Name:                            Description:

ST ☐    HP ☐

DX ☐    Will ☐

IQ ☐    Per ☐

HT ☐    FP ☐

**Damage Resistance**

| Eyes | Arms |
| Neck | Hands |
| Skull | Legs |
| Face | Feet |
| Torso | Groin |

Move:      Speed:

Dodge:      Parry:      Block:

## Advantages             Disadvantages

## Hand Weapons/Attacks

| Weapon | Skill | Damage | Reach | Parry |
|---|---|---|---|---|

## Ranged Weapons/Attacks

| Weapon | Skill | Damage | Acc | Range | RoF | Shots | Bulk | Rcl |
|---|---|---|---|---|---|---|---|---|

## Skills

| Name | Level | Name | Level |
|---|---|---|---|

## Possessions

# Aja Leith

**Summary**

Aja Leith plays lead guitar and provides backup vocals for the pop band "Jem and the Holograms." She is also a highly trained CIA black ops agent, specializing in offensive and defensive driving techniques.

Aja was recruited into Project: Hologram from an early age. Her parents, Chinese nationals relocated to the United States, were killed in an automobile accident when she was only 7 years old. At that time she was sent to live at Starlight House, a foster home that serves as a CIA training facility for Hologram recruits.

She is best friends with Jerrica "Jem" Benton and Kimber Benton, but has strong ties to everyone on her team.

**Advantages/Disadvantages**

*Daredevil* (B47): Whenever taking unnecessary risks, you get +1 to all skill rolls and can reroll critical failures.

*Fit* (B55): You get +1 to all HT rolls, and regain FP at twice the usual rate (2/minute of rest).

*Luck* (B66): Once per hour of *real* time, after a dice roll, you may roll twice more and take the best of the three results; or, you can instruct the GM to roll three times for an NPC attacker and use the worst of the three results. Track the time(s) you use Luck below.

First Use: _____ Second Use: _____ Third Use: _____

*Pacifism: Cannot Harm Innocents* (B148): You will not use deadly force on an enemy not using deadly force on you, and will do everything in your power to prevent harm to innocent bystanders.

**Synergy Jewelry**

The CIA has entrusted you with Synergy Jewelry (ring, earring, necklace, etc.), which can be used once every 24 hours of *game* time to generate amazingly realistic holograms of whatever you instruct. Holograms last no longer than 5 minutes, but do include audio effects as well as visual. Track the time(s) you use your jewelry below.

First Use: _____ Second Use: _____ Third Use: _____

**Character Point (CP) Tokens**

You can spend a CP Token at any time to:

- Alter your last dice roll: 2 tokens for critical failure to failure; 1 token for failure to success; 2 tokens for success to critical success. These costs are cumulative (for example, 3 tokens to change a failure to a critical success).
- Make a single damaging attack you just suffered into a "flesh wound," ignoring all but 1 HP of damage.

# GURPS

**Name:** Aja Leith  **Player:** Driver/Lead Guitar  **Spent:** 250
**Race:** Human  **Ht:** 5' 6"  **Wt:** 125 lbs.  **Age:** 21  **Unspent:** 3
**Appearance:** Blue hair, blue eyes - Chinese-American woman

## CHARACTER SHEET

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| **ST** | 10 | [ 0 ] | **HP** | 11 | [ 2 ] | **Basic Speed** | 6.25 | [ 0 ] |
| **DX** | 13 | [ 60 ] | **Will** | 11 | [ 0 ] | **Basic Move** | 6 | [ 0 ] |
| **IQ** | 11 | [ 20 ] | **Per** | 11 | [ 0 ] | **BL** | 20 lb | (ST×ST)/5 |
| **HT** | 12* | [ 20 ] | **FP** | 12 | [ 0 ] | Thr 1d-2 | Sw 1d | |
| **TL** | 8 | | | | [ 0 ] | **SM** | +0 | |

\* Conditional: +1 from 'Fit'

| | | | | | |
|---|---|---|---|---|---|
| Vision | 11 | Taste/Smell | 11 | Death Check | 13* |
| Hearing | 11 | Fright Check | 13† | Broad Jump | 3 yd |
| Touch | 11 | Consciousness | 13* | High Jump | 2.17 ft |

