



Name: Tanaka Teruki

Race: Genefixed Human

Appearance: Slim, dark, and brooding, neat in everything but his hairstyle but not too formal, with a piercing gaze.

Player:

Ht: 6'1"

Wt: 150 lbs.

Age: 29

Spent: 300

Unspent: 0

CHARACTER SHEET

ST	11	[10]	HP	11	[0]	Basic Speed	7	[5]
DX	13	[60]	Will	12	[0]	Basic Move	6	[-5]
IQ	12	[40]	Per	12	[0]	BL	24 lb	(STxST)/5
HT	14*	[40]	FP	14	[0]	Thr	1d-1	Sw 1d+1
TL	10	[0]	SM	+0				

* Conditional: +1 from 'Fit'

Vision	13*	Taste/Smell	12	Death Check	15†
Hearing	12	Fright Check	14‡	Broad Jump	3.67 yd
Touch	12	Consciousness	15†	High Jump	2.67 ft

* Includes: +1 from 'Acute Vision (Retinal Enhancement)'

† Includes: +1 from 'Fit'

‡ Includes: +2 from 'Enhanced Time Sense (Brain Booster Nanosymbionts)'

HP 3, 0, -11, -22, -33, -44, -55 FP 4, 0, -14

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	48 lb	192 lb	288 lb	360 lb	1200 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.

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	24 lb	48 lb	72 lb	144 lb	240 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	11	10	9	8	7

PARRY		BLOCK		DODGE		OTHER			
10*	10*	8*	11*						
DX	DX	DX	None						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	10	0	2	—	Groin	10	0	—	—
Neck	10	0	—	—	Arms	10	0	6	—
Skull	12	0	—	—	Hands	10	0	4	—
Face	10	0	—	—	Legs	10	0	6	—
Torso	10	0	—	—	Feet	10	0	4	—

* Includes: +1 from 'Enhanced Time Sense (Brain Booster Nanosymbionts)'

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0*

* Conditional: +3 from 'Reputation (Life-Saver)', +4 from 'Born Spacer', +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Sense of Duty (Japan)' when in dangerous situations if Sense of Duty is known

CULTURAL FAMILIARITIES

Name	Pts
Japanese (Native)	[0]

LANGUAGES

Name	Spoken	Written	Pts
Japanese (Native)	Native	Native	[0]

TEMPLATES AND META-TRAITS

Name	Pts
Genefixed Human (as from 2050) (Changing Times)	[0]

ADVANTAGES

Name	Pts
Acute Vision 1 (Retinal Enhancement) Roll: 13 (Vision)	[2]
Administrative Rank 1	[5]
Ally (Aibo Rescue Suit; 100% of starting points; Constantly; Minion (+1))	[20]
Born Spacer 4	[20]
Contact (Old JSDF Buddy - gives Military Science skill; Effective Skill 15; 12 or less; Usually Reliable)	[8]



ADVANTAGES (continued)

Name	Pts
Courtesy Rank 1 (Grade: Second Class)	[1]
Enhanced Time Sense (Brain Booster Nanosymbionts)	[45]
Fit	[5]
High Pain Threshold Roll to ignore pain: 15 (Will+3)	[10]
Improved G-Tolerance (0.3G)	[5]
Legal Immunity 1	[5]
Regeneration (DNA Repair Nanosymbionts; Slow: 1HP/12Hr; Radiation Only)	[4]
Reputation +3 (Life-Saver; 7 or less; Almost everyone)	[5]
Resistant (Known Bacteria - Bacteriophage Nanosymbiont; Rare; Immunity)	[5]
Resistant (Known Viruses - Virus Hunter Nanosymbiont; Rare; Immunity)	[5]
Telecommunication (Cable Jack Implant; Temporary Disadvantage (Electrical) (-20))	[4]

PERKS

Name	Pts
No Degeneration in Zero-G (Microgravity Biochemistry Nanosymbiont)	[1]
Style Familiarity (Hishōjutsu)	[1]

DISADVANTAGES

Name	Pts
Duty (NKKC Service; 15 or less (almost always))	[-15]
Overconfidence (12 or less)	[-5]
Sense of Duty (Japan; Large Group)	[-10]
Unluckiness	[-10]

QUIRKS

Name	Pts
Gets quietly annoyed by standard NKKC jibes at the JSDF	[-1]
Quiet, moody, brusquely calm	[-1]

SKILLS

Name	Level	Relative	Pts
Acrobatics	11	DX-2	[1]
Area Knowledge (Japan)	12	IQ+0	[1]
Area Knowledge (LEO)	12	IQ+0	[1]
Diagnosis/TL10 (Human; Trauma Effects)	12	IQ+0	[2]
Electronics Operation/TL10 (Communications)	11	IQ-1	[1]
Electronics Operation/TL10 (Sensors)	12	IQ+0	[2]

SKILLS (continued)			
Name	Level	Relative	Pts
First Aid/TL10 (Human)	14	IQ+2	[4]
Free Fall	17*	DX+4	[2]
Hazardous Materials/TL10 (Chemical)	11	IQ-1	[1]
Hazardous Materials/TL10 (Radioactive)	11	IQ-1	[1]
Jumping	14	DX+1	[2]
Karate	13	DX+0	[4]
Parry: 10			
Navigation/TL10 (Space)	15*	IQ+3	[1]
Piloting/TL10 (Aerospace)	17*	DX+4	[2]
Piloting/TL10 (High-Performance Spacecraft)	16*	DX+3	[1]
Psychology (Applied; AI)	12	IQ+0	[4]
Rescue Suit/TL10	15	DX+2	[8]
Spacer/TL10	16*	IQ+4	[1]
Swimming	15	HT+1	[2]

* Includes: +4 from 'Born Spacer'

TECHNIQUES			
Name	Level	Relative	Pts
Acrobatic Stand (Acrobatics)	5	def+0	[0]
Attack from Above (Karate)	11	def+0	[0]
Breakfall (Acrobatics)	11	def+0	[0]
Evade (Acrobatics)	11	def+0	[0]
Feint (Karate)	13	def+0	[0]
Jump Kick (Karate)	9	def+0	[0]
Kicking (Karate)	11	def+0	[0]
Push Kick (Karate)	10	def+0	[0]
Targeted Attack (Karate Punch/Face)	8	def+0	[0]
Targeted Attack (Karate Punch/Groin)	10	def+0	[0]

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[150]
Advantages, Perks		[151]
Disadvantages, Quirks		[-42]
Skills, Techniques		[41]
Total Points Spent:		300
Unspent Points:		0

Name	MELEE ATTACKS			Damage	Reach	ST	LC	Notes
	Skill	Parry						
Bite	13	-		1d-2 cr	C	-	-	
Jump Kick (Karate)	9	-		1d+2 cr	1,2	-	-	
Karate: Punch	13	10		1d-1 cr	C	-	-	
Karate: Kick	11	-		1d cr	C,1	-	-	
Push Kick (Karate)	10	-		1d x2 nw dkb	C,1	-	-	

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