Name:		Description:		
ST DX IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	HP Will Per FP Speed:	DamageResistanceEyesArmsNeckHandsSkullLegsFaceFeetTorsoGroin	Advantages	Disadvantages
Dodge:	Parry:	Block:		
Hand We Weapon	apons/Atta	C <b>KS</b> Skill Damage Reach Parry	Skills Name Le	evel Name Level
Ranged N Weapon	Neapons/At Skill Damage			
Possessio	ons			

# 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.



Spent: 250 Unspent: 3

SI       10       1									HEEI	TER S	CHARAC	
DX       13       [ 60]       Will 11       [ 0 ]       Base 6       [ 0 ]         IQ       11       [ 20]       Per 11       [ 0 ]       BL       20         (straff)         HT       12'       [ 20]       FP       12       [ 0 ]       BL       20         (straff)         HT       12'       [ 20]       FP       12       [ 0 ]       BL       20         (straff)       Fig. B55       Daredeul (p. B43)       Daredeul (p. B43)         Constance       (Attractive) (p. B27)       DisAdVANTAGES       Daredeul (p. B47)       Fig. B55       Daredeul (p. B47)       Fig. B55       Daredeul (p. B47)       Fig. B57       Lick (p. B66)         Constance       (Attractive) (p. B13)       DisAdvANTAGES       Daredeul (p. B47)       Daredeul (p. B47)       Fig. Barno       Fig. Barno       Fig. Barno       Fig. Barno       Daredeul (p. B47)       Fig. Barno       Fig. Barno       Fig. Barno       Fig. Barno       Daredeul (p. B47)       Fig. Barno       Fig. B	Pt			ADVANTAGES Name	5 [ 0]	2 ] Basic Speed 6.2	[ 2	11	] HP	[ 0	10	ST
Q       11       [ 0 0 ]       BL       20 lb       [Stretty]         HT       12 [       20 ]       FP       12 [       0 ]       Stretty]         HT       12 [       20 ]       FP       12 [       0 ]       Stretty]         Continuet +1 from Fit       0 ]       SM +0       DisADVANTAGES         Continuet +1 from Fit       DisADVANTAGES       Name         Vision       11         Taste/Smell       11         Death Check       13         Death Check       14         DisADVANTAGES         Name       Continuet +1 from Fit       ThigUdary 2, 21 mode       Mame       DisADVANTAGES         Name       Fright Check       13         Death Check       13         DisADVANTAGES         Name       REACTION MODIFIERS       PP       Control Address       Name       Skills         Name       REACTION MODIFIERS       PP       Computer Operation/TL8 (p. B184)       13         Climbial of (p. B184)       14         14           Conditional: +1 from Reputation (Serr-tamous musician)       Native       Native       Native       Native       I       I         Conditional: +1 from Reputation (Serr-tamous musician)       Native       Native       I       I       I       <	[					0 1 Basic		4.4	1 14/:	r 00	10	ΓV
ID       ID <thid< th="">       ID       ID       <thi< td=""><td>[ 1</td><td></td><td></td><td></td><td>[ U]</td><td>U Move D</td><td>L C</td><td>11</td><td></td><td>[ 60</td><td>13</td><td>DX</td></thi<></thid<>	[ 1				[ U]	U Move D	L C	11		[ 60	13	DX
HT         12         1 <th1< th="">         1         1         1</th1<>	[ 1				b		г <i>с</i>	11	Dor	[ 20	11	
HT       12°       [       0       1d-2       1d         TL       8       [       0       SM +0         Conditional:+1 from Fit       I       0       SM +0         Vision       11       Taste/Smell       11       Death Check       13'         Pacifism       Cannot Harm Innocents) (p. B148)       Exactron (Cha assassin) Utter Rejection) (p. B148)         Conducts:+1 from Fit       FP       Still       St	[				(ST×ST)/5	-	1		) Fei	[ 20	11	
Image: Conditional: +1 from Fit         DisadVaNTAGES           Vision         11         Taste/Smell         11         Death Check         13*           Hearing         11         Taste/Smell         11         Death Check         13*           Hearing         11         Fright Check         13*         Broad Jump         3.vd           Touch         11         Conclusness         13*         High Jump         2.17 ft           I'redues: +1 from Fit         FP         3.vd         2.0 ft         Stillus         Cancel Classessin: Utter Rejection) (p. B152)           REACTION MODIFIERS         PP         3.vd         2.0 ft         Stillus         Cancel Classessin: Utter Rejection) (p. B164)           Conditional: +1 from Repearance: +1*         FP         3.vd         2.vd         Name         Stillus           Conditional: +1 from Repearance: +1*         FP         3.vd         2.vd         Name         Stillus           Conditional: +1 from Repearance: +1*         Conditional: +1 from Repearance: +1*         Conditional: +1 from Repearance: +1*         DivingTL8 (Automobile) (p. B184)         13         Conditional: +1 from Repearance: +1*           Name         Loc         Past Draw (Knife) (p. B194)         14*         Cormunicitaton (p. B184)         14         Cormu	[ 1					$1^{\text{Thr}}$	r (	12	FP	[ 20	12*	нт
