

Lord Kyle Lambert, Heir to the Barony of Almach
Noble MI4 Operative (Lieutenant)

Race - 1 (+3 Attributes from GM House Rule)

Attribute - 2

Skill - 3

Advantages - 4

Vehicle - 0

Attributes - 27

Build - 2 (Save: 10)

Reflex - 3 (Save: 9)

Intuition - 6 (Save: 6)

Learning - 5 (Save: 7)

Charisma - 6 (Save: 6)

Characteristics

Athletic - 13

Physical - 9

Mental - 7

Social - 6

Skills - 20 (Basic Intelligence University Package: Liaison IOS +5)

Perception - 2 (TN: 5)

Streetwise - 1 (TN: 5)

Security Systems - 1 (TN: 6)

Disguise - 1 (TN: 6)

Small Arms - 2 (TN: 7)

Negotiation - 2 (TN: 4)

Protocol - 2 (TN: 4)

Bureaucracy - 1 (TN: 4)

Cryptography - 1 (TN: 6)

Seduction - 2 (TN: 4)

Stealth - 1 (TN: 6)

Impersonation - 1 (TN: 5)

Communication/Hyperpulse Generator - 1 (TN: 6)

Interrogation - 1 (TN: 5)

Tracking - 1 (TN: 6)

Advantages - 4

Title 2 (Heir to the Barony of Almach)

Well Connected 2 (Federated Commonwealth)

Gear - 200 + 500

500 Cbills

Personal Communicator -50

Armored Vest - 50

Lockpick - ??

Needler Pistol - 50

Kyle Lambert was born in 3024 to Baron Edwain Lambert and Lady Marinett. An only child, he spent his formative years as the beneficiary of his family's vast fortune, derived from the planets strong farming industry. By all accounts he was the very image of a model noble child. He excelled at his studies, quickly mastering any subject his tutors put in front of him. A friendly and outgoing child, he never failed to make friends wherever he went. It was clear to everyone from the very beginning that Kyle was destined for success.

It seems like everyone was wrong. Kyle elected to pursue a degree in political science from the New Avalon Institute of Science's College of Political Administration. Out from under the watchful gaze of his parents, Kyle spent his nights partying and his days sleeping off his hangovers. When he did manage to drag himself to class, his lack of studying reflected clearly in his performance. His parent's reputation and money managed to keep him on academic probation for five years before the administration cut him loose.

Kyle moved on to a life of leisure and luxury. For the past several years he has partied his way across the inner sphere making friends and connections everywhere he went. It's well known that if you want a good time, or need to meet someone Kyle can help you out. He has family friends and lovers in just about any port you could name, and if he doesn't, give it a few hours, and he will. Rumor has it that his family has recently cut him off, and the funds necessary to maintain his lifestyle are beginning to dry up.

Of course everyone is completely wrong. Kyle excelled at every single course he took. They just weren't the ones on his official record. Shortly after arriving on New Avalon he was pegged as a prime candidate to join Department of Military Intelligence. Kyle jumped into his future occupation with as much skill and enthusiasm as he had everything else in his life. He learned spycraft at the feet of the masters of the Davion Intelligence apparatus while at the same time laying the groundwork he would need for his future cover. Observation, Stealth, Assassination, Tracking, and even the basics HPG and the Federated Commonwealth's Black Box technology were all mastered in short order. After 5 years of hard work he was judged ready to serve his nation.

His post graduation life of leisure was all a cover for covert ops operations on first the Combine and then the Clan border. Now that peace has been won at Tukayyid, his handlers have assigned him a new mission. Rumors have gotten back to them of Frau Hauffen's operation, and they wanted an agent on the inside to observe, and if there is in fact a lost SLDF warship to be found, to make sure it is recovered for the Federated Commonwealth. Laying the necessary groundwork Kyle made sure he came to the right people's attention at the right time

to get on the short list for the mission. (Note to GM, we can change to mission to whatever necessary to maintain story/group cohesion)

Elemental

Race - 4

Attribute - 2

Skill - 3

Advantages - 0

Vehicle - 1

Attributes - 24

Build - 7 (Save: 5)

Reflex - 5 (Save: 7)

Intuition - 5 (Save: 7)

Learning - 3 (Save: 9)

Charisma - 3 (Save 9)

Characteristics

Athletic - 6

Physical - 8

Mental - 10

Social - 10

Skills - 20 (Elemental +4)

Blade - 1 (TN: 5)

Gunnery/Battle Armor - 3 (TN: 5)

Interrogation - 1 (TN: 9)

Medtech - 1 (TN: 9)

Piloting/Battle Armor - 3 (TN: 5)

Small Arms - 2 (TN: 6)

Survival - 1 (TN: 9)

Tactics - 1 (TN: 9)

Tech/Battle Armor - 1 (TN: 9)

Unarmed Combat - 2 (TN: 4)

Perception - 1 (TN: 9)

Protocol - 1 (TN: 9)

Streetwise - 1 (TN: 9)

Jumpack - 1 (TN: 5)

Advantages

Toughness

Clan Wolf Watch Mechwarrior

Race - 2
Attribute - 2
Skill - 4
Advantages - 0
Vehicle - 2

Attributes - 24

Build - 2
Reflex - 6
Intuition - 7
Learning - 4
Charisma - 3

Characteristics

Athletic - 10
Physical - 5
Mental - 7
Social - 8

Skills - 24 (Primary Clan Warrior +4)

Gunnery/Mech - 4 (TN: 1)
Interrogation - 1 (TN: 7)
Leadership - 1 (TN: 7)
Medtech - 1 (TN: 6)
Piloting/Mech - 3 (TN: 2)
Small Arms - 2 (TN: 3)
Survival - 1 (TN: 6)
Tactics - 2 (TN: 5)
Tech/Mech - 2 (TN: 5)
Unarmed Combat - 1 (TN: 9)
Streetwise - 1 (TN: 7)
Security Systems - 1 (TN: 6)
Stealth - 1 (TN: 4)

Perception - 1 (TN: 6)

Wolfnet Intelligence Operative

Race - 0

Attribute - 3

Skill - 4

Advantages - 3

Vehicle - 0

Attributes - 27

Build - 2

Reflex - 3

Intuition - 6

Learning - 6

Charisma - 4

Characteristics

Athletic - 13

Physical - 9

Mental - 6

Social - 8

Skills - 24 (Advanced Intelligence University Package: Covert Operations IOS +3)

Perception - 2 (TN: 4)

Streetwise - 3 (TN: 5)

Security Systems - 3 (TN: 3)

Disguise - 1 (TN: 5)

Small Arms - 2 (TN: 7)

Cryptography - 2 (TN: 4)

Stealth - 2 (TN: 7)

Protocol - 1 (TN: 7)

Impersonation - 1 (TN: 7)

Interrogation - 1 (TN: 7)

Alternate Identity - 1 (TN: 5)

Negotiation - 1 (TN: 7)

Tracking - 1 (TN: 5)

Advantages - 3

Well Equipped 1

Well Connected 2