(GUF	Esperanza Player 5'9", 150 lbs, Age 41									Date Created 1/24/2006	Sequence				
	IARACTE		-	Appearance	<u>5'9",</u>	150 lb	os, Age	41						Unspent Points 0	Point 15	Total 50
Pt. Cost	СТ	10	F	ATIGUE									SKILLS			Level
0	31	10												eapons/TL8 rolaser)	2	16
			DA	AMAGE									Camoufl	age	2	13
20	DX	13		:: 1d-2									Climbing	g er Operation/TL8	1	12
_20		13	Swing	: 1d										er Programming/T	4 L8 4	$\frac{14}{12}$
	TO		Punch Kick:											logy/TL8	4	13
20		12	KICK.	1u-2									Escape		2	12
	<u>- X</u>												Fast-Tall First Aid		6	<u>14</u> 13
			HITS	S TAKEN									First Ald Forensic		4	$\frac{15}{12}$
0	HT	11											Free Fall		1	12
													Guns/TL		2	16
	•		BASIC SPEED	MOVE									Interroga Judo	ation	4	<u>13</u> 13
	Mvn	nt	6.00	6									Parry:	9	4	
				U 4 Basic - Enc										orcement	4	13
		(.	HI+DX)/4	4 Basic - Enc									Lip Read	ling	2	15*
	SWIM												Lockpick	king/TL8	2	12
	1												Memetic Photogra		8	12 12
	1												Research		4	13
	ENCUMBR	ANCE		MOVE									Savoir-F	aire	2	13
			20										Spanish	(native)	2	14
	None $(0) = 2 \times$	-	20	6 *	BOD	OY PR	OTEC	TION	I				Stealth Streetwis	20	2 4	$\frac{13}{13}$
	$Light(1) = 4 \times$	ST -	40	5		Head	Body	Arms	Legs	Hands	Feet	All		TL?? (Police)	4	12
	$Med\left(2\right) =6\times$	ST	60	4	PD	0	0	0	0	0	0	0	Vacc Su		1	11
	$Hvy(3) = 12 \times$	< ST	120	3				+								
	X-hvy (4) = 20	$\times ST$	200	2	DR	0	0	0	0	0	0	0				
I				OTHER PD OTHER DR												
	ACTIVE DEFENSES															
	DODGE PARRY		BLOCK													
	7	9)	5												
	– Move	-		D efault												
Pt.		= Move Judo Default Default DVANTAGES, DISADVANTAGES AND QUIRKS														
Cost	ADVANTA	AGES,	DISAD	VANTAGI	ES AN	ID QU	IRKS									
5	Absolute Tin															
6	Acute Vision	+3; Vis	sion: 15													
$\frac{5}{35}$	Ally (LAI) (7 Alpha Upgra		J, 9 or les	SS)									•			
$\frac{33}{10}$	Racial DX -	+1														
10	Racial HT -	+1														
$\frac{5}{5}$	Appearance Disease-Rea															
$\frac{5}{5}$	Longevity	sistant														
0	Taboo Trait (Mental Instability)															
0	Taboo Trait (Genetic Defects)															
$\frac{0}{15}$	No Append Combat Refle		ight Char	-k· 14												
15	Danger Sense	e		. I T									·			
-20	Extremely Ha	azardous	s Duty										OT IN AN			
-30	Secret Identit	y												MARY	Point	t Total
													Attribut			40
												Advanta			81	
													Disadva Quirks	iniages		$\frac{-50}{0}$
													Skills			79
													TOTAL	·		150
														-		100

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