\* Includes: +1 from 'Fit'  † Includes: +2 from 'Combat Reflexes'

### HP
3, 0, -11, -22, -33, -44, -55

### FP
3, 0, -12

### REACTION MODIFIERS
Appearance: +1*
  \* Includes: +1 from 'Appearance'
Status: +0
Other: +0†
  † Conditional: +1 from 'Reputation (Semi-famous musician)'

### LANGUAGES

| Native | Spoken | Written | Pts |
|---|---|---|---|
| English (Native) | Native | Native | [ 0 ] |

| Non-native | Spoken | Written | Pts |
|---|---|---|---|
| Chinese | Native | Native | [ 6 ] |

### ENCUMBRANCE TABLE

| Name | « None » | Light | Med | Hvy | X-Hvy |
|---|---|---|---|---|---|
| Basic | 20 lb | 40 lb | 60 lb | 120 lb | 200 lb |
| Ground | 6 yd | 4 yd | 3 yd | 2 yd | 1 yd |
| Water | 1 yd | 1 yd | 1 yd | 1 yd | 1 yd |
| Dodge | 10 | 9 | 8 | 7 | 6 |

| PARRY | PARRY | BLOCK | DODGE | OTHER |
|---|---|---|---|---|
| 11* | 10* | 8* | 10* | |
| Karate | Knife | DX | None | |

| Loc. | HP | # |
|---|---|---|
| Eyes | 2 | _____ |
| Neck | – | _____ |
| Skull | – | _____ |
| Face | – | _____ |
| Torso | – | _____ |
| Groin | – | _____ |
| Arms | 6 | _____ |
| Hands | 4 | _____ |
| Legs | 6 | _____ |
| Feet | 4 | _____ |

**Bonus DR:** 0
**Bonus DB:** 0

**Notes:**
DR Notes: DR 12 vs. Piercing and Cutting attacks; DR 4 vs. all others

Eyes DR: 0 DB: 0
Skull DR: 2 DB: 0
Neck DR: 12/4* DB: 0
Face DR: 0 DB: 0
Torso DR: 12/4* DB: 0
Arms DR: 12/4* DB: 0
Hands DR: 0 DB: 0
Groin DR: 12/4* DB: 0
Legs DR: 12/4* DB: 0
Feet DR: 12/4* DB: 0

\* Includes: +1 from 'Combat Reflexes'

### ADVANTAGES

| Name | Pts |
|---|---|
| Appearance (Attractive) {p. B21} | [ 4 ] |
| Combat Reflexes {p. B43} | [ 15 ] |
| Daredevil {p. B47} | [ 15 ] |
| Fit {p. B55} | [ 5 ] |
| Luck {p. B66} | [ 15 ] |
| Reputation +1 (Semi-famous musician; 10 or less; Large class) {p. B27} | [ 2 ] |

### DISADVANTAGES

| Name | Pts |
|---|---|
| Duty (CIA; 12 or less (quite often); Extremely Hazardous) {p. B134} | [ -15 ] |
| Pacifism (Cannot Harm Innocents) {p. B148} | [ -10 ] |
| Secret (CIA assassin; Utter Rejection) {p. B152} | [ -10 ] |

