



Name: Teshima Seiko

Race: Alpha Upgrade

Appearance: Dark, sharp-featured, and not given much to smiling, with a tendency to brisk precision.

Player:

Ht: 5'7"

Wt: 125 lbs.

Age: 29

Spent: 300

Unspent: 0

## CHARACTER SHEET

|    |     |        |      |    |      |             |       |           |
|----|-----|--------|------|----|------|-------------|-------|-----------|
| ST | 9   | [ -10] | HP   | 9  | [ 0] | Basic Speed | 6     | [ 0]      |
| DX | 12* | [ 20]  | Will | 14 | [ 0] | Basic Move  | 6     | [ 0]      |
| IQ | 14  | [ 80]  | Per  | 14 | [ 0] | BL          | 16 lb | (STxST)/5 |
| HT | 12† | [ 10]  | FP   | 12 | [ 0] | Thr         | 1d-2  | Sw 1d-1   |
| TL | 10  | [ 0]   | SM   | +0 |      |             |       |           |

\* Includes: +1 from 'Alpha Upgrade (Changing Times)'

† Includes: +1 from 'Alpha Upgrade (Changing Times)'; Conditional: +1 from 'Fit'

|         |    |               |     |             |         |
|---------|----|---------------|-----|-------------|---------|
| Vision  | 14 | Taste/Smell   | 14  | Death Check | 13*     |
| Hearing | 14 | Fright Check  | 15† | Broad Jump  | 3 yd    |
| Touch   | 14 | Consciousness | 13* | High Jump   | 2.17 ft |

\* Includes: +1 from 'Fit'

† Includes: +1 from 'Fearlessness'

HP 2, 0, -9, -18, -27, -36, -45 FP 3, 0, -12

## LIFTING FEATS

| Name  | 1-Hand Lift* | 2-Hand Lift† | Shove / Over‡ | Carry on Back§ | Shift Slightly |
|-------|--------------|--------------|---------------|----------------|----------------|
| Basic | 32 lb        | 128 lb       | 192 lb        | 240 lb         | 800 lb         |

\* Takes 2 seconds to complete

‡ Double with a running start

† Takes 4 seconds to complete

§ Lose 1 FP/sec while over X-Hvy enc.

## ENCUMBRANCE TABLE

| Name   | None  | « Light » | Med   | Hvy   | X-Hvy  |
|--------|-------|-----------|-------|-------|--------|
| Basic  | 16 lb | 32 lb     | 48 lb | 96 lb | 160 lb |
| Ground | 6 yd  | 4 yd      | 3 yd  | 2 yd  | 1 yd   |
| Water  | 1 yd  | 1 yd      | 1 yd  | 1 yd  | 1 yd   |
| Jump   | 6 yd  | 4 yd      | 3 yd  | 2 yd  | 1 yd   |
| Dodge  | 9     | 8         | 7     | 6     | 5      |

| PARRY |    | PARRY |    | BLOCK |       | DODGE |    | OTHER |       |
|-------|----|-------|----|-------|-------|-------|----|-------|-------|
| 9     |    | 9     |    | 7     |       | 8/9   |    |       |       |
| DX    |    | DX    |    | DX    |       | Light |    |       |       |
| Loc.  | DR | DB    | HP | #     | Loc.  | DR    | DB | HP    | #     |
| Eyes  | 10 | 0     | 1  | _____ | Groin | 10    | 0  | —     | _____ |
| Neck  | 10 | 0     | —  | _____ | Arms  | 10    | 0  | 5     | _____ |
| Skull | 12 | 0     | —  | _____ | Hands | 10    | 0  | 4     | _____ |
| Face  | 10 | 0     | —  | _____ | Legs  | 10    | 0  | 5     | _____ |
| Torso | 10 | 0     | —  | _____ | Feet  | 10    | 0  | 4     | _____ |

## REACTION MODIFIERS

Appearance: +1\*

\* Includes: +1 from 'Appearance'

Status: +0

Other: +0†

† Conditional: +3 from 'Memetic Competence', +3 from 'Reputation (Life-saver)', +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved

