Name: Description:

ST ☐   HP ☐
DX ☐   Will ☐
IQ ☐   Per ☐
HT ☐   FP ☐

Damage **R**esistance
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

Possessions

Skills

Name	Level	Name	Level

Carmen "Raya" Alonso

Summary

Carmen Alonso (nicknamed "Raya") plays drums for the pop band "Jem and the Holograms." She is also a highly trained CIA black ops agent, specializing in infiltration and social engineering.

Carmen was recruited into Project: Hologram at 11 years old, when she was found living on the streets and sent to live at Starlight House, a foster home that serves as a CIA training facility for Hologram recruits. She has never revealed anything about her parents, or how she ended up on her own.

Though slow to trust, and prone to view people merely as pawns to be manipulated, Carmen's loyalty is unwavering once given. Among the team she is particularly close to Shana Elmsford and Travis Dunn (Carmen and Travis rescued Shana from the hands of Russian interrogators two years ago).

Advantages/Disadvantages

Fashion Sense (B21): Gives you a +1 to reactions in social situations when you have time to plan your wardrobe.

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: _____

Squeamish (B156): You dislike "yucky" things, and will try to avoid them when possible.

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: Carmen Alonso
Race: Human
Appearance: Pink hair, gray eyes - Mexican-American woman

Player: Infiltration/Drums
Ht: 5' 5"   **Wt:** 120 lbs.   **Age:** 19

Spent: 250
Unspent: 3

CHARACTER SHEET

ST	10	[0]	**HP**	10	[0]	**Basic Speed** 5.75	[0]	
DX	13	[60]	**Will**	12	[-5]	**Basic Move** 5	[0]	
IQ	13	[60]	**Per**	12	[-5]	**BL** 20 lb	(ST×ST)/5	
HT	10	[0]	**FP**	10	[0]	Thr 1d-2	Sw 1d	
TL	8	[0]				**SM** +0		

Vision	12	Taste/Smell	12	Death Check	10
Hearing	12	Fright Check	14*	Broad Jump	2.33 yd
Touch	12	Consciousness	10	High Jump	1.67 ft

* Includes: +2 from 'Combat Reflexes'

HP _____
3, 0, -10, -20, -30, -40, -50

FP _____
3, 0, -10

REACTION MODIFIERS
Appearance: +1*
  * Includes: +1 from 'Appearance'
Status: +0
Other: +0†
  † Conditional: +1 from 'Fashion Sense' when in social situations, when you have a chance to plan your attire in advance, +1 from 'Reputation (Semi-famous musician)'

LANGUAGES

Native	Spoken	Written	Pts
English (Native)	Native	Native	[0]
Non-native	**Spoken**	**Written**	**Pts**
Russian	Native	Native	[6]
Spanish	Native	Native	[0]

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	9	8	7	6	5

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	10*	8*	9*	
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]
Fashion Sense {p. B21}	[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]
Secret (CIA assassin; Utter Rejection) {p. B152}	[-10]
Squeamish (12 or less) {p. B156}	[-10]

SKILLS

Name	Level	Relative	Pts
Acting {p. B174}	12	IQ-1	[1]
Area Knowledge (cinematic) {p. B176}	15	IQ+2	[4]
Body Language (Human) {p. B181}	12	Per+0	[2]
Climbing {p. B183}	15	DX+2	[8]
Computer Hacking/TL8 {p. B184}	13	IQ+0	[8]
Computer Operation/TL8 {p. B184}	14	IQ+1	[2]
Criminology/TL8 {p. B186}	13	IQ+0	[2]
Current Affairs/TL8 (Espionage) {p. B186}	13	IQ+0	[1]
Detect Lies {p. B187}	12	Per+0	[4]
Diplomacy {p. B187}	13	IQ+0	[4]
Disguise/TL8 (Human) {p. B187}	13	IQ+0	[2]
Electronics Operation/TL8 (Communications) {p. B189}	13	IQ+0	[2]
Electronics Operation/TL8 (Security) {p. B189}	12	IQ-1	[1]
Escape {p. B192}	13	DX+0	[4]
Fast-Draw (Knife) {p. B194}	14*	DX+1	[1]
Fast-Draw (Pistol) {p. B194}	14*	DX+1	[1]
Fast-Talk {p. B195}	14	IQ+1	[4]
First Aid/TL8 (Human) {p. B195}	14	IQ+1	[2]
Forced Entry {p. B196}	15	DX+2	[4]
Forensics/TL8 {p. B196}	12	IQ-1	[2]
Gesture {p. B198}	13	IQ+0	[1]
Guns/TL8 (Pistol) {p. B198}	15	DX+2	[4]
dGuns/TL8 (Rifle) {p. B198}	13	DX+0	[0]
dGuns/TL8 (Submachine Gun) {p. B198}	15	DX+2	[3]
Intimidation {p. B202}	13†	Will+1	[4]
Karate {p. B203}	14	DX+1	[8]
Parry: 11			
Knife {p. B208}	15	DX+2	[4]
Parry: 10			
Lockpicking/TL8 {p. B206}	15	IQ+2	[8]
Musical Instrument (Drums) {p. B211}	12	IQ-1	[2]
Parachuting/TL8 {p. B212}	13	DX+0	[1]
Performance {p. B212}	12	IQ-1	[1]
Pickpocket {p. B213}	13	DX+0	[4]
Research/TL8 {p. B217}	12	IQ-1	[1]
Savoir-Faire (Espionage) {p. B218}	13	IQ+0	[1]
Scrounging {p. B218}	12	Per+0	[1]
Search {p. B219}	13	Per+1	[4]
Sex Appeal (Human) {p. B219, S224}	12‡	HT+2	[4]
Shadowing {p. B219}	14	IQ+1	[4]
Singing {p. B220}	10	HT+0	[1]
Stealth {p. B222}	15	DX+2	[8]
Streetwise {p. B223}	12	IQ-1	[1]
Throwing {p. B226}	13	DX+0	[2]
Wrestling {p. B228}	13	DX+0	[2]
Parry: 10			

* Includes: +1 from 'Combat Reflexes'
† Conditional: -1 from 'Reputation (Semi-famous musician)' when your reputation works against you
‡ Includes: +1 from 'Appearance'

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	15	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
† Takes 4 seconds to complete
‡ Double with a running start
§ Lose 1 FP/sec while over X-Hvy enc.

SLAM TABLE

1–2	3–5	6
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	Lockpicks	50	–
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:	8006	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

	Pts
Basic Attributes, Secondary Characteristics	[110]
Advantages, Perks	[47]
Disadvantages, Quirks	[-35]
Skills, Techniques	[128]
Total Points Spent:	**250**
Unspent Points:	**3**