

Character Name: Beth-R-IFF-1

Player Name: _____

PRIMARY ATTRIBUTES

Strength	<u>11</u>
Endurance	<u>15</u>
Agility	<u>11</u>
Manual Dexterity	<u>18</u>
Moxie	<u>19</u>
Chutzpah	<u>14</u>
Mechanical Aptitude	<u>8</u>
Power Index	<u>11</u>

SECONDARY ATTRIBUTES

Carrying Capacity	<u>25 kg</u>
Damage Bonus	<u>-</u>
Macho Bonus	<u>-1</u>
Melee Bonus	<u>+1%</u>
Aimed Weapon Bonus	<u>+17%</u>
Comprehension Bonus	<u>+17%</u>
Believability Bonus	<u>+7%</u>
Repair Bonus	<u>-3%</u>

DAMAGE STATUS

Wounds:

CREDITS

100

SECURITY CLEARANCE

Red

SERVICE GROUP

Central Processing Unit

SECRET SOCIETY

Computer Phreaks

SECRET SOCIETY RANK

1

MUTANT POWER(s)

Advanced Hearing

Note to self: Fred-R-ICK-3, Ham-R-RYE-2, Shull-R-ZAP-1, Ben-R-COD-1, and Valdi-R-ELL-1 are all suspected of being traitors to The Computer. Investigate further.

WEAPON

Laser Pistol	<u>47%</u>
Unarmed	<u>21%</u>
_____	_____
_____	_____
_____	_____
_____	_____

TO HIT

<u>47%</u>
<u>21%</u>

EQUIPMENT

- Red Reflec Armour
- Laser Pistol
- Laser Barrel (red stripe)
- Jump Suit
- Utility Belt & Pouches
- Com Unit 1
- Knife
- Notebook & Stylus

SKILLS:

Basic Operations (1) (20%)	—————	Special Services (2) (42%)	Personal Development (1)
Aimed Weapon Combat (2) (42%)		Surveillance (3) (47%)	
Laser (3) (47%)			

Player Character Background: Beth-R-IFF-1

Beth-R-IFF-1 is a new agent who has been called to active Troubleshooter duty. She is inquisitive by nature, but guarded in what she says around others. She tends not to speak, but hangs back and listens. She holds no true loyalties to her fellow troubleshooters and would dispatch/report them at the drop of a hat, as long as she has evidence of their crime. While she may be cold and calculating, she does have some scruples (guilt before execution; not the other way around). She wears fake, but official looking cybernetics to mask her advanced hearing mutant ability.

SECRET SOCIETY: Computer Phreaks

Objectives: Defeat all the Computer's security systems. Gain access to all data files, sub-systems, and programs, then alter them. How or why to alter them depends on the individual tastes of the phreak; the point is to beat The Computer, to meet and overcome the challenges it represents.

Doctrines: Messing with The Computer is fun — challenging, dangerous, and exciting. Each phreak has his own reasons for breaking into The Computer. Beth wants to break into the Computer so she can control all surveillance from the source. With access to such power, she could improve overall performance for the computer by weeding out the traitors with greater efficiency. Of course she would gain some considerable personal power as a result of this access but that's not her primary concern; it's just a perk.

MUTANT POWER: Advanced Hearing. Her mutant power allows Beth to hear any sound within 50 meters when she concentrates. This includes slight sounds (such as a laser pistol being drawn). However, she must be concentrating in order to use her advanced hearing: otherwise she hears sounds as a normal human being. The skill may also be used as “directional hearing”; in this case, she may hear sounds at a normal conversational volume which are at a particular point up to a kilometre away. She concentrates on listening at the point she chooses; she can then hear sounds in a small area (within 2 meters) of the point on which she concentrating.

SERVICE GROUP: **Central Processing Unit** is directly responsible to The Computer for its assignments and duties. The personnel may be placed on special projects for The Computer, or may be attached as observers or assistants to other Service Groups. Needless to say, CPU personnel are generally distrusted and disliked for the special favour they enjoy with The Computer. As a group, they tend to abuse this privilege. They constantly hint about how unhappy The Computer would be if things aren't done as they request, with the implied threat of a bad report to The Computer.