TL       8       [0]       SM       +0       Disadvantages         'Conditional: +1 from Fit'       11       Taste/Small       11       Death Check       13'         Hearing       11       Taste/Small       11       Death Check       13'         Hearing       11       Consciousness       13'       High Jump       2.17 ft         Ticulate: +1 from Fit'       ; + Indude: +2 from Combat Reflexes       FP       Status       Status       Status       Status       Reaction Modifiers       Reaction (Character Astronom Combat Reflexes)       Name       Status       Name       Status       Name       Status       Name       Status       Name	class) [	Large class	or less; L		Tu		1	12	, ] • •	[ 20	12	
Conditional: +1 from Frf         Diskubvant IAGES           Vision         11         Taste/Smell         11         Death Check         13*           Hearing         11         Fright Check         13*         Broad Jump         3 vd           Touch         11         Consciousness         13*         High Jump         2.17*           HP         Scient Clausness         11*         Indudes: +1 from Contart Referees         Skill_S           HP         Scient Clausness         Skill_S         Skill_S         Skill_S           Appearance: +1*         *1         Indudes: +1 from Repearance'         Skill_S         Skill_S           Status: +0         Cher: +01         Computer Operation(7L8 (p. B186)         12         1           Torving/TL8 (Matoroble) (p. B188)         14         C         C         Computer Operation(7L8 (p. B186)         12         1           Native         Spoken         Written         Pts         10*         Communications) (p. B188)         14         C           Native         Spoken         Written         Pts         10*         Communications) (p. B189)         14         C           Name         Konte         Native         Spoken         Written         Pts						01 SM +0	[ (				8	TL
Vision         11         Taste/Smell         11         Death Check         13           Hearing         11         Fright Check         13         Broad Jump         3 vd           Hearing         11         Consciousness         13         High Jump         2.17 H           Includes: +1 from 'Fit'         1         Includes: +2 from Combat Reflexes'         Pacifism (Cannot Harm Innocents) (p. B148)           Sol, -12         Area Knowledge (chematic) (p. B176)         13         I           Appearance: +1'         Includes: +1 (p. B168)         12         1           Includes: +1 from 'Reputation (Semi-famous muscian)'         1         Computer OperationOpt/L8 (p. B168)         12         1           Includes: +1 from 'Reputation (Semi-famous muscian)'         1         Computer OperationOpt/L8 (p. B168)         12         1           Include: +1 from 'Reputation (Semi-famous muscian)'         1         Computer OperationOpt/L8 (p. B168)         14         1           Include: +1 from 'Reputation (Semi-famous muscian)'         1         Communications) (p. B189)         14         1           Include: +1 from 'Reputation (Semi-famous muscian)'         1         Communications) (p. B189)         14         1           Non-native         Spoken         Written         Pts         1	<b>D</b> 4		:5				•			om 'Eit'		
