



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	
	DX		DX		DX		Light		
	9		9		7		8/9		
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) Features: No Appendix	[41]
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)) Range: 1 mi, Roll to Communicate: 14 (IQ)	[13]

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		