



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		PARRY		BLOCK		DODGE		OTHER	
10 <sup>+</sup>		10 <sup>+</sup>		8 <sup>+</sup>		11 <sup>+</sup>			
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

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
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		