Vision         11         Fraster mem         11         Deal         Unclust         13         Broad Jump         3 vd           Touch         11         Consciousness         13         Broad Jump         3 vd           High Jump         2.17 ft         Free         Screet (CIA assassin; Utter Rejection) (p. B152)           HP          FP         Screet (CIA assassin; Utter Rejection) (p. B152)           Appearance: +1'          REACTION MODIFIERS         Area Knowledge (cinematic) (p. B176)         13           Appearance: +1'                I conduces: +1 from Reputation (Semi-famous musician)'         Communications (p. B188)         17         Communications (p. B188)         17           Communications (P. B188)         17         Communications (p. B188)         17         Communications (p. B188)         17           Name         Spoken         Written         Pts         16         10         10           Non-native         Spoken         Written         Pts         16         10         14           Name         Light         Med         Hy         X-Hy         14         14           Frast-Draw (Knife) (p. B194)         14 <td>Pt:</td> <td>rdous)</td> <td></td>	Pt:	rdous)										
Indext       Isolabore       Bidd Jump       2,17         Touch       11       Conclousness       13       High Jump       2,17         Includes +1 from Fit       1       Includes +2 from Combat Reflexes       Skill       Skill         HP       EACTION MODIFIERS       FP       Sola, -12       Skill       Skill       Skill         Appearance: +1*       *1       includes: +1 from Xepearance'       Skill	1 -	uousj	ly Hazai									
Link and the set of t	[ -1		3}						<u> </u>			
HP         FP         SkillLS           Appearance: +1'         REACTION MODIFIERS         Area Knowledge (cinematic) (p. B176)         13         I           Appearance: +1'         ''''''''''''''''''''''''''''''''''''	[ -1								CON			
HP         FP           3, 0, -11, -22, -33, -44, -55         3, 0, -12           REACTION MODIFIERS         3, 0, -12           Appearance: +11'         'Includes: +1 from 'Appearance'         13           Status: +0         Computer Operation/TL8 (p. B184)         13           Other: +01         Ciminology/TL8 (p. B186)         12           1 Conditional: +1 from Reputation (Semt-famous musician)'         Ciminology/TL8 (p. B188)         17           Computer Operation/TL8 (Automobile) (p. B188)         14         Ciminology/TL8 (p. B188)         14           Non-native         Spoken         Written         Pts           Name         Native         Native         13           Non-native         Spoken         Written         Pts           Consult of p. B192)         13         C           Fast-Draw (Knife) (p. B194)         14'         C           Fast-Draw (Neriol) (p. B194)         14'         C           Fast-Draw (Pistol) (p. B194)         14'         C           Fast-Draw (Pistol) (p. B194)         14'         C           Fast-Draw (Pistol) (p. B194)         14'         C           Gouns/TL8 (Ruman) (p. B195)         12         I           Forcred Entry (p. B196)         13				SKILLS								
REACTION MODIFIERS           Appearance: +1'         1         13         1           'Includes: +1 from 'Appearance'         13         1           Status: +0         Computer Operation/TL8 (p. B186)         12         1           Other: +01         0         Ciminology/TL8 (p. B186)         12         1           1 Conditional: +1 from Reputation (Semt-famous musician)'         0         0         0         13         1           1 Conditional: +1 from Reputation (Semt-famous musician)'         0         0         0         12         1           1 Conditional: +1 from Reputation (Semt-famous musician)'         0         0         0         14         0	tive Pt	Relative	Level				F					
Appearance: +1*         Computer Operation/TL8 (p. B184)         13         1           *Includes: +1 from Appearance!         Computer Operation/TL8 (p. B186)         12         1           Status: +0         Current Affairs/TL8 (p. B186)         12         1           Other: +01         Current Affairs/TL8 (b. Bionage) (p. B188)         14         C           Native         Spoken         Written         Pts         10         1           Native         Spoken         Written         Pts         10         1         10           Non-native         Spoken         Written         Pts         10         1         10         1           Chinese         Native         Native         Native         Native         11         10         1         10         1           Spoken         Written         Pts         11         10         1         10         1         10         1         10         11         10<		IQ+2	13			3, 0, -12			55	-33, -44, -5	3, 0, -11, -22, -3	3
