


Portrait	Identity	Miscellaneous	248 Points
	✂ Name Amaro Isaacs	Created Jan 15, 2021 at 8:29 PM	13 Unspent
	Title Commander	Modified Feb 19, 2022 at 6:04 PM	0 Race
	Organization _____	Player captainjoy	120 Attributes
Description			
✂ Gender Male	✂ Height 5' 11"	✂ Hair Dark	75 Advantages
✂ Age 28	✂ Weight 175 lb	✂ Eyes Green	-40 Disadvantages
✂ Birthday April 12	Size +0	✂ Skin Light Tan	-1 Quirks
Religion _____	TL 10	✂ Hand Right	81 Skills
			0 Spells

Primary Attributes	Secondary Attributes	Humanoid	Encumbrance, Move & Dodge			
[0] 10 Strength (ST)	[0] 13 Will	Roll Location DR	Level Max Load Move Dodge			
[40] 12 Dexterity (DX)	[0] 13 Fright Check	- Eyes -9 20	0 None 20 lb 6 9			
[60] 13 Intelligence (IQ)	[0] 13 Perception (Per)	3-4 Skull -7 26	1 Light 40 lb 4 8			
[20] 12 Health (HT)	[0] 13 Vision	5 Face -5 20	2 Medium 60 lb 3 7			
1d-2 Basic Thrust	[0] 13 Hearing	6-7 Right Leg -2 6	3 Heavy 120 lb 2 6			
1d Basic Swing	[0] 13 Taste & Smell	8 Right Arm -2 6	4 X-Heavy 200 lb 1 5			
	[0] 13 Touch	9-10 Torso +0 6	Lifting & Moving Things			
	[0] 6 Basic Speed	11 Groin -3 6	20 lb Basic Lift			
	[0] 6 Basic Move	12 Left Arm -2 6	40 lb One-Handed Lift			
		13-14 Left Leg -2 6	160 lb Two-Handed Lift			
		15 Hand -4 2	240 lb Shove & Knock Over			
		16 Foot -4 9	480 lb Running Shove & Knock Over			
		17-18 Neck -5 0	300 lb Carry On Back			
		- Vitals -3 6	1,000 lb Shift Slightly			

Modifier	Reaction
+1	almost everyone except non-Imperium folks for anti-pirate Reputation
+2	anyone I serve with or command due to Intuitive Admiral
+1	Anyone who sees me and finds Humans attractive due to Attractive
+2	from Drinax citizens for being a Knight in King Oleb's Harkman Guard
+1	from sapient being with whom you actively interact (converse, lecture, etc.) due to Charisma
-1	from victims of my intolerance (may be as much as -5, at GM's discretion) due to Intolerance of pirates
-2	toward those you are jealous of (may be as much as -4, at GM's discretion) due to Jealousy

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Laser Pistol C/33 shots		12	6	3d(2) burn	200/600	10	33(3)	-2	1	4

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural Attacks	Bite	14	No	No	1d-2 cr	C	
Natural Attacks	Kick	12	No		1d-1 cr	C,1	
Natural Attacks	Punch	14	10		1d-2 cr	C	
Neuroglove - Neural Stun B/20 hits. Failure means the victim suffers Unconsciousness (B429) for minutes equal to the margin of failure.	Punch	14	10	No	HT-6(2) aff	C	2

Advantages & Disadvantages	Pts	Icon	Skills	Diff	SL	RSL	Pts	Icon
Advantages	75		Administration	IQ/A	13	IQ+0	2	B174
Talent (Intuitive Admiral) 2 Alternate Benefit (+1/level to your side's roll for initiative (see Partial Surprise, p. B393), provided that you are the leader.)	16	PU3:12	Beam Weapons/TL10 (Pistol)	DX/E	12	DX+0	1	B179
Intuition	15	B63	Beam Weapons/TL10 (Rifle)	DX/E	12	DX+0	1	B179
Absolute Direction 3D Spatial Sense	10	B34	Brawling	DX/E	14	DX+2	4	B182
Talent (Hot Pilot) 2 Reaction Bonus (Other Pilots); Alternate Benefit (Reduce penalties for unfamiliar systems of vehicles you have Piloting skill for)	10	PU3:11	Carousing Does NOT include Charisma +1 to influence skills	HT/E	12	HT+0	1	B183
Charisma 1 +1 to Influence skills: Diplomacy, Fast-Talk, Intimidation, Savoir-Faire, Sex Appeal, or Streetwise. (B359)	5	B41	Computer Operation/TL10	IQ/E	13	IQ+0	1	B184
			Detect Lies	Per/H	12	Per-1	2	B187
			Electronics Operation/TL10 (Communications)	IQ/A	13	IQ+0	2	B189
			Electronics Operation/TL10 (Sensors)	IQ/A	13	IQ+0	2	B189
			Erotic Art	DX/A	11	DX-1	1	B192

