

Character Name: Vinn-R-ORB-1

Player Name: _____

PRIMARY ATTRIBUTES

| | |
|---------------------|-----------|
| Strength | <u>10</u> |
| Endurance | <u>13</u> |
| Agility | <u>13</u> |
| Manual Dexterity | <u>14</u> |
| Moxie | <u>18</u> |
| Chutzpah | <u>16</u> |
| Mechanical Aptitude | <u>11</u> |
| Power Index | <u>10</u> |

SECONDARY ATTRIBUTES

| | |
|---------------------|--------------|
| Carrying Capacity | <u>25 kg</u> |
| Damage Bonus | <u>-</u> |
| Macho Bonus | <u>-</u> |
| Melee Bonus | <u>+5%</u> |
| Aimed Weapon Bonus | <u>+7%</u> |
| Comprehension Bonus | <u>+15%</u> |
| Believability Bonus | <u>+12%</u> |
| Repair Bonus | <u>+1%</u> |

DAMAGE STATUS

Wounds:

CREDITS

100

SECURITY CLEARANCE:

Red

SERVICE GROUP:

The Armed Forces

SECRET SOCIETY:

Humanist

SECRET SOCIETY RANK:

1

MUTANT POWER(s):

Minor Telekinesis (psionic)

Note to self: Fridays are the luckiest day of the week to expose traitors. Mondays are the worst.

WEAPON

Laser Pistol

Truncheon

Unarmed

TO HIT

37%

35%

30%

EQUIPMENT

Red Reflec Armour

Laser Pistol

Laser Barrel (red stripe)

Jump Suit

Utility Belt & Pouches

Com Unit 1

Truncheon

Notebook & Stylus

SKILLS:

| | | | |
|----------------------------|---|------------------------|--------------------------------|
| Basic Operations (1) (20%) | — | Melee Combat (2) (30%) | Personal Development (1) (20%) |
| | | | |
| Aimed Weapons (2) (32%) | | Truncheon (3) (35%) | |
| | | | |
| Laser (3) (37%) | | | |

Player Character Background: Vinn-R-ORB-1

Vinn-R-ORB-1 is a new troubleshooter agent with the Minor Telekinesis Mutation. He is extremely superstitious and always worries about bad luck. He avoids the number 13, won't sit three on a bench, won't break mirrors, won't trim his nails at night, and many other silly superstitions. Vinn is brave, bold, and quick witted. He has to be careful, because his sarcasm may be the death of him.

SECRET SOCIETY: Humanist

Objectives: Free humanity from the domination of machines. Return machines to their rightful status as tools in humanity's control. If this can be accomplished peacefully, so be it. If there must be war between humanity and machines, then let humanity fight — and win!

Doctrines: The natural order has been disrupted. Computers, robots and machines were designed to serve humanity, not to rule them. The Computer must be reprogrammed to return it to its properly subordinate position — in the service of humanity. Robots and machines should be directly controlled by humanity, not through the intermediary of The Computer.

MUTANT POWER: Vinn has always been able to move small things with the power of his mind. He can lift 100 grams of material using telekinesis. The object must be in sight of him, and it must be manipulated as though it were being handled with an invisible, indefinitely extensible human arm. That is, it can be thrown, caught, twirled, twisted, or dropped, just as though it were being handled by a human arm. This costs 1 power point per minute of telekinesis.

With special exertion, Vinn can move a kilogram of material in the same way, but at a greater expenditure of psionic energy and with less reliability. It costs 1D10 power points just to try to lift the object. The gamemaster makes an attribute check against his power index (count the power index as measured before the expenditure of points to power the attempt). If the check is successful, the object can be moved and manipulated for one minute. For each minute thereafter, he must make another attribute check and expend 1D10 power points. If the check is unsuccessful, the object doesn't move. In either case, the power points are expended. If the character fails, but has the sufficient power points left, he may make multiple attempts.

SERVICE GROUP: **The Armed Forces** are the military arm of the Alpha Complex. This service group is often glamorously portrayed in popular entertainment as constantly at war with the Commies of the Alpha Complexes, but the truth is that The Computer lacks the resources to sustain any protracted military operations. The Armed Forces spend most of their time in drill, training, and guard duty. There is considerable friction between Internal Security and the Armed Forces, because of the Armed Forces' unwillingness to cooperate with Internal Security's aggressive monitoring of political orthodoxy.

