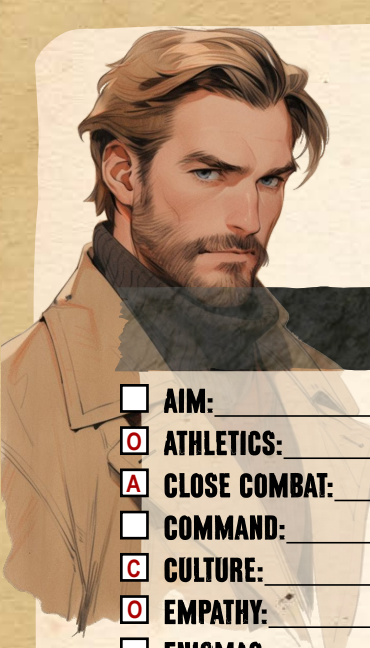


NAME: **Arthur FORCE**

PLAYER: _____

CONCEPT: **Arnaqueur mondain**

ARCHETYPE: **The Adventurer**

SKILLS

☐ AIM:	○○○○○	☒ INTEGRITY:	●●○○○
☒ ATHLETICS:	●●○○○	☒ LARCENY:	●○○○○
☒ CLOSE COMBAT:	●●○○○	☒ MEDICINE:	●●○○○
☐ COMMAND:	●○○○○	☒ PERSUASION:	●○○○○
☒ CULTURE:	●○○○○	☒ PILOT:	●●○○○
☒ EMPATHY:	○○○○○	☒ SCIENCE:	○○○○○
☐ ENIGMAS:	○○○○○	☒ SURVIVAL:	○○○○○
☒ HUMANITIES:	●●○○○	☐ TECHNOLOGY:	○○○○○

ATTRIBUTES

FAVORED APPROACH	Mental (Tertiary)	Physical (Secondary)	Social (primary)
☐ 2 FORCE	INTELLECT ●○○○○	MIGHT ●●○○○	PRESENCE ●●●○○
☒ FINESSE	CUNNING ●●○○○	DEXTERITY ●●●○○	MANIPULATION ●●●●○
☐ 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

☐ Just a Flesh Wound	○○○	+1 Archetype Die
☐ That'll Leave a Scar	○○○	+2 Archetype Dice
☐ Last Ditch Effort	○○○	+2/+3 Archetype Dice
☐ Don't Forget Me	○	+3 Any Dice Pool
☐ Death Scene		

RELATIONSHIPS: _____

EQUIPMENT: _____

GROUP REWRITE POOL: _____

EXPERIENCE: _____