

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

Move:	Speed:
Dodge:	Parry: Block:

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
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Skills

Name	Level	Name	Level
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Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
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Possessions



Kimber Benton

Summary

Kimber Benton plays keyboard and provides backup vocals for the pop band "Jem and the Holograms." She is also a highly trained CIA black ops agent and certified medic/field surgeon.

Kimber'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 Kimber was 11, at which time she (and her older sister Jerrica) officially became part of Project: Hologram. She has expressed a strong desire for revenge on her father's killers, whoever they may be. She has romantic feelings for teammate Peter Crichton, but so far has kept those feelings secret. Her best friend is Aja Leith.

Advantages/Disadvantages

Curious (B129): You find it extremely difficult to not investigate anything new and interesting, even if it's dangerous.

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: Kimber Benton

Race: Human

Appearance: Red hair, violet eyes - Caucasian woman

Player: Medic/Keyboard

Ht: 5' 7"

Wt: 130 lbs. Age: 19

Spent: 250

Unspent: 3

CHARACTER SHEET

ST 10 [0]	HP 11 [2]	Basic Speed 5.75 [0]
DX 12 [40]	Will 14 [0]	Basic Move 5 [0]
IQ 14 [80]	Per 14 [0]	BL 20 lb (STxST)/5
HT 11 [10]	FP 11 [0]	Thr 1d-2 Sw 1d
TL 8 [0]	SM +0	

Vision 14	Taste/Smell 14	Death Check 11
Hearing 14	Fright Check 16*	Broad Jump 2.33 yd
Touch 14	Consciousness 11	High Jump 1.67 ft

* Includes: +2 from 'Combat Reflexes'

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

REACTION MODIFIERS

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

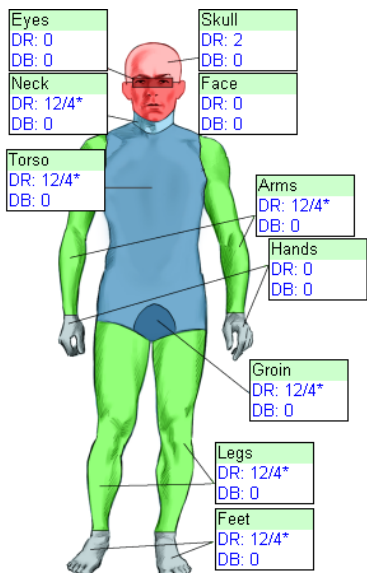
LANGUAGES

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

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*	9*	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

* Includes: +1 from 'Combat Reflexes'

ADVANTAGES

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

DISADVANTAGES

Name	Pts
Curious (12 or less) {p. B129}	[-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}	14	IQ+0	[1]
Climbing {p. B183}	12	DX+0	[2]
Computer Operation/TL8 {p. B184}	14	IQ+0	[1]
Criminology/TL8 {p. B186}	13	IQ-1	[1]
Current Affairs/TL8 (Espionage) {p. B186}	14	IQ+0	[1]
Diagnosis/TL8 (Human) {p. B187}	14	IQ+0	[4]
Diplomacy {p. B187}	14	IQ+0	[4]
Driving/TL8 (Automobile) {p. B188}	13	DX+1	[4]
Driving/TL8 (Motorcycle) {p. B188}	12	DX+0	[2]
Electronics Operation/TL8 (Communications) {p. B189}	13	IQ-1	[1]
Escape {p. B192}	12	DX+0	[4]
Fast-Draw/TL8 (Ammo) {p. B194}	14*	DX+2	[2]
Fast-Draw (Knife) {p. B194}	14*	DX+2	[2]
Fast-Draw (Pistol) {p. B194}	14*	DX+2	[2]
dFirst Aid/TL8 (Human) {p. B195}	15	IQ+1	[0]
Forced Entry {p. B196}	12	DX+0	[1]
Forensics/TL8 {p. B196}	13	IQ-1	[2]
Gesture {p. B198}	14	IQ+0	[1]
Guns/TL8 (Pistol) {p. B198}	14	DX+2	[4]
dGuns/TL8 (Rifle) {p. B198}	12	DX+0	[0]
dGuns/TL8 (Shotgun) {p. B198}	12	DX+0	[0]
dGuns/TL8 (Submachine Gun) {p. B198}	12	DX+0	[0]
Hiking {p. B20}	11	HT+0	[2]
Karate {p. B203}	15	DX+3	[16]
Parry: 11			
Knife {p. B208}	13	DX+1	[2]
Parry: 9			
Musical Instrument (Keyboard) {p. B211}	12	IQ-2	[1]
Naturalist (Earth) {p. B211}	12	IQ-2	[1]
Parachuting/TL8 {p. B212}	12	DX+0	[1]
Performance {p. B212}	13	IQ-1	[1]
Pharmacy/TL8 (Herbal) {p. B213}	14	IQ+0	[4]
Pharmacy/TL8 (Synthetic) {p. B213}	14	IQ+0	[4]
Physician/TL8 (Human) {p. B213}	15	IQ+1	[8]
dPoisons/TL8 {p. B214}	13	IQ-1	[2]
Research/TL8 {p. B217}	14	IQ+0	[2]
Savoir-Faire (Espionage) {p. B218}	14	IQ+0	[1]
Search {p. B219}	14	Per+0	[2]
Shadowing {p. B219}	14	IQ+0	[2]
Singing {p. B220}	11	HT+0	[1]
Stealth {p. B222}	13	DX+1	[4]
Surgery/TL8 (Human) {p. B223}	14	IQ+0	[8]
Swimming {p. B224}	11	HT+0	[1]
Throwing {p. B226}	12	DX+0	[2]
Wrestling {p. B228}	12	DX+0	[2]
Parry: 10			

* Includes: +1 from 'Combat Reflexes'

MELEE ATTACKS								
Non-Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Bite		12	—	1d-3 cr	C	—	—	
Karate: Punch		15	11	1d-1 cr	C	—	—	
Karate: Kick		13	—	1d cr	C,1	—	—	
Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Large Knife: swing		13	9	1d-2 cut	C,1	6	4	
Large Knife: thrust		13	9	1d-2 imp	C	6	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Auto Pistol, .40	14	2d pi+	2	150 yd / 1.08 mi	3	15+1(3)	9	-2	2	3	
Large Knife	8	1d-2 imp	—	8 yd / 15 yd	1	T(1)	6	-2	—	4	
PDW, 4.6mm	12	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	3-4	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	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		Pts
Basic Attributes, Secondary Characteristics		[132]
Advantages, Perks		[42]
Disadvantages, Quirks		[-30]
Skills, Techniques		[106]
Total Points Spent:		250
Unspent Points:		3