


Portrait	Identity	Player Information	105 Points
	Name: Adam Sephard	Player: Cristina	Race: 0
	Title: co-CEO/Chairman	Campaign: XX/XX/2018	Attributes: 0
	Religion: Transhumanist	Created On: Jan 16, 2018	Advantages: 919
Description			Disadvantages: -186
Race: Human	Height: 200 cm	Hair: Medium, Messy, Brown	Quirks: -10
Gender: Male	Weight: 128 kg	Eyes: Blue/Green	Skills: 610
Age: 38	Size: + 0	Skin: Slightly tanned	Spells: 0
Birthday: 1. Jan	TL: 8	Hand: Ambidextrous	Unspent: -1,228

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 15	Level Max Load Move Dodge	Roll Where - DR	Current FP: 18
Dexterity (DX): 14	• None (0) 45 lb 7 11	- Eye -9 0	Basic FP: 18
Intelligence (IQ): 15	Light (1) 90 lb 5 10	3-4 Skull -7 2	Tired: 5
Health (HT): 14	Medium (2) 135 lb 4 9	5 Face -5 0	Collapse: 0
Will: 15	Heavy (3) 270 lb 2 8	6-7 Right Leg -2 0	Unconscious: -18
Fright Check: 22	X-Heavy (4) 450 lb 1 7	8 Right Arm -2 0	Current HP: 13
Basic Speed: 7	Lifting & Moving Things		Basic HP: 13
Basic Move: 7	Basic Lift: 45 lb	9-10 Torso 0 0	Reeling: 4
Perception: 15	One-Handed Lift: 90 lb	11 Groin -3 0	Collapse: 0
Vision: 15	Two-Handed Lift: 360 lb	12 Left Arm -2 0	Check #1: -13
Hearing: 15	Shove & Knock Over: 540 lb	13-14 Left Leg -2 0	Check #2: -26
Taste & Smell: 15	Running Shove & Knock Over: 1,080 lb	15 Hand -4 0	Check #3: -39
Touch: 15	Carry On Back: 675 lb	16 Foot -4 0	Check #4: -52
thr: 1d+1 sw: 2d+1	Shift Slightly: 2,250 lb	17-18 Neck -5 0	Dead: -65
		- Vitals -3 0	

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Acrobatic Feints	Finta	20	No				
Aggressive Parry	Parada	12	12	No	1d-1 cr	C	
Dual-Weapon Attack: Same foe	Patada	20	No		1d+3 cr	C,1	
Dual-Weapon Attack: Same foe	Puñetazo	16	No		1d+2 cr	C	
Judo Throw	Lanzamiento	20	No		1d cr	C	
Kicking	Patada	20	No		1d+3 cr	C,1	
Natural	Punch	16	12		1d+2 cr	C	
Split Kick: Two adjacent foes	Patada	20	No		1d+3 cr	C,1	
Targeted Kick	Patada/O. Vitales	19	No		1d+3 cr x3	C,1	

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Born Attributes	175		Bioengineer			130	
Increased Dexterity 3	60	B15	Bioengineering/TI 24 (Biogadgets)		IQ+9	16	B180
Increased Health 2	20	B14	Default: Bioengineering/TL8 (Microbioengineering) - 4				
Increased Intelligence 5	95	B15	Bioengineering/TI 24 (Genetic Engineering)		IQ+9	16	B180
Disadvantages	-162		Default: Bioengineering/TL8 (Microbioengineering) - 4				
Addiction ("Limitless")	-15	B122	Bioengineering/TI 24 (Microbioengineer)		IQ+9	20	B180
Cost: Very Expensive, -20; Legal, +5.			Default: Biology/TL8 (Earthlike) - 5				
Addiction (Spend time with Eva)	-15	B122	Bioengineering/TI 24 (Tissue Engineering)		IQ+9	16	B180
Cost: Very Expensive, -20; Legal, +5.			Default: Bioengineering/TL8 (Microbioengineering) - 4				
Compulsive Generosity	-10	B128					
CR: 6 (Resist Rarely), +20% Cost of Living Increase.							
Curious	-5	B129					
CR: 12 (Resist Quite Often).							
Duty (Transhuman Intl.)	-15	B133					
FR: 15, -15.							
Enemy (Anti-biotech Activists)	-25	B135					
Medium Group, -20; Appears fairly often (9-), x1; Unknown, -5.							
Enemy (Watched by the Media)	-17	B135					
Appears quite often (12-), x2; Large/Powerful Group, -30; Unknown, -5; Watcher, x0.25.							

