

Portrait	Identity	Player Information	85 Points
	Name: _____	Player: _____	Race: 0
	Title: _____	Campaign: _____	Attributes: 0
	Religion: _____	Created On: Mar 13, 2016	Advantages: 192
Description			Disadvantages: -230
Race: IA		Height: _____	Quirks: 0
Gender: _____		Weight: _____	Skills: 123
Age: _____		Size: -5	Spells: 0
Birthday: January 11		TL: 11	Earned: 0
		Hair: _____	
		Eyes: _____	
		Skin: _____	
		Hand: _____	

Attributes	Encumbrance, Move & Dodge				Hit Location				Fatigue/Hit Points
Strength (ST): 0	Level	Max Load	Move	Dodge	Roll	Where	-	DR	Current FP: _____
Dexterity (DX): 0	None (0)		2	6	-	Eye	-9	10	Basic FP: 10
Intelligence (IQ): 25	Light (1)		1	5	3-4	Skull	-7	12	Tired: 3
Health (HT): 10	Medium (2)		1	4	5	Face	-5	10	Collapse: 0
Will: 25	Heavy (3)		1	3	6-7	R. Leg	-2	10	Unconscious: -10
Fright Check: 27	• X-Heavy (4)		1	2	8	R. Arm	-2	10	Current HP: _____
Basic Speed: 2.5	Lifting & Moving Things				9-10	Torso	0	10	Basic HP: 0
Basic Move: 2	Basic Lift:				11	Groin	-3	10	Reeling: 0
Perception: 25	One-Handed Lift:				12	L. Arm	-2	10	Collapse: 0
Vision: 25	Two-Handed Lift:				13-14	L. Leg	-2	10	Check #1: 0
Hearing: 25	Shove & Knock Over:				15	Hand	-4	10	Check #2: 0
Taste & Smell: 25	Running Shove & Knock Over:				16	Foot	-4	10	Check #3: 0
Touch: 25	Carry On Back:				17-18	Neck	-5	10	Check #4: 0
thr: 1d-6 sw: 1d-5	Shift Slightly:				-	Vitals	-3	10	Dead: 0

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Absolute Timing	2	B35	ECONOMIC				
Damage Resistance 10	50	B47	Accounting	23	IQ-2	1	B174
Dependency (Electricity) Rarity: Common, -10; Frequency: Constantly (Lose 1 HP per minute without it), x5.	-50	B130	Administration	24	IQ-1	1	B174
Digital Mind	5	B49	Current Affairs/TL11 (Business)	25	IQ+0	1	B186
Doesn't Breathe	20	B49	Economics Default: Finance - 3	23	IQ-2	1	B189
Doesn't Eat or Drink	10	B50	Finance Default: Accounting - 4	23	IQ-2	1	B195
Doesn't Sleep	20	B50	Market Analysis	23	IQ-2	1	B207
Eidetic Memory Photographic, +5.	10	B51	Scrounging	25	Per+0	1	B218
Enhanced Time Sense You immediately act in combat before those without Enhanced Time Sense; Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)	45	B52	INFORMATION TECH				
Incurious CR: 6 (Resist Rarely).	-10	B140	Computer Hacking/TL11	24	IQ-1	4	B184
Lightning Calculator Intuitive Mathematician, +3.	5	B66	Computer Operation/TL11	26	IQ+1	1	B184
Mindlink Single person (Implantee), +5; Cybernetic Only, -50%.	3	B70	Computer Programming/TL11	24	IQ-1	1	B184
No Legs (Sessile)	-50	B145	Computer Programming/TL11	24	IQ-1	1	B184
No Manipulators	-50	B145	Cryptography/TL11	25	IQ+0	4	B186
Reprogrammable	-10	B150	Mathematics/TL11 (Computer Science)	23	IQ-2	1	B207
Selfless CR: 6 (Resist Rarely).	-10	B153	MECHANICAL				
Slave Mentality	-40	B154	Electronics Repair/TL11 (Communications)	24	IQ-1	1	B190
Simple Defense	1	PSI24	Electronics Repair/TL11 (Computer) Default: Computer Operation/TL11 - 3	24	IQ-1	1	B190
Social Stigma (Valuable Property)	-10	B156	Electronics Repair/TL11 (Electronic Warfare)	24	IQ-1	1	B190