Includes: +1 from 'Appearance'         Image: I		DX+0				RS	ODIFIEF	TION MC	REAC			
Status: +0       Current Affairs/TL8 (Espionage) (p. B186)       11       1         Cher: +01       Current Affairs/TL8 (Espionage) (p. B186)       11       1         t Conditional: +1 from Reputation (Semi-famous musician)'       Diving/TL8 (Automobile) (p. B188)       14       Diving/TL8 (Automobile) (p. B198)       13       Diving/TL8 (Automobile) (p. B194)       14*       Diving/TL8 (Automobile) (p. B194)       16*       Diving/TL8 (Automobile) (p. B194)       14*       Diving/TL8 (Automobile) (p. B194)       14*       Diving/TL8 (Automobile) (p. B194)       16*       Diving/TL8 (Automobile) (p. B196)       11       1       Diving/TL8 (Automobile) (p. B20) <t< td=""><td></td><td>IQ+2</td><td></td><td>Computer Operation/TL8 {p. B184}</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></t<>		IQ+2		Computer Operation/TL8 {p. B184}								
Other: +01 1 Conditional: +1 from 'Reputation (Semi-famous musician)'         Driving/TL8 (Automobile) (p. B188)         17         C           Native         LANGUAGES Spoken         Written         Pts         Driving/TL8 (Motorcycle) (p. B188)         14         C           Native         Spoken         Written         Pts         Electronics Operation/TL8         10         I           Non-native         Spoken         Written         Pts         Est-Draw/TL8 (Ammo) (p. B194)         14*         C           Name         Native         Native         C         Fast-Draw/TL8 (Ammo) (p. B194)         14*         C           Name         Name         Value         16*         C         Fast-Draw/(Pistol) (p. B194)         16*         C           Yater         1 yd         1 yd <td>•</td> <td>IQ+1</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>arance'</td> <td>rom 'Appear</td> <td></td> <td></td>	•	IQ+1							arance'	rom 'Appear		
Image: Conditional: +1 from: Reputation (Semi-famous musician)*         Driving/TL8 (Motorcycle) (p. B188)         14         C           Native         Spoken         Written         Pts         10         10         10           Non-native         Spoken         Written         Pts         13         14         10           Non-native         Spoken         Written         Pts         13         14         14         14         14         14         14         14         14         16 </td <td></td> <td>IQ+0 DX+4</td> <td></td>		IQ+0 DX+4										
LANGUAGES         Spoken         Written         Pts           Rative         Spoken         Written         Pts           English (Native)         Native         Native         0           Non-native         Spoken         Written         Pts           Chinese         Native         Native         0           ENCUMBRANCE TABLE         Native         6           Name         « None »         Light         Med         Hvy         X-Hvy           Basic         20 lb         40 lb         60 lb         120 lb         200 lb         11         16           Ground         6 yd         4 yd         3 yd         2 yd         1 yd         1 Gensure (o. B198)         11         1           Ground         6 yd         3 yd         2 yd         1 yd         Gensure (o. B198)         13         14           Dodge         10         9         8         7         6         Guns/TL8 (Rifle) (p. B198)         13         13           PARRY         PARRY         BLOCK         DODGE         OTHER         11         Hking (p. B20)         11         14         14         14           Eyes         2         Skuil         -		DX+4 DX+1				0'	s musician)	Semi-famous	eputation (S	-1 from 'Ren		
