



Name: Maeda Tomoko

Race: Ziusudra

Appearance: A bright-eyed, ostentatiously keen, and attractive older teen who looks just old enough to have a proper job, but dresses slightly young.

Player:

Ht: 5'5"

Wt: 130 lbs

Age: 19

Spent: 300

Unspent: 0

CHARACTER SHEET

ST 10	[0]	HP 10	[0]	Basic Speed 6.5	[0]
DX 13*	[40]	Will 12	[0]	Basic Move 6	[0]
IQ 12*	[20]	Per 12	[0]	BL 20 lb	(STxST)/5
HT 13†	[10]	FP 15‡	[3]	Thr 1d-2	Sw 1d
TL 10	[0]	SM +0			
* Includes: +1 from 'Ziusudra (Changing Times)'		† Includes: +1 from 'Ziusudra (Changing Times)', +1 from 'Extra HT'		‡ Includes: +1 from 'Extra Fatigue Points'	

Vision 12	Taste/Smell 12	Death Check 14*
Hearing 14†	Fright Check 15‡	Broad Jump 3 yd
Touch 12	Consciousness 13	High Jump 2.17 ft
* Includes: +1 from 'Hard to Kill'		† Includes: +3 from 'Fearlessness'
† Includes: +2 from 'Acute Hearing'		

HP 3, 0, -10, -20, -30, -40, -50 FP 4, 0, -15

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			‡ 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	20 lb	40 lb	60 lb	120 lb	200 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		9			
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	—

REACTION MODIFIERS	
Appearance: +1*	
* Includes: +1 from 'Appearance'	
Status: +2†	
† Includes: +2 from 'Status'	
Other: +0‡	
‡ Conditional: +3 from 'Reputation (Life-Saver)'	

CULTURAL FAMILIARITIES	
Name	Pts
Japanese (Native)	[0]

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

TEMPLATES AND META-TRAITS	
Name	Pts
Ziusudra (Changing Times)	[77]
Features: Early Maturation 1, No Appendix	
Appearance (Attractive)	[4]
Extended Lifespan (x2)	[2]
Less Sleep 1	[2]
Longevity	[2]
Rapid Healing	[5]
Resistant (Disease; Occasional; Immunity)	[10]
Reproductive Control (Fertility Control)	[1]
Sanitized Metabolism	[1]



ADVANTAGES	
Name	Pts
Acute Hearing 2	[4]
Roll: 14 (Hearing)	
Administrative Rank 1	[5]
Ally (Aibo Rescue Suit; 100% of starting points; Constantly; Minion (+1))	[20]
Boosted Heart	[15]
Extra HT 1 (Affects HT)	[10]
Extra Fatigue Points 1 (Affects FP)	[3]
Hard to Kill 1	[2]
Contact (Bad Boy Friend - Gives Streetwise skill; Effective Skill 15; 15 or less; Somewhat Reliable)	[6]
Contact Group (Mother's Corporate Friends: Give Business Skills; Effective Skill 12; 12 or less; Usually Reliable)	[20]
Fearlessness 3	[6]
Indomitable	[15]
Legal Immunity 1	[5]
Liver Upgrade Biomod	[6]
Alcohol Tolerance	[1]
Resistant (Ingested Poisons; Occasional; +8)	[5]
Luck	[15]
Regeneration (DNA Repair Nanosymbionts; Slow: 1HP/12Hr; Radiation Only)	[4]
Reputation +3 (Life-Saver; 7 or less; Almost everyone)	[5]
Status +2	[10]
Telecommunication (Radio, Augmented Sensory Link; Reduced Range (x1/10); Sense; Temporary Disadvantage (Electrical) (-20))	[13]
Range: 1 mi, Roll to Communicate: 12 (IQ)	

PERKS	
Name	Pts
No Degeneration in Zero-G (Microgravity Biochemistry Nanosymbionts)	[1]

DISADVANTAGES	
Name	Pts
Charitable (12 or less)	[-15]
Duty (NKKK Service; 15 or less (almost always))	[-15]

QUIRKS	
Name	Pts
Catchphrase: "I've done the course on that!"	[-1]
Not much sense of personal privacy	[-1]
Occasionally a bit too cheerful	[-1]

SKILLS			
Name	Level	Relative	Pts
Acrobatics	11	DX-2	[1]
Area Knowledge (The Earth)	12	IQ+0	[1]
Current Affairs/TL10 (Headline News)	12	IQ+0	[1]
Current Affairs/TL10 (Science & Technology)	12	IQ+0	[1]
Diagnosis/TL10 (Human; Trauma Effects)	12	IQ+0	[2]
Diplomacy	11	IQ-1	[2]
Electronics Operation/TL10 (Media)	11	IQ-1	[1]
Electronics Operation/TL10 (Sensors)	12	IQ+0	[2]
First Aid/TL10 (Human)	14	IQ+2	[4]
Free Fall	13	DX+0	[2]
Hazardous Materials/TL10 (Biological)	12	IQ+0	[2]
Hazardous Materials/TL10 (Chemical)	11	IQ-1	[1]
Hazardous Materials/TL10 (Radioactive)	11	IQ-1	[1]
Rescue Suit/TL10	15	DX+2	[8]
Singing	13	HT+0	[1]
Spacer/TL10	12	IQ+0	[1]
Swimming	14	HT+1	[2]

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[73]
Advantages, Perks		[227]
Disadvantages, Quirks		[-33]
Skills, Techniques		[33]
Total Points Spent:		300
Unspent Points:		0

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	13	—	1d-3 cr	C	—	—	
Kick	11	—	1d-2 cr	C,1	—	—	
Punch	13	9	1d-3 cr	C	—	—	

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