## CULTURAL FAMILIARITIES

| Name              | Pts  |
|-------------------|------|
| Japanese (Native) | [ 0] |
| Oriental/Chinese  | [ 1] |
| Western           | [ 1] |

## LANGUAGES

| Name              | Spoken | Written   | Pts  |
|-------------------|--------|-----------|------|
| English           | Native | Native    | [ 6] |
| Japanese (Native) | Native | Native    | [ 0] |
| Mandarin          | Broken | Semi-Lit. | [ 2] |
| Spanish           | Broken | Semi-Lit. | [ 2] |

## TEMPLATES AND META-TRAITS

| Name                                | Pts   |
|-------------------------------------|-------|
| Alpha Upgrade (Changing Times)      | [ 41] |
| Features: No Appendix               |       |
| Appearance (Attractive)             | [ 4]  |
| Resistant (Disease; Occasional; +8) | [ 5]  |
| Longevity                           | [ 2]  |



## ADVANTAGES

| Name   | Pts   |
|--|-------|
| Administrative Rank 1  | [ 5]  |
| Ally (Aibo Rescue Suit; 100% of starting points; Constantly; Minion (+1))  | [ 20] |
| Ally (Implant NAI with video/slink editing skills, "Yoko"; 25% of starting points; Constantly; Minion (+1))                          | [ 4]  |
| Contact (News Correspondent in Brussels - Gives Current Affairs (EU); Effective Skill 15; 15 or less; Somewhat Reliable)             | [ 6]  |
| Contact (Occasionally Helpful Low-Level Kenkyu Tech - Gives Engineer (Spaceships); Effective Skill 12; 9 or less; Somewhat Reliable) | [ 1]  |
| Courtesy Rank 2 (Grade: First Class)   | [ 2]  |
| Fearlessness 1   | [ 2]  |
| Fit  | [ 5]  |
| Legal Immunity 1   | [ 5]  |
| Luck   | [ 15] |
| Memetic Competence 3   | [ 30] |
| Regeneration (DNA Repair Nanosymbionts; Slow: 1HP/12Hr; Radiation Only)  | [ 4]  |
| Reputation +3 (Life-saver; 7 or less; Almost everyone)   | [ 5]  |
| Resistant (Cancer - Carcinophage Nanosymbionts; Rare; Immunity)  | [ 5]  |
| Telecommunication (Radio, Augmented Sensory Link; Reduced Range (x1/10); Sensie; Temporary Disadvantage (Electrical) (-20))          | [ 13] |
| Range: 1 mi, Roll to Communicate: 14 (IQ)  |       |

## PERKS

| Name   | Pts  |
|--|------|
| Improvised Weapons (Karate)                    | [ 1] |
| Sanitized Metabolism (Permanent Nanosymbionts) | [ 1] |
| Style Familiarity (Margaretian Karate)         | [ 1] |

## DISADVANTAGES

| Name  | Pts    |
|---|--------|
| Duty (NKKK Service; 15 or less (almost always)) | [ -15] |
| Honesty (15 or less)                            | [ -5]  |
| Selfish (12 or less)                            | [ -5]  |

## QUIRKS

| Name   | Pts   |
|--|-------|
| Code of Honor (Won't actually harm the NKKK in pursuit of her ambitions) | [ -1] |
| Habitually a bit manipulative  | [ -1] |