### SKILLS

| Name | Level | Relative | Pts |
|---|---|---|---|
| Area Knowledge (cinematic) {p. B176} | 13 | IQ+2 | [ 4 ] |
| Climbing {p. B183} | 13 | DX+0 | [ 2 ] |
| Computer Operation/TL8 {p. B184} | 13 | IQ+2 | [ 4 ] |
| Criminology/TL8 {p. B186} | 12 | IQ+1 | [ 4 ] |
| Current Affairs/TL8 (Espionage) {p. B186} | 11 | IQ+0 | [ 1 ] |
| Driving/TL8 (Automobile) {p. B188} | 17 | DX+4 | [ 16 ] |
| Driving/TL8 (Motorcycle) {p. B188} | 14 | DX+1 | [ 4 ] |
| Electronics Operation/TL8 (Communications) {p. B189} | 10 | IQ-1 | [ 1 ] |
| Escape {p. B192} | 13 | DX+0 | [ 4 ] |
| Fast-Draw/TL8 (Ammo) {p. B194} | 14* | DX+1 | [ 1 ] |
| Fast-Draw (Knife) {p. B194} | 14* | DX+1 | [ 1 ] |
| Fast-Draw (Pistol) {p. B194} | 16* | DX+3 | [ 4 ] |
| First Aid/TL8 (Human) {p. B195} | 12 | IQ+1 | [ 2 ] |
| Forced Entry {p. B196} | 13 | DX+0 | [ 1 ] |
| Forensics/TL8 {p. B196} | 11 | IQ+0 | [ 4 ] |
| Gesture {p. B198} | 11 | IQ+0 | [ 1 ] |
| Guns/TL8 (Pistol) {p. B198} | 15 | DX+2 | [ 4 ] |
| dGuns/TL8 (Rifle) {p. B198} | 13 | DX+0 | [ 0 ] |
| dGuns/TL8 (Shotgun) {p. B198} | 13 | DX+0 | [ 0 ] |
| dGuns/TL8 (Submachine Gun) {p. B198} | 14 | DX+1 | [ 1 ] |
| Hiking {p. B20} | 11 | HT-1 | [ 1 ] |
| Karate {p. B203} Parry: 11 | 14 | DX+1 | [ 8 ] |
| Knife {p. B208} Parry: 10 | 15 | DX+2 | [ 4 ] |
| Mechanic/TL8 (Automobile) {p. B207} | 13 | IQ+2 | [ 8 ] |
| Musical Instrument (Guitar) {p. B211} | 12 | IQ+1 | [ 8 ] |
| Parachuting/TL8 {p. B212} | 13 | DX+0 | [ 1 ] |
| Performance {p. B212} | 11 | IQ+0 | [ 2 ] |
| Piloting/TL8 (Airplane) {p. B214} | 14 | DX+1 | [ 4 ] |
| Research/TL8 {p. B217} | 10 | IQ-1 | [ 1 ] |
| Savoir-Faire (Espionage) {p. B218} | 11 | IQ+0 | [ 1 ] |
| Search {p. B219} | 13 | Per+2 | [ 8 ] |
| Shadowing {p. B219} | 12 | IQ+1 | [ 4 ] |
| Singing {p. B220} | 12 | HT+0 | [ 1 ] |
| Stealth {p. B222} | 14 | DX+1 | [ 4 ] |
| Swimming {p. B224} | 12 | HT+0 | [ 1 ] |
| Throwing {p. B226} | 13 | DX+0 | [ 2 ] |
| Wrestling {p. B228} Parry: 11 | 14 | DX+1 | [ 4 ] |

\* Includes: +1 from 'Combat Reflexes'

## MELEE ATTACKS

| Non-Equipment based | Skill | Parry | Damage | Reach | ST | LC | Notes |
|---|---|---|---|---|---|---|---|
| Bite | 13 | – | 1d-3 cr | C | – | – | |
| Karate: Punch | 14 | 11 | 1d-1 cr | C | – | – | |
| Karate: Kick | 12 | – | 1d cr | C,1 | – | – | |
| **Equipment based** | **Skill** | **Parry** | **Damage** | **Reach** | **ST** | **LC** | **Notes** |
| Large Knife: swing | 15 | 10 | 1d-2 cut | C,1 | 6 | 4 | |
| Large Knife: thrust | 15 | 10 | 1d-2 imp | C | 6 | 4 | [1] |

## RANGED ATTACKS

| Name | Skill | Damage | Acc | Range | RoF | Shots | ST | Bulk | Rcl | LC | Notes |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Auto Pistol, .40 | 15 | 2d pi+ | 2 | 150 yd / 1.08 mi | 3 | 15+1(3) | 9 | -2 | 2 | 3 | |
| Large Knife | 9 | 1d-2 imp | – | 8 yd / 15 yd | 1 | T(1) | 6 | -2 | – | 4 | |
| PDW, 4.6mm | 14 | 4d+1 pi- | 3 | 200 yd / 1.14 mi | 15 | 20+1(3) | 7† | -3 | 2 | 2 | |

## ATTACKS TABLES COLUMN NOTES

**ST "†":** The weapon requires two hands. If you have at least 1.5 times the listed ST (round *up*), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.
**Shots "T":** The weapon is a *thrown weapon*.

