

Name:

Description:

ST	<input type="text"/>	HP	<input type="text"/>
DX	<input type="text"/>	Will	<input type="text"/>
IQ	<input type="text"/>	Per	<input type="text"/>
HT	<input type="text"/>	FP	<input type="text"/>

Damage	Resistance
Eyes	Arms
Neck	Hands
Skull	Legs
Face	Feet
Torso	Groin

Advantages	Disadvantages
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Move:	Speed:	
Dodge:	Parry:	Block:

Hand Weapons/Attacks				
Weapon	Skill	Damage	Reach	Parry

Skills			
Name	Level	Name	Level

Ranged Weapons/Attacks								
Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl

Possessions
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# Jerrica "Jem" Benton

## Summary

Jerrica "Jem" Benton is the lead singer for the pop band "Jem and the Holograms." She is also a highly trained CIA black ops agent, specializing in firearms combat.

Jerrica's father, Emmett Benton, was a devoted career CIA agent and computer scientist who created both the Synergy Computer AI at the core of Project: Hologram, and Starlight House, a foster home where children are covertly trained for life as CIA field agents.

Emmett was killed when Jerrica was 14, at which time she (and her younger sister Kimber) officially became part of Project: Hologram. She has expressed a strong desire for revenge on her father's killers, whoever they may be.

Despite CIA policies, she is currently in a romantic relationship with Rio Pacheco. Her best friend is teammate Aja Leith.

## Advantages/Disadvantages

*Chummy* (B21): You tend to be unhappy and distracted when alone, giving a -1 penalty to all IQ-based skills.

*Gunslinger* (B58, HT249): This advantage confers many bonuses when using firearms:

- Even without Aiming you get the full Accuracy bonus of one-handed weapons, and half the Accuracy bonus (round up) of two-handed weapons, when choosing to Attack or All-Out Attack.
- You may Move and Attack without any penalties for weapon Bulk or movement (though you don't get the Accuracy bonus).
- In Close Combat you may ignore the weapon Bulk penalty (though you don't get the Accuracy bonus).

*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: \_\_\_\_\_

## 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.



Name: Jerrica Benton (Jem)  
 Race: Human  
 Appearance: Blonde hair, blue eyes - Caucasian woman

Player: Shooter/Singer  
 Ht: 5' 9" Wt: 135 lbs. Age: 22

Spent: 250  
 Unspent: 3

CHARACTER SHEET

ST 10	[ 0 ]	HP 12	[ 4 ]	Basic Speed 6.25	[ 0 ]
DX 13	[ 60 ]	Will 10	[ 0 ]	Basic Move 6	[ 0 ]
IQ 10*	[ 0 ]	Per 10	[ 0 ]	BL 20 lb	(STxST)/5
HT 12	[ 20 ]	FP 12	[ 0 ]	Thr 1d-2	Sw 1d
TL 8	[ 0 ]	SM +0			

\* Conditional: -1 from 'Chummy' when alone

Vision 10	Taste/Smell 10	Death Check 12
Hearing 10	Fright Check 12*	Broad Jump 3 yd
Touch 10	Consciousness 12	High Jump 2.17 ft

\* Includes: +2 from 'Combat Reflexes'

HP	FP
3, 0, -12, -24, -36, -48, -60	3, 0, -12

REACTION MODIFIERS

Appearance: +1*
* Includes: +1 from 'Appearance'
Status: +0
Other: +0†
† Conditional: +1 from 'Reputation (Famous Singer)'

LANGUAGES

Native	Spoken	Written	Pts
English (Native)	Native	Native	[ 0 ]
Non-native	Spoken	Written	Pts
German	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
12*	10*	8*	10*	
Karate	Knife	DX	None	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	7	
Arms	7	
Hands	5	
Legs	7	
Feet	5	

Bonus DR: 0  
 Bonus DB: 0

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

\* Includes: +1 from 'Combat Reflexes'

ADVANTAGES

Name	Pts
Appearance (Attractive) {p. B21}	[ 4 ]
Combat Reflexes {p. B43}	[ 15 ]
Gunslinger {p. B58}	[ 25 ]
Luck {p. B66}	[ 15 ]
Reputation +1 (Famous Singer; All the time; Large class) {p. B27}	[ 3 ]

DISADVANTAGES

Name	Pts
Chummy {p. B126}	[ -5 ]
Duty (CIA; 12 or less (quite often); Extremely Hazardous) {p. B134}	[ -15 ]
Secret (CIA assassin; Utter Rejection) {p. B152}	[ -10 ]