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Language: english Native, -6; Spoken (Native), +3; Written (Native), +3.	0	B24	Electronics Repair/TL11 (Force Shields)	24	IQ-1	1	B190
Patience of Job	1	PU2:13	Electronics Repair/TL11 (Media)	24	IQ-1	1	B190
Talent (Computer Wizard) 1 Reaction Bonus (Computer professionals and AIs), +0%.	5	PU3:9	Electronics Repair/TL11 (Medical)	24	IQ-1	1	B190
Talent (Humanity Comprehension) 3	15		Electronics Repair/TL11 (Parachronic)	24	IQ-1	1	B190
			Electronics Repair/TL11 (Scientific)	24	IQ-1	1	B190
			Electronics Repair/TL11 (Security)	24	IQ-1	1	B190
			Electronics Repair/TL11 (Sensors)	24	IQ-1	1	B190
			Electronics Repair/TL11 (Sonar)	24	IQ-1	1	B190
			Electronics Repair/TL11 (Surveillance)	24	IQ-1	1	B190
			Engineer/TL11 (Civil)	23	IQ-2	1	B190
			Engineer/TL11 (Clockwork)	23	IQ-2	1	B190
			Engineer/TL11 (Combat)	23	IQ-2	1	B190
			Engineer/TL11 (Electrical)	23	IQ-2	1	B190
			Engineer/TL11 (Electronics) Default: Electronics Repair/TL11 (Communications) - 6	23	IQ-2	1	B190
			Engineer/TL11 (Materials) Default: Chemistry/TL11 - 6	23	IQ-2	1	B190
			Engineer/TL11 (Microtechnology)	23	IQ-2	1	B190
			Engineer/TL11 (Mining) Default: Geology/TL11 (Earthlike) - 6	23	IQ-2	1	B190
			Engineer/TL11 (Nanotechnology)	23	IQ-2	1	B190
			Engineer/TL11 (Parachronic)	23	IQ-2	1	B190
			Engineer/TL11 (Psychotronics)	23	IQ-2	1	B190
			Engineer/TL11 (Robotics)	23	IQ-2	1	B190
			Engineer/TL11 (Ships)	23	IQ-2	1	B190
			Engineer/TL11 (Small Arms)	23	IQ-2	1	B190
			Engineer/TL11 (Starships)	23	IQ-2	1	B190
			Expert Skill (Computer Security)	24	IQ-1	1	B193
			Expert Skill (Robotics)	23	IQ-2	1	RSWL8
			Mechanic/TL11 (Antimatter Reactor)	24	IQ-1	1	B207
			Mechanic/TL11 (Contragravity)	24	IQ-1	1	B207
			Mechanic/TL11 (Fission Reactor)	24	IQ-1	1	B207

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
			Mechanic/TL11 (Fuel Cell)	24	IQ-1	1	B207
			Weird Science	22	IQ-3	1	B228
			 MILITARY				
			Forward Observer/TL11	24	IQ-1	1	B196
			Intelligence Analysis/TL11	27	IQ+2	12	B201
			Navigation/TL11 (Land)	24	IQ-1	1	B211
			Navigation/TL11 (Space) Default: Mathematics/TL11 (Applied) - 4	24	IQ-1	1	B211
			Observation	24	Per-1	1	B211
			Strategy (Land) Default: Intelligence Analysis/TL11 - 6	23	IQ-2	1	B222
			Strategy (Naval) Default: Intelligence Analysis/TL11 - 6	23	IQ-2	1	B222
			Strategy (Space) Default: Intelligence Analysis/TL11 - 6	23	IQ-2	1	B222
			Survival (Jungle)	24	Per-1	1	B223
			Tracking	24	Per-1	1	B226
			 SCIENCE				
			Biology/TL11 (Biochemistry)	22	IQ-3	1	B180
			Chemistry/TL11	23	IQ-2	1	B183
			Current Affairs/TL11 (Science & Technology)	25	IQ+0	1	B186
			Diagnosis/TL11	23	IQ-2	1	B187
			Expert Skill (Epidemiology)	23	IQ-2	1	B193
			Expert Skill (Xenology)	23	IQ-2	1	B193
			Geology/TL11 (Earthlike)	23	IQ-2	1	B198
			Archaeology	23	IQ-2	1	B176
			Mathematics/TL11 (Applied)	23	IQ-2	1	B207
			Mathematics/TL11 (Cryptology) Default: Cryptography/TL11 - 5	23	IQ-2	1	B207
			Meteorology/TL11 (Earthlike)	24	IQ-1	1	B209
			Pharmacy/TL11 (Synthetic)	23	IQ-2	1	B213
			Physician/TL11	23	IQ-2	1	B213
			Physics/TL11	22	IQ-3	1	B213
			Psychology Default: Sociology - 4	23	IQ-2	1	B216
			Research/TL11 Default: Writing - 3	24	IQ-1	1	B217
			 SOCIAL				
			Archaeology	23	IQ-2	1	B176
			Current Affairs/TL11 (Headline News)	25	IQ+0	1	B186