## LIFTING FEATS

| Name | 1-Hand Lift* | 2-Hand Lift† | Shove / Over‡ | Carry on Back§ | Shift Slightly |
|---|---|---|---|---|---|
| Basic | 40 lb | 160 lb | 240 lb | 300 lb | 1000 lb |

\* Takes 2 seconds to complete   ‡ Double with a running start
† Takes 4 seconds to complete   § Lose 1 FP/sec while over X-Hvy enc.

## SLAM TABLE

| 1–2 | 3–4 | 5–7 |
|---|---|---|
| 1d-3 | 1d-2 | 1d-1 |

## HUMANOID HIT LOCATION TABLE

| Roll | Location | Mod. | Roll | Location | Mod. |
|---|---|---|---|---|---|
| 3–4 | Skull | -7(f)/-5(b) | – | Vitals† | -3 |
| 5 | Face | -5(f)/-7(b) | – | Eye‡ | -9 |
| 6–7 | Right Leg | -2 | – | Ear | -7 |
| 8 | Right Arm | -2 | – | Nose | -7 |
| 9–10 | Chest* | – | – | Jaw | -6 |
| 11 | Abdomen* | -1 | – | Spine§ | -8 |
| 12 | Left Arm | -2 | – | Limb Vein/Artery¶ | -5 |
| 13–14 | Left Leg | -2 | – | Neck Vein/Artery¶ | -8 |
| 15 | Hand | -4 | – | Arm/Leg Joint** | -5 |
| 16 | Foot | -4 | – | Hand/Foot Joint** | -7 |
| 17–18 | Neck | -5 | – | Groin | -3 |

\* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
† Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
‡ Only targetable by impaling, piercing, and tight-beam burning attacks
§ Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
** Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

## LOAD-OUTS

| Qty | « Full Gear » | Cost | Weight |
|---|---|---|---|
| 1 | Auto Pistol, .40 | 640 | 2.1 lb |
| 4 | Auto Pistol, .40 (Ammunition) | 56 | 2.8 lb |
| 1 | Ballistic Clothing (TL 9) | 1000 | 3 lb |
| | Location: body, limbs, feet | | |
| 1 | Large Knife | 40 | 1 lb |
| 1 | PDW, 4.6mm | 800 | 3.9 lb |
| 2 | PDW, 4.6mm (Ammunition) | 20 | 1 lb |
| 1 | Radio Earbud, Secure | 5000 | 8 oz |
| 1 | Silencer (Pistol) | 400 | 1 lb |
| 1 | Synergy Jewelry (1x 24 hrs) | 0 | – |
| | **Totals:** | **7956** | **15.3 lb** |

## SIZE AND SPEED/RANGE TABLE

| Spd/Rng | Size | Measure | Spd/Rng | Size | Measure |
|---|---|---|---|---|---|
| 0 | 0 | 2 yd | -8 | +8 | 50 yd |
| -1 | +1 | 3 yd | -9 | +9 | 70 yd |
| -2 | +2 | 5 yd | -10 | +10 | 100 yd |
| -3 | +3 | 7 yd | -11 | +11 | 150 yd |
| -4 | +4 | 10 yd | -12 | +12 | 200 yd |
| -5 | +5 | 15 yd | -13 | +13 | 300 yd |
| -6 | +6 | 20 yd | -14 | +14 | 500 yd |
| -7 | +7 | 30 yd | -15 | +15 | 700 yd |

See also: *Size and Speed/Range Table*, p. B550.

## POINTS SUMMARY

| POINTS SUMMARY | Pts |
|---|---|
| Basic Attributes, Secondary Characteristics | [ 102 ] |
| Advantages, Perks | [ 62 ] |
| Disadvantages, Quirks | [ -35 ] |
| Skills, Techniques | [ 121 ] |
| **Total Points Spent:** | **250** |
| **Unspent Points:** | **3** |