

NAME: Scoundrel

ATTRIBUTES: ST 10 [0]; DX 13 [60]; IQ 14 [80]; HT 11 [10].

SECONDARY CHARACTERISTICS: Damage 1d-2/1d; BL 20 lbs; HP 10 [0]; Will 13 [-5]; Per 14 [0]; FP 11 [0]; Basic Speed 6 [0]; Basic Move 6 [0].

ADVANTAGES: Luck [15], Daredevil [15] *or* Serendipity/1 [15], plus 50 points from:

Attractive [4] *or* Handsome/Beautiful [12]; Cultural Adaptability [10] *or* Xeno-Adaptability [20]; Comfortable Wealth [10], Charisma [5/level]; Luck [15] *or* Extraordinary Luck [30]; Rapier Wit [5], Daredevil [15], Serendipity [15/level], Voice [10], Gizmos [5/level], Talent: Smooth Operator [15/level], Combat Reflexes [15], Wild Talent (Limitation: Emergencies Only) [14/level], Foresight (Loyalty) [5/level], Contact Group (Skill 12, 15, or 18; 9 or less; somewhat reliable) [5, 10, 15], Contact (Skill 12, 15, or 18; 9 or less, somewhat reliable) [1, 2, 3], Language Talent [10], Signature Gear [Varies], Alternative Identity [-15], Favour (Any) [Varies]. You may also spend some of these points on perks, below:

PERKS: Honest Face [1], Dirty Fighting (must have at least 20 points in combat skills) [1], Better Gear [1], Cheaper Gear [1], Doodad [1/level], Weapon Bond [1], Good with Criminals [1], Combat Shtick: Twirl [1], Disarming Smile [1], Purpose (choose anything befitting of a scoundrel) [1], Disposable Identity [1], One-task Wonder (choose) [1].

DISADVANTAGES: Trickster [-15*] *and* Overconfidence [-5*], plus 25 points from:

Debt [-1/level], Struggling Wealth [-10], Greed [-15*], Impulsiveness [-10*], Lecherousness [-15*], Social Stigma (Criminal Record) [-5], Enemy (choose) [varies], Compulsive Lying [-15*], Compulsive Gambling [-5*], Bully [-10*], Laziness [-10].

SKILLS: 35 points from the following:

Acting (A) IQ [2]-14, Beam Weapons (Pistol) (E) DX+1 [2]-14, Body Language (A) Per [2]-14; Boxing (A) DX [2]-13, Karate (H) DX-1 [2]-12, *or* Brawling (E) DX+1 [2]-14; Carousing (E) HT+1 [2]-12, Detect Lies (H) Per-1 [2]-13, Diplomacy (H) IQ-1 [2]-13, Disguise (A) IQ [2]-14, Escape (H) DX-1 [2]-12, Fast Draw (E) DX+1 [2]-14, Fast-Talk (A) IQ [2]-14, Gambling (A) IQ [2]-14, Holdout (A) IQ [2]-14; Judo (H) DX-1 [2]-12, *or* Wrestling (A) DX [2]-13, Knot-Tying (E) DX+1 [2]-14, Law (Galactic) (H) IQ-1 [2]-13, Knife (E) DX+1 [2]-14, Public Speaking (A) IQ [2]-14, Savoir-Faire (Mafia) *or* Savoir Faire (High Society) (E) IQ+1 [2]-15, Sex Appeal (A) HT [2]-11, Sleight of Hand (H) DX-1 [2]-12, Stealth (A) DX [2]-13, Streetwise (A) IQ [2]-14, Thrown Weapon (Knife) (E) DX+1 [2]-14, Urban Survival (A) Per [2]-14. You may also improve any of the above skills by one level to [4].