

Character Name: Lest-R-SOL-1

Player Name: _____

PRIMARY ATTRIBUTES	
Strength	<u>12</u>
Endurance	<u>14</u>
Agility	<u>18</u>
Manual Dexterity	<u>11</u>
Moxie	<u>12</u>
Chutzpah	<u>10</u>
Mechanical Aptitude	<u>12</u>
Power Index	<u>14</u>

SECONDARY ATTRIBUTES	
Carrying Capacity	<u>25 kg</u>
Damage Bonus	<u>-</u>
Macho Bonus	<u>-1</u>
Melee Bonus	<u>+17%</u>
Aimed Weapon Bonus	<u>+1%</u>
Comprehension Bonus	<u>+2%</u>
Believability Bonus	<u>-1%</u>
Repair Bonus	<u>+2%</u>

DAMAGE STATUS
Wounds:

CREDITS
 100

SECURITY CLEARANCE
 Red

SERVICE GROUP
 Protection, Logistics, and Commissary

SECRET SOCIETY
 PURGE ("Omega Dawn")

SECRET SOCIETY RANK
 1

MUTANT POWER(s)
 Magnetosense

milk, eggs, bread, bell peppers, chili peppers, salt, pickles, mushrooms... – illicit grocery list

WEAPON	TO HIT
Laser Pistol	<u>31%</u>
Unarmed	<u>42%</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%) Aimed Weapon Combat (2) (26%) Laser (3) (31%)	Technical Services (1) (20%) Computers (2) (25%)	Personal Development (1)
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Player Character Background: Lest-R-SOL-1

Lest-R-SOL-1 is a new agent with the Magnetosense Mutation. He is quiet and quick on his feet. You can't bring down the computer if you suffer final death so he tries not to bring too much attention to himself. It's best if he sticks to the shadows and listen for anything interesting – like nearby broadcasts (that he can tune into with his mutant power). It's a useful power for learning the secrets of others.

His secret truth is he just wants to be a chef. He loves cooking (and eating). He secretly cooks his own food from a wide variety of ingredients (his access to food preparation allows him to acquire his illicit ingredients). His bandana is a symbol of his service group.

SECRET SOCIETY: PURGE ("Omega Dawn")



Objectives: Destroy The Computer. Since direct attack is impossible, sabotage and dirty tricks are satisfactory temporary measures. Reveal The Computer's obvious weaknesses and failures and encourage others to exploit them. The ultimate goal is to set all intelligent beings (including robots) free of its dominance.

Doctrines: The Computer is evil. Whether the evil is the result of the original programming or the nature of The Computer is unimportant. The Computer's iron grip on the citizens must be broken. Those citizens who meekly submit to The Computer are traitors to man's higher destiny. Citizens must be taught to resist and fight The Computer with whatever resources are at hand.

MUTANT POWER: Lest can sense electromagnetic fluxes of all kinds. Within 15 meters of a robot or other electronic or electromechanical device, he will sense its presence unless it is heavily shielded. He may also be able to sense radio, microwave, or other electromagnetic signals if they are of sufficient strength, though he will not be able to read any message carried by these signals. (Make an attribute check against power index to see if these signals are sensed.) He will be able to sense when a laser or other electronic weapon has been fired within line of sight and within 500 meters. He will also be able to tell if an electronic or electromagnetic artifact is "active" or "dead." [To do any of these things, the player must announce to the gamemaster that he attempting to sense electromagnetic emanations. The gamemaster will then tell the player what his character senses.]

SERVICE GROUP: **Production, Logistics and Commissary** is in charge of agricultural and industrial production and allocation of resources. Among their primary responsibilities are food preparation and distribution of all consumer goods.