Advantages & Disadvantages	Pts	📖	Skills	Diff	SL	RSL	Pts	📖
Improved G-tolerance 0.3G	5	B60	Expert Skill (Military Science)	IQ/H	13	IQ+0	1	B193
▼ Perks	5		First Aid/TL10	IQ/E	13	IQ+0	1	B195
G-Experience (0.29) 1 0.00-0.58G: Suffer only 1/2 the usual DX penalty; +1 extra low-gravity bonus	1	B57	Free Fall	DX/A	15	DX+3	4	B197
License (Letter of Marque)	1	PU2:18	▼ Helmman				6	TT3:5
License (Pilot's)	1	PU2:18	Area Knowledge (Interplanetary State; Lived there)	IQ/E	13	IQ+0	1	B176
Penetrating Voice In situations where you want to be heard over noise, others get +3 to their Hearing roll	1	B101	Location of major planets; familiarity with all known races (but not necessarily expertise); knowledge of people of Status 7+; general understanding of the economic and political situation					
Suit Familiarity (Vacc Suit) You've learned to compensate for the limitations of a bulky environment suit and may ignore its DX penalties. The Environment Suit skill (p. B192) still sets an upper limit on effective skill – you just don't suffer extra DX penalties.	1	PU2:9	Astronomy/TL10	IQ/H	12	IQ-1	2	B179
Appearance Attractive	4	B21	Cartography/TL10 Default: Navigation/TL10 (Space) - 4	IQ/A	14	IQ+1	2	B183
Resistant Space Sickness; +8 to all HT rolls to resist	2	B81	Mathematics/TL10 (Applied)	IQ/H	11	IQ-2	1	B207
Reputation 1 People Affected (Almost everyone except non-Imperium); Recognized sometimes (10-) For anti-pirate activity	1	B26	Housekeeping	IQ/E	13	IQ+0	1	B200
Reputation 2 People Affected (Drynax Citizens); Recognized sometimes (10-) Sir Amaro Issacs	1	B26	Intelligence Analysis/TL10	IQ/H	13	IQ+0	1	B201
Resistant Acceleration; +3 to all HT rolls to resist	1	B81	Interrogation Default: Intimidation - 3	IQ/A	11	IQ-2	0	B202
Natural Attacks	0	B271	Intimidation Does NOT include Charisma +1 to influence skills bonus	Will/A	14	Will+1	4	B202
▼ Disadvantages	-41		Law (Merchant Maritime)	IQ/H	11	IQ-2	1	B204
▼ Quirks	-1		Leadership	IQ/A	16	IQ+3	2	B204
Lecherous	-1	B162	Navigation/TL10 (Hyperspace) Default: Astronomy/TL10 - 4	IQ/A	15	IQ+2	2	B211
Code of Honor (Pirate's) Always avenge an insult, regardless of the danger; your buddy's foe is your own; never attack a fellow crewman or buddy except in a fair, open duel.	-5	B127	Navigation/TL10 (Space) Default: Astronomy/TL10 - 4	IQ/A	17	IQ+4	2	B211
Intolerance (Pirates: they have no honor) Scope: Common	-5	B140	Piloting/TL10 (Contragravity)	DX/A	16	DX+4	4	B214
Sense of Duty Crew	-5	B153	Piloting/TL10 (High-Performance Spacecraft)	DX/A	16	DX+4	4	B214
Jealousy You react poorly toward those who seem smarter, more attractive, or better off than you! You resist any plan proposed by a "rival," and hate it if someone else is in the limelight.	-10	B140	Politics	IQ/A	12	IQ-1	1	B215
Greed CR: 12 (Resist Quite Often) Make a self-control roll any time riches are offered – as payment for fair work, gains from adventure, spoils of crime, or just bait. If you fail, you do whatever it takes to get the payoff.	-15	B137	Public Speaking	IQ/A	13	IQ+0	1	B216
			Savoir-Faire (High Society) Does NOT include Charisma +1 to influence skills	IQ/E	13	IQ+0	1	B218
			Savoir-Faire (Military) Does NOT include Charisma +1 to influence skills	IQ/E	15	IQ+2	1	B218
			Search	Per/A	12	Per-1	1	B219
			Sex Appeal Does include Attractive +1 bonus. Does NOT include Charisma +1 to influence skills bonus	HT/A	13	HT+1	2	B219
			Shiphandling/TL10 (Starship) Default: Spacer/TL10 - 5	IQ/H	16	IQ+3	8	B220
			Spacer/TL10 Make a DX-based skill roll whenever you [pilot] – but note that your effective skill cannot exceed your captain's Shiphandling skill.	IQ/E	16	IQ+3	2	B185
			Stealth	DX/A	11	DX-1	1	B222
			Strategy (Space)	IQ/H	14	IQ+1	2	B222
			▼ Tactical				3	TT3:6
			Electronics Operation/TL10 (Force Shields) Default: Electronics Operation/TL10 (Communications) - 4	IQ/A	9	IQ-4	0	B189
			Gunner/TL10 (Beams)	DX/E	14	DX+2	1	B198