Advantages & Disadvantages	Pts	Ref
Fanaticism (Transhuman Intl.)	-15	B136
Obsession Long term, -10. Upgrade the human race	-10	B146
Secret (Illegal Research) Imprisonment, -20.	-20	B152
Sense of Duty Humanity, -15.	-15	B153
▼ Elective Surgery	119	
▼ Biomods	68	
▼ Boosted Heart	15	
Extra Fatigue Points 1	3	B16
Hard to Kill 1	2	B58
Increased Health 1	10	B14
▼ Eye Upgrade	0	
Blindness -6 to all combat skills; cannot target hit locations	0	B124
▼ High-Efficiency Kidney	2	
Reduced Consumption 2 Water Only, -50%.	2	B80
▼ Liver Upgrade	5	
Resistant Ingested Poison, +10; +8 to all HT rolls to resist, x0.5.	5	B81
▼ Muscle Graft	30	
Increased Strength 3	30	B14
▼ Perfume Glands	6	
Obscure (Smell) 1	2	B72
Racial Bonus to Sex Appeal Scent Based, -20%.	4	B101
▼ Skeleton Tongue	10	
Mimicry	10	B68
▼ Bodysculpting	16	
▼ Altered Appearance	6	
Honest Face	1	B101
Pitiable	5	B22
▼ Jointwork	10	
Catfall	10	B41
▼ Genetic Surgery	30	
▼ Angiogenesis	15	
Fit, Very +2 to all HT rolls to stay conscious, avoid death, resist disease, resist poison; recover FP at twice the normal rate; lose FP at half the normal rate (in both cases, not FP spent for spells or psi powers)	15	B55
▼ Bone Marrow Upgrades	15	
Extra Fatigue Points 2	0	B16
Rapid Healing, Very	15	B79
▼ Neuromods	5	
▼ Myelin Replacement	5	
Resistant High-Pressure Gases, +5; Immunity, x1.	5	B81

Skills	SL	RSL	Pts	Ref
Biology/TL8 (Earthlike)	24	IQ+9	44	B180
Animal Handling (Cricetids)	15	IQ+0	2	B175
Animal Handling (Culicidae)	15	IQ+0	2	B175
Animal Handling (Formicidae)	15	IQ+0	2	B175
Animal Handling (Hominids)	15	IQ+0	2	B175
Electronics Operation/TL8 (Scientific)	15	IQ+0	2	B189
Hazardous Materials/TL8 (Biological)	15	IQ+0	2	B199
NBC Suit/TL8	15	DX+1	4	B192
Research/TL8	15	IQ+0	2	B217
▼ Business			86	
Administration Default: Merchant - 3	24	IQ+9	12	B174
Finance Default: Merchant - 6	24	IQ+9	24	B195
Merchant	24	IQ+9	36	B209
Going Viral (Propaganda) Default: Propaganda	23	+3	3	B231,MA75
Accounting Default: Finance - 4	20	IQ+5	1	B174
Propaganda/TL8 Default: Merchant - 5	20	IQ+5	4	B216
Current Affairs/TL8 (Business)	15	IQ+0	1	B186
Gambling	15	IQ+0	2	B197
Leadership	15	IQ+0	2	B204
Savoir-Faire (High Society)	15	IQ+0	1	B218
▼ Courtesany			9	
Acting	15	IQ+0	2	B174
Carousing	15	HT+1	2	B183
Dancing	15	DX+1	4	B187
Sex Appeal	15	HT+1	1	B219
▼ Deep Cover			7	

Advantages & Disadvantages	Pts	Ref
▼ Eugenics (340 BC)	85	
Absolute Timing	2	B35
Ambidexterity	5	B39
Appearance Attractive, +4.	4	B21
Discriminatory Hearing	15	B49
Discriminatory Smell	15	B49
Eidetic Memory	5	B51
Extra Arm 2 Foot Manipulators, -30%; Short, -50%. Prehensile Toes	4	B53
Language Talent	10	B65
Lightning Calculator Intuitive Mathematician, +3.	5	B66
Sensitive Touch	10	B83
Single-Minded	5	B85
Versatile	5	B96
▼ Genetic Engineering	185	
▼ Brain Modifications	20	
Increased Intelligence 1	20	B15
▼ Cardiovascular Modifications	19	
Fit +1 to all HT rolls to stay conscious, avoid death, resist disease, resist poison; recover FP at twice the normal rate (but not FP spent for spells or psi powers)	5	B55
Improved G-tolerance 0.3G, +5.	5	B60
Longevity	2	B66
Rapid Healing	5	B79
Resistant Acceleration, +5; +3 to all HT rolls to resist, x0.33.	2	B81
▼ Cosmetic and Minor Transgenic Modifications	17	
Appearance Very Handsome, +16.	16	B21
Temperature Tolerance 1	1	B93
▼ Digestive and Filtration Modifications	5	
Alcohol Tolerance	1	B100
Resistant Ingested Poison, +10; +3 to all HT rolls to resist, x0.33.	4	B81
▼ Glandular Modifications	45	
Combat Reflexes Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)	15	B43
Fearlessness 5	10	B55
High Pain Threshold Never suffer shock penalties when injured; +3 on all HT rolls to avoid knockdown and stunning; +3 to resist torture	10	B59
Metabolism Control 2	10	B68
▼ Immune System Modifications	5	

