

Guildsman Lambert Fulson

Human Male

Rigunmor Trader

Free Agent Level 11

Quote: "Rigunmor greed brought life to the stars. Let it help you too."

Updated: 03/06/2011

STR	11 / +1	
DEX	12 / +2*	(10 pts)
CON	9 /	
INT	9 /	
WIL	8 /	
PER	12 / +2	

Durability: stun 9, wound 9, mortal 4, fatigue 4

Move: sprint 22, run 14, walk 4

Action Check: 12, -1 step bonus

Actions: 2

Last Resorts: 2 [00]

Skills (63 skill points, 6 + racial broad max)

STR:

Athletics [11] (free)

Unarmed Attack [11] (5 pts)

Power Martial Arts [12] (4 pts)

DEX:

Acrobatics [12] (6 pts)

Zero-G Training [13] (2 pts)

Modern Ranged Weapons [12] (6 pts)

Pistol [18] (4 pts) + (20 pts)

Stealth [12] (6 pts)

Hide [13] (3 pts)

Shadow [13] (3 pts)

Sneak [13] (4 pts)

Vehicle Ops [12] (free)

CON:

Stamina [9] (free)

INT:

Business [9] (4 pts)

Illicit Business [16] (2 pts) + (12 pts)

Knowledge [9] (free)

System Operations [9] (0 pts) + (4 pts)

Sensors [11] (0 pts) + (4 pts)

WIL:

Awareness [8] (free)

Perception [11] (0 pts) + (6 pts)

PER:

Deception [12]* (4 pts)

Bluff [17]* (2 pts) + (8 pts)

Bribe [16]* (2 pts) + (6 pts)

Interaction [12]* (free)

Bargain [16]* (4 pts) + (4 pts)
Charm [18]* (2 pts) + (10 pts)

Perks:

Filthy Rich
Reputation - Finding Unusual Goods, -1 step
Action Check Increase +1

Gear:

9mm Charge Pistol (Acc 0, Md F, Rng 8/16/60, Type HI/O, Dmg d4+1w/d6+1w/d4m, Shots 15)
00000 00000 00000
00000 00000 00000
15mm Sabot Pistol (Acc 0, Md F, Rng 10/20/100, Type HI/O, Dmg 2d4w/2d4+1w/d4+3m, Shots 6)
00000 0
00000 0
00000 0
CF Softsuit (d6/d6/d6-1)
Medurr Deflection Harness (2/2/3, does not stack with standard armor)
Milano GX CF Bodysuit (d8-1/d8-1/d6)
Power MA strike (d6s/d6+2s/d4w)
Fleet of Beat-up Cargo Ships
Cargo Ship Converted to House Pict Shock Troops

Rigunmor National Benefits:

-1 step bonus on Interaction & Deception rolls (marked *)
-1 to the cost of Interaction: Bargain skill
Filthy Rich perk

Profession Benefits:

Action Check Increase: +2
Resistance Bonus: +1 to DEX resistance check
Last Resort Bonus: +1 to Last Resort points, may spend 2 points to modify an action.

DATE	QTY	TOTAL	LEVEL	NOTES
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08/09/2009	10	10	2	Level 2, 6 skill points Business/Illicit Business (2) Awareness/Perception (2) Interaction/Charm (2)
08/23/2009	6	16	3	Level 3, 7 skill points Modern Ranged/Pistol (4) Deception/Bribe (2) 1 advancement point unspent
09/13/2009	5	21	4	Level 4, 8 skill points Business/Illicit Business (2) Awareness/Perception (2) Modern Ranged/Pistol (4)
11/08/2009	4	25		
11/22/2009	6	31	5	Level 5, 9 skill points +1 Action Check Increase (3)

				Reputation/Find Unusual Goods (5)
				Business/Illicit Business (2)
				(used L3 unspent point)
12/06/2009	4	35		
12/20/2009	2	37		
01/10/2010	0	37		
01/24/2010	4	41	6	Level 6, 10 skill points
				Action Check Bonus (10)
				(missed session)
02/07/2010	0	41		
02/28/2010	4	45		
03/14/2010	4	49		
03/28/2010	3	52	7	Level 7, 11 skill points
				+1 Dexterity (10)
				(1 unspent experience point)
04/10/2010	0	52		
04/24/2010	4	56		
05/09/2010	0	56		(missed session)
05/23/2010	0	56		
06/06/2010	3	59		
06/20/2010	4	63	8	Level 8, 12 skill points
				Business/Illicit Business (2)
				Deception/Bluff (2)
				Deception/Bribe (2)
				Interaction/Charm (2)
				Modern Ranged/Pistol (4)
07/04/2010	6	69		
07/18/2010	0	69		(missed session)
08/01/2010	6	75		
08/15/2010	0	75		
08/29/2010	7	82	9	Level 9, 13 skill points
				Modern Ranged/Pistol (4)
				Deception/Bluff (2)
				Deception/Bribe (2)
				Awareness/Perception (2)
				Interaction/Charm (2)
				(1 unspent experience point)
09/12/2010	4	86		
09/26/2010				
10/10/2010	0	86		(missed session)
10/24/2010	0	86		
11/07/2010	11	97		Level 10, 14 skill points
				Business/Illicit Business (2)
				Interaction/Charm (2)
				Interaction/Bargain (2)
				Deception/Bluff (2)
				System Operations (4)
				System Operations/Sensors (2)
				(1 unspent experience point)
11/21/2010	0	97		
12/19/2010	0	97		
01/02/2011	0	97		
01/23/2011	8	105		Level 11, 15 skill points
				Business/Illicit Business (2)
				Modern Ranged/Pistol (4)
				Interaction/Charm (2)
				Interaction/Bargain (2)
				Deception/Bluff (2)

			System Operations/Sensors (2)
			(2 unspent experience points)
02/06/2011	1	106	
02/20/2011			
03/06/2011	6	112	
03/20/2011	0	112	
04/03/2011	0	112	
04/17/2011	5	117	
05/01/2011	—	—	(121 experience points for L12)