Native         Spoken         Written         Pts           English (Native)         Native         Native         [0]           Native         Native         [1]         [2]         [3]         [2]           Non-native         Spoken         Written         Pts         [3]         [5]           Chinese         Native         Native         [6]         [6]         [6]         [6]         [6]         [7]           Name         None         Light         Med         Hvy         X-Hvy         [5]         [2]         [3]         [2]           Basic         20 lb         40 lb         60 lb         120 lb         200 lb         [5]         [2]         [3]         [2]           Ground         6 yd         4 yd         3 yd         2 yd         1 yd         [3]         [2]         [3]         [2]           Water         1 yd         1 yd         1 yd         1 yd         [3]         [2]         [3]         [2]           PARRY         PARRY         BLOCK         DODGE         OTHER         [3]         [2]         [4]         [2]           11*         10*         8*         10*         [3]         [2]		IQ-1				,						
Native         Spoken         Written         Pts           Englisk (Native)         Native         0           Non-native         Spoken         Written         Pts           Chinese         Native         13         C           Enclisk (Native)         Native         0         Fast-Draw (Knife) (p. B194)         14*         C           Chinese         Native         Native         6         Fast-Draw (Knife) (p. B194)         14*         C           Basic         20 lb         40 lb         60 lb         120 lb         200 lb         13         C           Ground         6 yd         4 yd         3 yd         2 yd         1 yd         Foreensics/TL8 (p. B196)         11         I           Gesture (p. B198)         13         C         Guns/TL8 (Rifle) (p. B198)         13         C           Mater         1 yd         1 yd         1 yd         1 yd         1 yd         Guns/TL8 (Submachine Gun) (p. B198)         13         C           Guns/TL8 (Rifle) (p. B198)         13         C         Guns/TL8 (Submachine Gun) (p. B198)         13         C           Hiring (p. B20)         Dx         None         Skull         -         Fast         Fast         Fast </td <td>· ·</td> <td></td> <td></td> <td></td> <td>D.</td> <td></td> <td></td> <td></td> <td>L</td> <td></td> <td></td> <td></td>	· ·				D.				L			
English (value)       Native       Native       Native       Lot       Fast-Draw/TL8 (Åmmo) {p. B194}       14*       C         Non-native       Spoken       Written       Pts       Fast-Draw/TL8 (Åmmo) {p. B194}       14*       C         Chinese       Native       Native       I       6       C         ENCUMBRANCE TABLE       First Ald/TL8 (Human) {p. B195}       12       1         Name       (None »       Light       Med       Hvy       X-Hvy         Basic       20 lb       40 lb       60 lb       120 lb       200 lb       10       B196}       11       I         Ground       6 yd       4 yd       3 yd       2 yd       1 yd       I       I       I       Gesture {p. B198}       13       C         Dodge       10       9       8       7       6       Guns/TL8 (Pistol) (p. B198)       13       C         PARRY       PARRY       BLOCK       DODGE       OTHER       #       #       Eyes       2       Med.         DB: 0       DR: 0       Bit 0       Karate       Konfe       DX       None       Miking (p. B203)       14       C         Pars: 124*       DR: 0       Bit 0	+0 [	DX+0	13								-	
Chinese         Native         Native         Native         I astive         I astive <thi astive<="" th=""> <thi astive<="" th=""> <thi ast<="" td=""><td></td><td>DX+1</td><td></td><td></td><td><u> </u></td><td></td><td></td><td></td><td></td><td>e)</td><td></td><td></td></thi></thi></thi>		DX+1			<u> </u>					e)		
Instant of the image o		DX+1		Fast-Draw (Knife) {p. B194}								
Name         None         Light         Med         Hvy         X-Hvy           Basic         20 lb         40 lb         60 lb         120 lb         200 lb         13         C           Ground         6 yd         4 yd         3 yd         2 yd         1 yd		DX+3			[ 6]	Native	Native				nese	Chin
Basic       20 lb       40 lb       60 lb       100       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*       Agens/Lagens		IQ+1				3LE	СЕ ТАВ	MBRANC	ENCU			
Caround       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       Geuns/TL8 (Rifle) {p. B198}       13       C         11*       10*       8*       10*       Aguns/TL8 (Rifle) {p. B198}       13       C         4Guns/TL8 (Submachine Gun) {p. B198}       14       C       C       Aguns/TL8 (Rifle) {p. B198}       14       C         11*       10*       8*       10*       None       None       Aguns/TL8 (Submachine Gun) {p. B198}       14       C         Eyes       0       None	+0 [	DX+0										
