Name:		Description:		
ST DX IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	HP Will Per FP Speed:	DamageResistanceEyesArmsNeckHandsSkullLegsFaceFeetTorsoGroin	Advantages	Disadvantages
Dodge:	Parry:	Block:		
Hand We Weapon	apons/Atta	C KS 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

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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
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String System		IQ+0 IQ+0										
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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		
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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
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		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 [†]	C)ver‡	Back [§]	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	; ‡	-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