESENCE ●●●○○     |
| <input checked="" type="checkbox"/> FINESSE | CUNNING ●●●○○     | DEXTERITY ●●●●○      | MANIPULATION ●●●●● |
| <input type="checkbox"/> 3 RESILIENCE       | RESOLVE ●●○○○     | STAMINA ●●○○○        | COMPOSURE ●●○○○    |

## PATHS

ARCHETYPE: **Adventurier** ●○○○○○  
ORIGIN: **Monte en l'air justicier** ●○○○○○  
COVER: **Psychologue secouriste** ●○○○○○

## ASPIRATIONS

SHORT: **Sauver le plus de personnes**  
SHORT: **Incarner parfaitement la couverture de la mission**  
LONG: **Retrouver sa soeur disparue il y a 10 ans (archéologue)**

## CONNECTIONS

**S.E.R.U.M** (Service Européen de Résolution d'Urgence Mondiale)

Section Midway du S.E.R.U.M

Base 34

## TRADEMARKS

(O) Parkour et infiltration s'entendent bien ! - *athletics*  
(C) Votre mémoire vous joue des tours, croyez moi - *persuasion*  
(A) Tir chanceux ! - *aim*  
(A) Conduite sportive - *pilot*

## QUIPS

(D) The suit's custom  
(P) If these restraints get any tighter,  
I'm going to get excited.  
(A) Don't lose your head

## TROPES

(A) Adrenaline Junkie  
(A) Tempered Combatant  
(P) Master of Disguise

## FAVORED STUNTS

(A) Simple : I Blew on these Dice for you  
(A) Flashy : Never Cowed  
(-) Simple : Red the room

|                                               |     |                      |
|-----------------------------------------------|-----|----------------------|
| <input type="checkbox"/> Just a Flesh Wound   | ○○○ | +1 Archetype Die     |
| <input type="checkbox"/> That'll Leave a Scar | ○○○ | +2 Archetype Dice    |
| <input type="checkbox"/> Last Ditch Effort    | ○○○ | +2/+3 Archetype Dice |
| <input type="checkbox"/> Don't Forget Me      | ○   | +3 Any Dice Pool     |
| <input type="checkbox"/> Death Scene          |     |                      |

RELATIONSHIPS: \_\_\_\_\_

EQUIPMENT: \_\_\_\_\_

GROUP REWRITE POOL: \_\_\_\_\_

EXPERIENCE: \_\_\_\_\_