String       System		IQ+0 IQ+0										
Dodge       10       9       7       6         PARRY       PARRY       BLOCK       DODGE       OTHER         11*       10*       8*       10*       dGuns/TL8 (Rifle) {p. B198}       13       D         11*       10*       8*       10*       dGuns/TL8 (Submachine Gun) {p. B198}       14       D         11*       10*       8*       10*       None       Hiking {p. B20}       11       H         Karate       Knife       DX       None       Parny: 11       Karate {p. B203}       14       D         B: 0       DR: 2       DB: 0       None       Parny: 11       Karate {p. B203}       15       D         Neck       -       Skull       -		DX+2		Gune/TL 8 (Pistol) (p. B198)								
Docugo         10         0         0         1         0         1         0         1         0         1         0         1         0         1         0         1         1         10         0         0         0         0         0         0         1         10         11		DX+2 DX+0	-	dGuns/TL8 (Rifle) {n B198}		/						
PARRY         PARRY         BLOCK         DODGE         OTHER           11*         10*         8*         10*         dGuns/TL8 (Submachine Gun) {p. B198}         14         D           11*         10*         8*         10*         None         Hiking {p. B20}         11         H           Karate         Knife         DX         None         None         Karate {p. B203}         14         D           Face         DB: 0         DR: 0         DB: 0         Face         D         None         Marking {p. B203}         14         D           Meck         DB: 0         Face         None         #         Eyes         2         None         Marking {p. B203}         15         D           Neck         DB: 0         Face         None         Marking {p. B208}         15         D           Neck         DB: 0         Face         None         Musical Instrument (Guitar) {p. B211}         12         1           Parachuting/TL8 {p. B212}         13         D         Performance {p. B212}         11         1           Piloting/TL8 {p. B217}         10         I         I         Savoir-Faire (Espionage) {p. B218}         11         I           Bered		DX+0		dGuns/TL8 (Shotgun) {p. B198}	Ö		8	9			0	
Karate       Knife       DX       None         Karate       Knife       DX       None         Eyes       Skull       DR: 2       Mark		DX+1	14		OTHER	DODGE	:к	BLOC	RY	PARE	ARRY	P/
Karate         Knife         DX         None           Eyes DR: 0 DB: 0         Skull DB: 0         DX         None         #           Eyes DB: 0         B: 0         Face DB: 0         DX         HP         #           Face DR: 12/4* DB: 0         Face DR: 0         DX         None         #           Face DR: 12/4* DB: 0         Face DR: 0         None         #           Face DR: 12/4* DB: 0         Face DR: 0         None         #           Face DR: 12/4* DB: 0         Face DR: 12/4*         -         -           Face DR: 12/4* DB: 0         Face DR: 12/4*         -         -           Mands DB: 0         DR: 12/4*         Face DR: 12/4*         -         -           Mands DB: 0         DR: 10         Face Torso         -         -           Mands 4         -         -         -         -           Hands 4         -         -         -         -           Mands 4         -         -         -         -           DR: 0         DR: 0         -         -         -           Mands 4         -         -         -         -           Mands 0         -         -         -         <		HT-1				10*		8*	o*	10	11*	
Eyes       Skull       DR: 0       DR: 2       DB: 0       Face       DB: 0       Meck       DR: 12/4*       DB: 0       Meck       DB: 0       Meck (Jult 1 - Legs)       DB: 0       DB: 0       Mechanic/TL8 (Automobile) {p. B207}       13       I         DR: 12/4*       DB: 0       Face       DB: 0       Torso       -       -       Deformance {p. B212}       13       DE         DR: 12/4*       DB: 0       DB: 0       Face       -<	+1 [	DX+1	14			None		DX	fo	Knife		
