



## Q (Major Geoffrey Boothroyd)

FOR : 6    DEX : 9    VOL : 9    PER : 11    INT : 15

### Compétences (Niveau / Chance de Base) :

Charisme (6/15), Combat à Distance (10/20), Conduite Auto (5/15), Cryptographie (11/26), Déguisement (3/18), Electronique (12/27), Pilotage (5/15), Science (15/30).

**Talents** : Photographie, Premiers Soins.

**Taille** : 1,75 m

**Poids** : 72 kg

**Age** : 60

**Apparence** : Normale

**Points de Célébrité** : 55

**Points d'Héroïsme** : 3

**Vitesse** : 2

**Cl. Dégâts à Mains Nues** : A

**Endurance** : 28 heures

**Cap. Course/Nage** : 25 mn

**Cap. Charge** : 46-70

**Champs d'Expérience** : Astronautique, Biologie/Biochimie, Botanique, Chimie, Criminologie, Génie Mécanique, Informatique, Jeux de Réflexion, Médecine/Physiologie, Toxicologie.

**Faiblesses** : Néant.

**Leadership** : 4

**Age** : 43

**Discrétion** : 3 + MV

**Champs d'Expérience** : Armurier, Expert en Gadget, Langue Maternelle : Anglais, Mathématiques, Metallurgie, Sciences Militaires.

**Faiblesses** : Néant.

**Idiosyncrasies** :

Il affiche une attitude hautement protectrice pour les résultats de son travail et il ne tolère pas les gens qui ne considèrent pas avec sérieux le matériel fourni par son Service.

**Modificateurs d'Interaction** : Réaction (0), Persuasion (0), Séduction (-2), Interrogation (-2), Torture (0), Lisibilité (+1).

**Description** : Cheveux : Noirs ; Yeux : marrons ; Cicatrices : néant ; Signes Distinctifs : néant.

**Points d'Héroïsme** : 3

BL	BM	BG	CO

**CVP** : na

**BACKGROUND:** Geoffrey Boothroyd's genius was detected early when he was being taught numbers and basic addition. The teacher was explaining that the arabic (or modern) number system was based on the unit 10, because people had 10 fingers. Young Boothroyd immediately took to wondering what would have happened if the person inventing arithmetic had had only one hand; he then converted all of his arithmetic problems into base five. His teacher, less than enthusiastic about Geoffrey's performance, gave him a failing mark.

Geoffrey was sent to the headmaster after his further experimentation with arithmetic convinced the teacher Geoffrey was shirking his lessons in a malicious

manner. Boothroyd managed to explain his reasoning to the headmaster, who recognized the intelligence behind the boy's peculiar sums.

The future Q attended Rugby, where he quickly absorbed every portion of the curriculum offered him. He developed a wit which was sharp and yet somehow disarming, allowing Geoffrey to avoid the social isolation which can accompany academic achievement.

Passing his A levels at age 14, he enrolled in Queen's College at Cambridge. He quickly gained renown for his laboratory work and rushed to a Masters Degree in Physics by the time he was 18. While at Cambridge, his interest in ballistics and in improving upon standard pieces of equipment emerged to become passions, ones which made him noticeable to ex-members of the Mydleton Company. Boothroyd joined Q Branch in 1943, less than two weeks after completing his degree. He became Q in the summer of 1951.

**Nota Bene :** *En lieu et place de 1943 et 1951, il faut lire, 1993 et 2001*

Q often has the appearance of someone who was on his way to someplace important when he suddenly has forgotten where it is he is going. His expression rarely varies beyond the bounds of mild amusement and perplexed calm. His tone is well mannered with a thin layer of sarcasm. Q speaks in laconic phrases as if dallying for an unnecessary adjective might cost the free world dearly.

If one can convince him to take the time to speak at length about himself or his work (an EF 2 Charisma roll would be appropriate), Q can be eloquent concerning his feelings about Q Branch and his relationship to it. Q is very proud of the work he and his people do for M.I.6. He marvels at the continuing commitment of his personnel to their work, given the time pressures, uncertain budget, necessary anonymity, and tremendous stakes placed on the success of their efforts. He is most pleased at the length of service of the technicians with whom he works; few succumb to the pressure of the job. As Q says, "We too work to rule, one rule: always be better today than yesterday. Be the best possible today so that you can scarcely imagine how you will be better tomorrow. Never lose sight of the wonder that you shall find a way to be so."

Q enjoys his work, leisure time being consumed with updating his knowledge in order to further his field. He will allow himself a vacation totally away from his work once every three years or so, to prevent himself from becoming stale.

Major Boothroyd leads by example, an example followed by most of the other members of the department. His relationship with his co-workers is excellent. He will defend the actions of his personnel against any accusations from a higher authority. The members of Q Branch in turn perform as much of the bureaucratic responsibilities which rightly go with Q's job in order to spare him as much annoyance as possible, and to allow him to concentrate on tasks where his genius is more necessary.

Q has an ambivalent attitude toward 007 and agents of his ability and temperament. Major Boothroyd admires 007 for his unwavering loyalty to the crown, as well as for his tremendous courage to see a crucial job through on his own. Yet the disrespect which James Bond and other agents show for the equipment which is the product of Q Branch, in the sense that most items have a one-mission life expectancy, bothers him. Q is also disturbed by what he perceives as an unmethodical, cavalier approach some agents seem to take toward their missions. Such an attitude is anathema to Q Branch.

A character who takes the time to fully listen to his explanations, or who returns as much equipment as possible to Q Branch, will be regarded in a different light than one who acts in the manner of James Bond. Q will go to great lengths to aid such a character as long as there is no other crucial matter requiring his attention. A character performing in such a civilized manner will receive a bonus of from +2 to +4 on a Charisma roll (depending on consistency and duration of behavior) when trying to convince Q to perform some service.