SKILLS

Name	Level	Relative	Pts
Area Knowledge (cinematic) {p. B176}	10	IQ+0	[ 1 ]
Climbing {p. B183}	13	DX+0	[ 2 ]
Computer Operation/TL8 {p. B184}	10	IQ+0	[ 1 ]
Criminology/TL8 {p. B186}	12	IQ+2	[ 8 ]
Current Affairs/TL8 (Espionage) {p. B186}	10	IQ+0	[ 1 ]
Diplomacy {p. B187}	11	IQ+1	[ 8 ]
Driving/TL8 (Automobile) {p. B188}	13	DX+0	[ 2 ]
Driving/TL8 (Motorcycle) {p. B188}	13	DX+0	[ 2 ]
Electronics Operation/TL8 (Communications) {p. B189}	10	IQ+0	[ 2 ]
Escape {p. B192}	13	DX+0	[ 4 ]
Fast-Draw/TL8 (Ammo) {p. B194}	14*	DX+1	[ 1 ]
Fast-Draw (Knife) {p. B194}	15*	DX+2	[ 2 ]
Fast-Draw (Pistol) {p. B194}	16*	DX+3	[ 4 ]
First Aid/TL8 (Human) {p. B195}	12	IQ+2	[ 4 ]
Forced Entry {p. B196}	13	DX+0	[ 1 ]
Forensics/TL8 {p. B196}	10	IQ+0	[ 4 ]
Gesture {p. B198}	10	IQ+0	[ 1 ]
Guns/TL8 (Pistol) {p. B198}	17	DX+4	[ 12 ]
Guns/TL8 (Rifle) {p. B198}	16	DX+3	[ 4 ]
Guns/TL8 (Shotgun) {p. B198}	15	DX+2	[ 1 ]
Guns/TL8 (Submachine Gun) {p. B198}	15	DX+2	[ 0 ]
Hiking {p. B20}	12	HT+0	[ 2 ]
Karate {p. B203}	16	DX+3	[ 16 ]
Knife {p. B208}	15	DX+2	[ 4 ]
Parachuting/TL8 {p. B212}	13	DX+0	[ 1 ]
Performance {p. B212}	12	IQ+2	[ 8 ]
Research/TL8 {p. B217}	10	IQ+0	[ 2 ]
Savoir-Faire (Espionage) {p. B218}	10	IQ+0	[ 1 ]
Search {p. B219}	12	Per+2	[ 8 ]
Shadowing {p. B219}	12	IQ+2	[ 8 ]
Singing {p. B220}	14	HT+2	[ 4 ]
Stealth {p. B222}	14	DX+1	[ 4 ]
Swimming {p. B224}	12	HT+0	[ 1 ]
Throwing {p. B226}	13	DX+0	[ 2 ]
Wrestling {p. B228}	13	DX+0	[ 2 ]

\* 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		16	12	1d-1 cr	C	—	—	
Karate: Kick		14	—	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
Assault Carbine, 5.56mm	16	4d+2 pi	4	400 yd / 1.7 mi	15	30+1(3)	9†	-3	2	2	[1]
Auto Pistol, .44M	17	3d pi+	2	230 yd / 1.42 mi	3	9+1(3)	10	-3	4	3	
Large Knife	9	1d-2 imp	—	8 yd / 15 yd	1	T(1)	6	-2	—	4	

**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	3-4	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	Assault Carbine, 5.56mm	900	7.3 lb
3	Assault Carbine, 5.56mm (Ammunition)	60	3 lb
1	Auto Pistol, .44M	750	4.5 lb
4	Auto Pistol, .44M (Ammunition)	48	2.4 lb
1	Ballistic Clothing (TL 9) <i>Location: body, limbs, feet</i>	1000	—
1	Large Knife	40	1 lb
1	Radio Earbud, Secure	5000	8 oz
1	Silencer (Pistol)	400	1 lb
1	Synergy Jewelry (1x 24 hrs)	0	—
<b>Totals:</b>		<b>8198</b>	<b>19.7 lb</b>

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		[ 84 ]
Advantages, Perks		[ 68 ]
Disadvantages, Quirks		[ -30 ]
Skills, Techniques		[ 128 ]
<b>Total Points Spent:</b>		<b>250</b>
<b>Unspent Points:</b>		<b>3</b>