Advantages & Disadvantages	Pts	🔖	Skills	Diff	SL	RSL	Pts	🔖	
			Gunner/TL10 (Rockets aka Missiles)	DX/E	14	DX+2	1	B198	
			Tactics	IQ/H	11	IQ-2	1	B224	
			Vacc Suit/TL10	DX/A	13	DX+1	4	B192	
			Wrestling	DX/A	13	DX+1	4	B228	
			RSL DX+1 so +1 to ST for the purpose of making or resisting any choke, grapple, neck snap, takedown, or pin, and whenever you attempt to break free.						

☑	#	Carried Equipment (19.3 lb; \$3,450)	Uses	\$	📏	📏	📏	📏	🔖
☑	1	Laser Pistol C/33 shots		1,100	1.5 lb	1,100	1.5 lb	UT115	
☑	2	Neuroglove - Neural Stun B/20 hits.		500	0.5 lb	1,000	1 lb	UT165	
☑	1	Clothing, Ordinary, Status 0		120	2 lb	120	2 lb	HT63	
☑	1	Ablative Nanoplas Trousers DR 36 vs. burning or crushing explosive damage inflicted by any type of laser. Flexible.		280	2.8 lb	280	2.8 lb	UT174	
☑	1	Ablative Nanoplas Jacket DR 36 vs. burning or crushing explosive damage inflicted by any type of laser. Flexible.		450	3 lb	450	3 lb	UT174	
☑	1	Assault Boots DR 18 vs. underside of the foot		150	3 lb	150	3 lb	UT173	
☑	1	Light Infantry Helmet		250	3 lb	250	3 lb	UT176	
☑	1	Light Infantry Helmet: Visor		100	3 lb	100	3 lb	UT176	

#	Other Equipment (\$2,030)	Uses	\$	📏	📏	📏	📏	🔖
1	Sharp-Protective Gloves Flexible. DR+2 vs. imp, cut.		30	1 lb	30	1 lb	HT69	
1	▼ Wishlist		0	0 lb	0	0 lb		
1	Sonic Stun Rifle 2C/56 shots.		2,000	5 lb	2,000	5 lb	UT126	

Notes		🔖
▼ Things To Be Aware Of Roger needs to consider the following for his scout ship: <ul style="list-style-type: none"> • Navigation (Hyperspace) • Navigation (Space) planet Number One <ul style="list-style-type: none"> • See if that couple still wants transport to Marduk or Torpol wherever. 		