Skills	SL	RSL	Pts	Ref
Area Knowledge (United States; Lived there) Location of its major cities and important sites; awareness of its major customs, ethnic groups, and languages (but not necessarily expertise); names of folk of Status 6+; and a general understanding of the economic and political situation	15	IQ+0	1	B176
Observation	15	Per+0	2	B211
Stealth	15	DX+1	4	B222
▼ Diplomacy			13	
Current Affairs/TL8	15	IQ+0	1	B186
Detect Lies Default: Psychology - 4	15	Per+0	4	B187
Diplomacy	15	IQ+0	4	B187
Law (International)	15	IQ+0	4	B204
▼ Engineer			34	
Engineer/TL8 (Biomedical) Default: Biology/TL8 (Earthlike) - 6	24	IQ+9	24	B190
Electronics Repair/TL8 (Medical) Default: Engineer/TL8 (Biomedical) - 3	22	IQ+7	4	B190
Mathematics/TL8 (Applied) Default: Engineer/TL8 (Biomedical) - 5	20	IQ+5	4	B207
Current Affairs/TL8 (Science & Scrounging)	15	IQ+0	1	B186
Scrounging	15	Per+0	1	B218
▼ Martial Arts			123	
Acrobatics	16	DX+2	12	B174
Broadsword Default: Shortsword - 2	16	DX+2	8	B208
Judo Allows parrying two different attacks per turn, one with each hand.	16	DX+2	12	B203
Jumping	16	DX+2	4	B203
Karate	16	DX+2	12	B203
Sumo Wrestling	16	DX+2	8	B223
Games (Judo)	15	IQ+0	1	B197
Meditation	15	Will+0	4	B207
Philosophy (Buddhism)	15	IQ+0	4	B213

Advantages & Disadvantages	Pts	Ref
Resistant Disease, +10; +8 to all HT rolls to resist, x0.5.	5	B81
▼ Lifespan and Self-Repair Modifications	10	
Increased Health 1	10	B14
▼ Musculo-Skeletal Modifications	31	
Fewer Hit Points 2	-4	B16
Flexibility (Double-Jointed)	15	B56
Increased Strength 2	20	B14
▼ Nervous System Modifications	20	
Increased Dexterity 1	20	B15
▼ Respiratory Modifications	23	
Breath-Holding 2	4	B41
Extra Fatigue Points 3	9	B16
Voice	10	B97
▼ Sensory Modifications	-13	
Absolute Direction	5	B34
Decreased Intelligence 1	-20	B15
Night Vision 2	2	B71
▼ Sexual and Reproductive Modifications	0	
Extended Fertility	0	B53
Increased Fecundity	0	B53
Light Menses	0	B53
▼ Sleep-State Modifications	3	
Deep Sleeper	1	B101
Less Sleep 1	2	B65
▼ Influence and Wealth	172	
Reputation (Former child prodigy and International Awards winner) 3 People Affected (Almost everyone), x1; Recognized almost all the time (15-), x1.	15	B26
Status 5 LilyCare Corporate Boss and Leader of the Transhuman Church	0	B28
Transhuman Intl. Rank 8 Courtesy Rank, +1 (levels only); Chain of Command, +1 (levels only); Large Resources, +2 (levels only); Dominance, +1 (levels only).	32	B29
Wealth, Multimillionaire 3	125	B25
▼ Languages	58	
Language Group: East-Slavic Spoken (Native), +4; Written (Native), +4; Belarusian, Lithuanian, Russian, Ukrainian., +0%. With Language Talent	8	B24
Language Group: English Native, -4; Spoken (Native), +4; Written (Native), +4; Afrikaans, Dutch, English, Jamaican Creole, Louisiana Creole., +0%. With Language Talent	4	B24