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
			Current Affairs/TL11 (People)	25	IQ+0	1	B186
			Current Affairs/TL11 (Politics)	25	IQ+0	1	B186
			Expert Skill (Political Science)	23	IQ-2	1	B193
			Gesture	28	IQ+3	1	B198
			History (General)	23	IQ-2	1	B200
			Linguistics	26	IQ+1	1	B205
			Lip Reading	24	Per-1	1	B205
			Literature	23	IQ-2	1	B205
			Musical Composition	23	IQ-2	1	B210
			Politics	24	IQ-1	1	B215
			Savoir-Faire (Magical)	25	IQ+0	1	F136
			Sociology	26	IQ+1	1	B221
			Writing	24	IQ-1	1	B228
			▼ VR ONLY				
			Artist (Interior Decorating)	23	IQ-2	1	B179
			Artist (Scene Design)	23	IQ-2	1	B179
			Connoisseur (Dance)	24	IQ-1	1	B185
			Sex Appeal	11	HT+1	4	B219
			Connoisseur (Literature) Default: Writing - 3	24	IQ-1	1	B185
			Connoisseur (Music) Default: Musical Composition - 3	24	IQ-1	1	B185
			Connoisseur (Visual Arts)	24	IQ-1	1	B185
			Connoisseur (Wine)	24	IQ-1	1	B185
			Cooking	24	IQ-1	1	B185
			Cooking (Baking)	25	IQ+0	1	B185
			Cooking (Beverage Making)	25	IQ+0	1	B185
			Musical Composition	23	IQ-2	1	B210
			Performance	24	IQ-1	1	B212
			Mimicry (Speech)	23	IQ-2	1	B210
			Carousing	10	HT+0	1	B183

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural	Kick	-	No		1d-6 cr	C,1	
Natural	Kick w/Boots	-	No		1d-5 cr	C,1	
Natural	Punch	0	4		1d-7 cr	C	

Equipment (2 lb; \$1,007,643)	? #	\$	W	\$	W	Ref
Complexity 15 Software Complexity 15.	E 1	1,000,000	0 lb	1,000,000	0 lb	UT25
Full Neural VR Requires neural interface. Complexity 5.	E 1	10	0 lb	10	0 lb	UT25
Holotech Editing Program Complexity 6.	E 1	30	0 lb	30	0 lb	UT25
Sensie Uplink Complexity 7.	E 1	100	0 lb	100	0 lb	UT25
Virtual character 0.001TB	E 1	0	0 lb	0	0 lb	UT55

Equipment (2 lb; \$1,007,643)	?	#	\$	W	\$	W	Ref
VR Manager Supports VR gloves or basic VR. Complexity 4.	E	1	3	0 lb	3	0 lb	UT25
Sensie Editor Complexity 6.	E	1	5,000	0 lb	5,000	0 lb	UT58
Thought Processor Complexity 9. Requires neural interface.	E	1	1,000	0 lb	1,000	0 lb	UT51
Universal Translator Program Complexity 9.	E	1	1,000	0 lb	1,000	0 lb	UT48
Verifier Software Detect Lies-12. Complexity 4.	E	1	300	0 lb	300	0 lb	UT106
Data Bank Per 100XB.	E	1	100	1 lb	100	1 lb	UT51
Data Bank Per 100XB.	E	1	100	1 lb	100	1 lb	UT51
Virtual character 0.001TB	E	1	0	0 lb	0	0 lb	UT55
Virtual character 0.001TB	E	1	0	0 lb	0	0 lb	UT55
Virtual character 0.001TB	E	1	0	0 lb	0	0 lb	UT55
Virtual character 0.001TB	E	1	0	0 lb	0	0 lb	UT55

Notes