DR: 0 DB: 0       DR: 2 DB: 0	+2 [	DX+2	15		щ				-			
DB: 0       Neck       -         Neck       -         DR: 12/4*       DB: 0         DB: 0       DB: 0         Torso       -         DR: 12/4*       DB: 0         DR: 12/4*       DB: 0         DR: 12/4*       DB: 0         Arms       -         DR: 12/4*       DB: 0         Parachuting/TL8 {p. B212}       13         Performance {p. B212}       11         Piloting/TL8 {p. B217}       10         Savoir-Faire (Espionage) {p. B218}       11         Search {p. B219}       13         Shadowing {p. B219}       13         Singing {p. B220}       12				Parry: 10	#		1					DR: 0
Arms       BB: 0		IQ+2						_	B: 0	DB		DB: 0
DB: 0       Parachitung/TL8 {p. B212}       13       L         Torso       -       -       -       Performance {p. B212}       11       1         DB: 0       DR: 12/4*       DR: 12/4*       - <td< td=""><td></td><td>IQ+1</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></td<>		IQ+1										
Torso       - <td></td> <td>DX+0</td> <td></td> <td></td> <td></td> <td>-</td> <td>1</td> <td></td> <td></td> <td></td> <td></td> <td></td>		DX+0				-	1					
DR: 12/4* DB: 0       Arms DR: 12/4* DB: 0       Groin Arms       -       -       Research/TL8 {p. B217}       10       10         Arms DB: 0       Arms Croin Br: 12/4*       -       -       -       -       -       -         Arms DB: 0       -       -       -       -       -       -       -       -         Arms DB: 0       -		IQ+0 DX+1				-						
DB: 0         DR: 12/4*         Arms         6           Hands         4         Savoir-Faire (Espionage) {p. B218}         11         I           Hands         4         Savoir-Faire (Espionage) {p. B218}         13         P           DR: 0         PR: 0         Feet         4         Shadowing {p. B219}         12         I           Singing {p. B220}         12         F         Singing {p. B220}         12         F		IQ-1					1	s	Arm	_ }	2/4*	DR: 13
Hands         4         Search {p. B219}         13         P           Hands         Legs         6         Shadowing {p. B219}         12         I           DR: 0         DB: 0         Singing {p. B220}         12         I		IQ+0					1	12/4*	DR:			DB: 0
name         Legs         b           DR: 0         DR: 0         Feet         4           Singing {p. B220}         12         H		Per+2										
DB: 0         Leet         4          Singing {p. B220}         12         H	-1 [	IQ+1		Shadowing {p. B219}							T	
		HT+0								-		
		DX+1	14	Stealth {p. B222}					1			
		HT+0		Swimming (p. B224)		S DB: U	Bonus		1 ale			
		DX+0 DX+1										
DR: 12/4* DR Notes: DR 12 vs. Piercing and Cutting DB: 0 attacks: DR 4 vs. all others 14 DB: 0 D	n L	DA+1	14							K A		
* Includes: +1 from 'Combat Reflexes'						Dix + vo. an Uniers						
Legs DR: 12/4* DB: 0 Feet DR: 12/4* DR: 12/4* DR: 12/4*									DR: 12/4* DB: 0 Feet DR: 12/4*			

\* Includes: +1 from 'Combat Reflexes'

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes	
Bite	13	-	1d-3 cr	С	-	-		
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								

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								
	1-Han	d 2-Hane	d Sł	nove /	Carry on	Shift		
Name	Lift*	Lift <sup>†</sup>	C	)ver‡	Back <sup>§</sup>	Slightly		
Basic	40 lb	160 lb	2	40 lb	300 lb	1000 lb		
	seconds to complete				running start			
T Takes 4	seconds to complete		§ Lose	1 FP/se	c while over X-Hvy e	enc.		
		SLAM	TABLE					
	1–2	3-	-4		5–7			
	1d-3	1d	-2		1d-1			
	HUMA	NOID HIT L	OCAT	ION T	ABLE			
Roll	Location	Mod.	Roll	-	ation	Mod.		
3–4	Skull	-7(f)/-5(b)	-	Vita	ls†	-3		
5	Face	-5(f)/-7(b)	-	Eye	; <b>‡</b>	-9		
6–7	Right Leg	-2	_	Ear		-7		
8	Right Arm	-2	-	Nos	se	-7		
9–10	Chest*	-	Ι	Jav	/	-6		
11	Abdomen*	-1		Spi	ne§	-8		
12	Left Arm	-2	-	Lim	b Vein/Artery¶	-5		
13–14	Left Leg	-2	_		ck Vein/Artery			
15	Hand	-4	-		n/Leg Joint**	-5		
16	Foot	-4	-		nd/Foot Joint**	-7		
17–18		-5	—	Gro		-3		
	g with crushing, impalin							
	rgetable by crushing, ir getable by impaling, p							

	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) Location: body, limbs, feet	1000	3 lb
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/F	Range Table, p. B550					

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.

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