| SKILLS                                 |       |          |       |
|--|-------|----------|-------|
| Name                                   | Level | Relative | Pts   |
| Administration                         | 14    | IQ+0     | [ 2 ] |
| Body Language (Human)                  | 13    | Per-1    | [ 1 ] |
| Current Affairs/TL10 (Headline News)   | 14    | IQ+0     | [ 1 ] |
| Current Affairs/TL10 (Politics)        | 14    | IQ+0     | [ 1 ] |
| Diagnosis/TL10 (Human; Trauma Effects) | 13    | IQ-1     | [ 1 ] |
| Expert Skill (Memetics)                | 16*   | IQ+2     | [ 2 ] |
| First Aid/TL10 (Human)                 | 14    | IQ+0     | [ 1 ] |
| Free Fall                              | 12    | DX+0     | [ 2 ] |
| Intelligence Analysis/TL10             | 13    | IQ-1     | [ 2 ] |
| Judo                                   | 12    | DX+0     | [ 4 ] |
| Parry: 9                               |       |          |       |
| Karate                                 | 12    | DX+0     | [ 4 ] |
| Parry: 9                               |       |          |       |
| Liquid Projector/TL10 (Sprayer)        | 12    | DX+0     | [ 1 ] |
| Politics                               | 18*   | IQ+4     | [ 4 ] |
| Propaganda/TL10                        | 18*   | IQ+4     | [ 4 ] |
| Psychology (Applied; Human)            | 16*   | IQ+2     | [ 2 ] |
| Public Speaking                        | 13    | IQ-1     | [ 1 ] |
| Rescue Suit/TL10                       | 13    | DX+1     | [ 4 ] |
| Research/TL10                          | 13    | IQ-1     | [ 1 ] |
| Savoir-Faire (High Society)            | 14    | IQ+0     | [ 1 ] |
| Sociology                              | 16*   | IQ+2     | [ 2 ] |
| Spacer/TL10                            | 14    | IQ+0     | [ 1 ] |
| Swimming                               | 14    | HT+2     | [ 4 ] |

\* Includes: +3 from 'Memetic Competence'

| TECHNIQUES                |       |          |       |
|---------------------------|-------|----------|-------|
| Name                      | Level | Relative | Pts   |
| Aggressive Parry (Karate) | 8     | def+0    | [ 0 ] |
| Parry: 8                  |       |          |       |
| Back Kick (Karate)        | 8     | def+0    | [ 0 ] |
| Breakfall (Judo)          | 12    | def+0    | [ 0 ] |
| Counterattack (Karate)    | 7     | def+0    | [ 0 ] |
| Disarming (Karate)        | 12    | def+0    | [ 0 ] |
| Elbow Strike (Karate)     | 12    | def+2    | [ 2 ] |
| Feint (Karate)            | 12    | def+0    | [ 0 ] |
| Head Butt (Karate)        | 11    | def+0    | [ 0 ] |
| Jam (Karate)              | 8     | def+0    | [ 0 ] |
| Parry: 8                  |       |          |       |
| Kicking (Karate)          | 10    | def+0    | [ 0 ] |
| Knee Strike (Karate)      | 12    | def+1    | [ 1 ] |
| Stamp Kick (Karate)       | 9     | def+0    | [ 0 ] |
| Sweep (Karate)            | 9     | def+0    | [ 0 ] |

| POINTS SUMMARY                              |  | Pts     |
|---|--|---------|
| Basic Attributes, Secondary Characteristics |  | [ 100 ] |
| Advantages, Perks                           |  | [ 178 ] |
| Disadvantages, Quirks                       |  | [ -27 ] |
| Skills, Techniques                          |  | [ 49 ]  |
| Total Points Spent:                         |  | 300     |
| Unspent Points:                             |  | 0       |

| MELEE ATTACKS             |       |       |         |       |    |    |       |
|---------------------------|-------|-------|---------|-------|----|----|-------|
| Name                      | Skill | Parry | Damage  | Reach | ST | LC | Notes |
| Aggressive Parry (Karate) | 8     | 8     | 1d-5 cr | C     | —  | —  |       |
| Bite                      | 12    | —     | 1d-3 cr | C     | —  | —  |       |
| Elbow Strike (Karate)     | 12    | —     | 1d-2 cr | C     | —  | —  |       |
| Head Butt (Karate)        | 11    | —     | 1d-3 cr | C     | —  | —  |       |
| Karate: Punch             | 12    | 9     | 1d-2 cr | C     | —  | —  |       |
| Karate: Kick              | 10    | —     | 1d-1 cr | C,1   | —  | —  |       |
| Knee Strike (Karate)      | 12    | —     | 1d-1 cr | C     | —  | —  |       |
| Stamp Kick (Karate)       | 9     | —     | 1d cr   | C,1   | —  | —  |       |

| EQUIPMENT |               |       |        |
|-----------|---------------|-------|--------|
| Qty       | Item          | Cost  | Weight |
| 1         | Rescue Suit   | 10000 | 20 lb  |
|           | Location: all |       |        |