



Name Nadia Rocheforte
 Ht Wt
 Appearance

Player NPC
 Size Modifier 0 Age

Point Total 130
 Unspent Points 20

ST	10	[0]	HP	10	CURRENT	[0]
DX	10	[0]	Will	12		[0]
IQ	12	[40]	Per	12		[0]
HT	10	[0]	FP	10	CURRENT	[0]

Languages	Spoken	Written	
English (Native Language)	(Native)	(Native)	[0]
Spanish (Native Speaker)	(Native)		[0]

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

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d
 BASIC SPEED 5 [0] BASIC MOVE 5 [0]

PARRY	0	Reaction Modifiers
BLOCK	0	Appearance: Status: +1; <i>Includes:</i> +1 from 'Status' Other: +1; <i>Includes:</i> +1 from 'Charisma' Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Sense of Duty (Clients)' when in dangerous situations if Sense of Duty is known

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

SKILLS			
Name	Level	Relative Level	
Detect Lies	10	Per-2	[1]
Diplomacy	11	IQ-1	[2]
Conditional: +1 from 'Charisma' when making Influence rolls			
Fast-Talk	14	IQ+2	[8]
Conditional: +1 from 'Charisma' when making Influence rolls			
Forensics/TL8	12	IQ+0	[4]
Law (Criminal)	13	IQ+1	[8]
Propaganda/TL8	13	IQ+1	[4]
Psychology (Human)	10	IQ-2	[1]
Public Speaking	16	IQ+4	[12]
Includes: +1 from 'Charisma'			
Research/TL8	11	IQ-1	[1]
Savoir-Faire (High Society)	15	IQ+3	[8]
Conditional: +1 from 'Charisma' when making Influence rolls			
Streetwise	12	IQ+0	[2]
Conditional: +1 from 'Charisma' when making Influence rolls			
Tactics	14	IQ+2	[12]
Writing	11	IQ-1	[1]

TEMPLATES AND METATRAITS	
Defense Attorney (Mysteries)	[0]
ADVANTAGES AND PERKS	
Charisma 1	[5]
Contact (Street) (Effective Skill 15) (9 or less; Somewhat Reliable)	[2]
Favor (Patron) 2 (Favor; 9 or less)	[3]
Patrons (Magdalene Group) (9 or less)	[25]
Status 1	[5]
Honest Face	[1]
Penetrating Voice	[1]
DISADVANTAGES AND QUIRKS	
Overconfidence (12 or less)	[-5]
Secret (Corrupt) (Serious Embarrassment)	[-5]
Sense of Duty (Clients) (Small Group)	[-5]
Duty (Legal Ethics)	[-1]



HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Bite	1d-3 cr	C	10 (No)			
	Kick	1d-2 cr	C,1	8 (No)			
	Punch	1d-3 cr	C	10 (8)			

RANGED WEAPONS												Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or Pi attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight
1	Briefcase		0	2
1	Cell Phone		0	.25
1	Pager		0	.1

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[40]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[42]
Disadvantages/Quirks	[-16]
Skills/Techniques	[64]
Other	[]