

Character Name: Shena-R-HEX-1

Player Name: _____

PRIMARY ATTRIBUTES	
Strength	<u>9</u>
Endurance	<u>21</u>
Agility	<u>10</u>
Manual Dexterity	<u>10</u>
Moxie	<u>14</u>
Chutzpah	<u>14</u>
Mechanical Aptitude	<u>10</u>
Power Index	<u>15</u>

SECONDARY ATTRIBUTES	
Carrying Capacity	<u>25 kg</u>
Damage Bonus	<u>-</u>
Macho Bonus	<u>-2</u>
Melee Bonus	<u>-1%</u>
Aimed Weapon Bonus	<u>-1%</u>
Comprehension Bonus	<u>+5%</u>
Believability Bonus	<u>+7%</u>
Repair Bonus	<u>-1%</u>

DAMAGE STATUS
Wounds:

CREDITS
 100

SECURITY CLEARANCE
 Red

SERVICE GROUP
 Housing Preservation & Development, and Mind Control

SECRET SOCIETY
 Frankenstein Destroyers

SECRET SOCIETY RANK
 1

MUTANT POWER(s)
 Superior Endurance

Note to self: Beth-R-IFF-1 has cybernetic implants and as such, cannot be trusted to make important or moral decisions..

WEAPON	TO HIT
Laser Pistol	<u>35%</u>
Unarmed	<u>20%</u>
_____	_____
_____	_____
_____	_____
_____	_____

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

SKILLS:

Basic Operations (1) (20%)	Personal Development (1) (20%)
Aimed Weapons (2) (24%)	Self-Improvement (2) (25%)
Laser (3) (29%)	Endurance (3) (30%)

Player Character Background: Shena-R-HEX-1

Shena-R-HEX-1 is a new agent who has been called to active Troubleshooter duty by The Computer. She has the Superior Endurance Mutation (she is fond of running as a means of exercise).

Shena is a spiritualist at heart. She doesn't believe in a specific creator god, but she does believe that humans are special because they have immortal souls while machines and computers do not. While she is private about her spiritual beliefs, her disdain towards robots becomes all too apparent when she has to interact with one.

Shena has a peculiar trait, she gets the hiccups when she is highly stressed. She makes a soft '*chirping*' sound with each hiccup.

SECRET SOCIETY: Frankenstein Destroyers

Objectives: Intelligent robots and computers are soulless monsters that must be destroyed or reduced to their proper functions as tools of Humanity.

Doctrines: Humanity have souls to guide its intelligence. Intelligent robots and computers have no soul, and are therefore evil and amoral. Machines are not inherently evil — only tools for humanity's use. Intelligent mechanisms (bionic or mechanical) are a perversion of the natural order, and cannot distinguish between right and wrong.

MUTANT POWER: Shena has Superior Endurance (increased attribute – biological).

SERVICE GROUP: Housing Preservation & Development and Mind Control is the administrative and service unit that provides for the housing, entertainment, and political education of the masses. They also provide most of the clerical services and low-level administrative functions in Alpha Complex. Of all the service groups, this has the lowest status, since it is most often in direct contact with the masses. Internal Security looks upon their entertainment-and-propaganda with scorn, and the more technically skilled service groups regard HPD & Mind Control personnel as uneducated clerks.

Discipline and morale is poor, and a certain carelessness of political orthodoxy is tolerated as a result. Internal Security regards HPD & Mind Control as beneath their contempt, and their services seldom come to the immediate attention of The Computer. The only other service where treason is less aggressively persecuted is Research and Development.

HPD & Mind Control personnel are often less than strict in their observance of The Computer's rules. Their garments are often of poor quality, poorly maintained, and worn with a casual indifference to regulations. HPD & Mind Control personnel have a reputation for being 'free thinkers' in Alpha Complex, though the implication is of scorn rather than respect.

