



Name: Nakamura Yoshio

Race: Alpha Upgrade

Appearance: Slim to the point of being gawky, unsmiling but charismatic, with a perpetual air of seriousness that gives him gravitas.

Player:

Ht: 6'1"

Wt: 125 lbs. Age: 34

Spent: 300

Unspent: 0

CHARACTER SHEET

ST 10	[0]	HP 10	[0]	Basic Speed 7.5 [‡]	[0]
DX 13*	[40]	Will 12	[0]	Basic Move 7	[0]
IQ 12	[40]	Per 12	[0]	BL 20 lb	(STxST)/5
HT 13 [†]	[20]	FP 16	[9]	Thr 1d-2	Sw 1d
TL 10	[0]	SM +0			

* Includes: +1 from 'Alpha Upgrade (Changing Times)'
† Includes: +1 from 'Alpha Upgrade (Changing Times)'; Conditional: +1 from 'Fit'
‡ Includes: +1 from 'Extra Basic Speed (Nerve Booster Nanosymbionts)'

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

* Includes: +1 from 'Acute Vision (Retinal Enhancement Biomod)'
† Includes: +1 from 'Fit'
‡ Includes: +2 from 'Combat Reflexes'

HP 3, 0, -10, -20, -30, -40, -50 FP 5, 0, -16

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	40 lb	160 lb	240 lb	300 lb	1000 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	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	7 yd	5 yd	4 yd	2 yd	1 yd
Dodge	11	10	9	8	7

PARRY		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 'Combat Reflexes'

REACTION MODIFIERS	
Appearance: +1*	* Includes: +1 from 'Appearance'
Status: +1 [†]	† Includes: +1 from 'Status'
Other: +3 [‡]	‡ Includes: +3 from 'Charisma'; Conditional: +3 from 'Reputation (Life-saver)', +2 from 'Sense of Duty (All Humanity)' when in dangerous situations if Sense of Duty is known, -2 from 'No Sense of Humor'

CULTURAL FAMILIARITIES	
Name	Pts
Japanese (Native)	[0]
Western	[1]

LANGUAGES			
Name	Spoken	Written	Pts
English	Broken	Semi-Lit.	[2]
Japanese (Native)	Native	Native	[0]

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
Acute Vision 1 (Retinal Enhancement Biomod)	[2]
Roll: 13 (Vision)	
Administrative Rank 2	[10]
Ally (Aibo Rescue Suit; 100% of starting points; Constantly; Minion (+1))	[20]
Charisma 3	[15]
Combat Reflexes	[15]
Extra Basic Speed +1 (Nerve Booster Nanosymbionts; Affects Speed)	[20]
Fit	[5]
High Pain Threshold (No-Shock Glands Biomod; Attribute loss continues 1 hour after use ends; Limited Use (4/day); Temporary Disadvantage (-1 DX and -1 IQ) (-40))	[3]
Roll to ignore pain: 15 (Will+3)	
Legal Immunity 1	[5]
Liver Upgrade Biomod	[6]
Alcohol Tolerance	[1]
Resistant (Ingested Poisons; Occasional; +8)	[5]
Metabolism Control 2 (Metabolic Regulator Nanosymbionts)	[10]
Patrons (Sympathetic High-Ranking AI; 9 or less)	[10]
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 (Nanomachines; Rare; +8)	[2]
Sensitive	[5]
Roll: 9 (IQ-3)	
Status +1*	[0]
Telecommunication (Implant Radio; Reduced Range (x1/10); Secure; Temporary Disadvantage (Electrical) (-20))	[7]
Range: 1 mi, Roll to Communicate: 12 (IQ)	
* Includes: +1 from 'Administrative Rank'	

PERKS	
Name	Pts
Downslink Implant	[1]
Style Familiarity (Cocerdelmi)	[1]

DISADVANTAGES	
Name	Pts
Duty (NKKC Service; 15 or less (almost always))	[-15]
No Sense of Humor	[-10]
Sense of Duty (All Humanity; Entire Race)	[-15]

QUIRKS	
Name	Pts
Broad-Minded	[-1]
Secretly a bit of an infosocialist	[-1]
Used to be female, still prefers men - but never lets romance affect his work	[-1]

SKILLS			
Name	Level	Relative	Pts
Architecture/TL9	11	IQ-1	[1]
Brawling	14	DX+1	[2]
Parry: 11			
Current Affairs/TL10 (Politics)	12	IQ+0	[1]
Diagnosis/TL10 (Human; Trauma Effects)	12	IQ+0	[2]
Diplomacy	11*	IQ-1	[2]
Electronics Operation/TL10 (Sensors)	12	IQ+0	[2]
First Aid/TL10 (Human)	14	IQ+2	[4]
Forced Entry	14	DX+1	[2]
Free Fall	13	DX+0	[2]
Hazardous Materials/TL10 (Chemical)	11	IQ-1	[1]
Judo	12	DX-1	[2]
Parry: 10			
Leadership	16†	IQ+4	[4]
Observation	12‡	Per+0	[1]
Public Speaking	14†	IQ+2	[1]
Rescue Suit/TL10	15	DX+2	[8]
Running	12	HT-1	[1]
Spacer/TL10	12	IQ+0	[1]
Swimming	14	HT+1	[2]

* Conditional: +3 from 'Charisma' when making Influence rolls
 † Includes: +3 from 'Charisma'
 ‡ Includes: +1 from 'Acute Vision (Retinal Enhancement Biomod)'

TECHNIQUES			
Name	Level	Relative	Pts
Arm Lock (Judo)	12	def+0	[0]
Choke Hold (Judo)	10	def+0	[0]
Disarming (Brawling)	14	def+0	[0]
Disarming (Judo)	12	def+0	[0]
Ground Fighting (Brawling)	10	def+0	[0]
Ground Fighting (Judo)	8	def+0	[0]
Head Lock (Judo)	9	def+0	[0]
Jam (Brawling)	10	def+0	[0]
Parry: 11			
Knee Strike (Brawling)	13	def+0	[0]
Stamp Kick (Brawling)	11	def+0	[0]
Sweep (Brawling)	11	def+0	[0]
Targeted Attack (Brawling Punch/Face)	9	def+0	[0]
Targeted Attack (Brawling Stamp Kick/Face)	6	def+0	[0]
Targeted Attack (Brawling Stamp Kick/Legs)	9	def+0	[0]
Wrench Arm (Judo)	8	def+0	[0]
Wrist Lock (Judo)	12	def+0	[0]

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[109]
Advantages, Perks		[195]
Disadvantages, Quirks		[-43]
Skills, Techniques		[39]
Total Points Spent:		300
Unspent Points:		0

Name	MELEE ATTACKS				Notes
	Skill	Parry	Damage	Reach	
Brawling: Punch	14	11	1d-3 cr	C	-
Brawling: Bite	14	-	1d-3 cr	C	-
Brawling: Kick	12	-	1d-2 cr	C,1	-
Knee Strike (Brawling)	13	-	1d-2 cr	C	-
Stamp Kick (Brawling)	11	-	1d-1 cr	C,1	-
Wrench Arm (Judo)	8	-	1d cr	C	-

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