Skills	SL	RSL	Pts	Ref
Savoir-Faire (Dojo) Default: Games (Judo) - 3	15	IQ +0	1	B218
Breath Control	14	HT+0	4	B182
Combat Art (Judo) Default: Judo - 3	14	DX+0	4	B184
Combat Art (Karate) Default: Karate - 3	14	DX+0	4	B184
Combat Sport (Judo) Default: Judo - 3	14	DX+0	4	B184
Shortsword	14	DX+0	2	B209
Staff	14	DX+0	2	B208
▼ Techniques			37	
Acrobatic Feints (Acrobatics) Default: Acrobatics	20	+ 4	5	B231,MA73
Judo Throw (Judo) Default: Judo	20	+ 4	5	B231,MA75
Kicking (Karate) Default: Karate - 2	20	+ 4	7	B231,MA75
Split Kick: Two adjacent foes (Kicking) Default: Kicking - 4	20	+ 0	5	B231,MA75
Targeted Kick (Kicking) Default: Kicking - 3	19	- 1	3	B231,MA75
Dual-Weapon Attack: Same foe (Broadsword) Default: Broadsword - 4	16	+ 0	5	B230,MA83
Dual-Weapon Attack: Same foe (Karate) Default: Karate -	16	+ 0	5	B231,MA75
Aggressive Parry (Karate Parry) Default: Karate Parry - 1	12	+ 0	2	MA65
▼ Medic			180	
Forensics/TL8 Default: Criminology/TL8 - 4	24	IQ +9	40	B196

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Language Group: German Spoken (Native), +4; Written (Native), +4; Austro-Bavarian, German, Yiddish., +0%; Closely related to English Group and Scandinavian Group, -4. With Language Talent	4	B24	Pharmacy/TL8 (Synthetic) Default: Physician/TL8 - 5	24	IQ+9	20	B213
Language Group: North-African Spoken (Native), +6; Written (Native), +6; Coptic, Demotic, Egyptian (Archaic, Old, Middle, Late), Tacilhit, Tamazight, Taqbaylit, Tuareg., +0%; Default: Closely related to Semetic Group, -6. With Language Talent	6	B24	Physician/TL8	24	IQ+9	40	B213
Language Group: Romance Spoken (Native), +4; Written (Native), +4; Catalan, French, Galician, Haitian Creole, Italian, Latin, Portuguese, Romanian, Spanish., +0%. With Language Talent	8	B24	Physiology/TL8 (Human) Default: Physician/TL8 - 5	24	IQ+9	20	B213
Language Group: Scandinavian Spoken (Native), +4; Written (Native), +4; Danish, Faroese, Icelandic, Norwegian, Swedish., +0%; Closely related to English Group and German Group, -4. With Language Talent	4	B24	Poisons/TL8 Default: Pharmacy/TL8	24	IQ+9	12	B214
Language Group: Semetic Spoken (Native), +6; Written (Native), +6; Akkadian, Amharic, Arabic, Aramaic, Hebrew, Sryiac, Tigrinya., +0%. With Language Talent	12	B24	Surgery/TL8 Default: Physician/TL8 - 5	24	IQ+9	20	B223
Language Group: Southwest-Slavic Spoken (Native), +4; Written (Native), +4; Bulgarian, Czech, Macedonian, Polish, Serbo-Croatian, Slovak, Torlakian., +0%; Closely related to East-Slavic Group, -4. With Language Talent	4	B24	Naturalist (Earthlike) Default: Biology/TL8 (Earthlike) - 3	22	IQ+7	4	B211
Language Group: Tai-Kmer Spoken (Native), +4; Written (Native), +4; Kmer, Lao, Santali, Shan, Thai, Vietnamese., +0%. With Language Talent	8	B24	Diagnosis/TL8 Default: Physician/TL8 - 4	20	IQ+5	1	B187
▼ Martial Styles	16		Electronics Operation/TL8 (Medical) Default: Engineer/TL8 (Biomedical) - 5	20	IQ+5	4	B189
▼ Perks	7		Chemistry/TL8	15	IQ+0	4	B183
Acrobatic Feints	1	ACT3:15	Computer Operation/TL8	15	IQ+0	1	B184
Special Setup (Karate Parry > Judo Throw) Lets you use a setup attack differently	1	MA51	Criminology/TL8 Default: Psychology - 4	15	IQ+0	2	B186
Technique Mastery (Judo Throw) Increases your maximum level in a technique	1	MA52	Expert Skill (Epidemiology)	15	IQ+0	4	B193
Technique Mastery (Kicking) Increases your maximum level in a technique	1	MA52	Fast-Draw/TL8 (Medical Gear)	15	DX+1	2	ACT1:13
Unusual Training (Dual-Weapon Attack (Broadsword), Both attacks must target the same foe) Lets you use an special technique.	1	MA52	Psychology	15	IQ+0	4	B216
			Public Speaking	15	IQ+0	2	B216
			▼ Memehacking			16	
			Expert Skill (Memetics)	15	IQ+0	4	B193
			Intelligence Analysis/TL8	15	IQ+0	4	B201
			Mathematics/TL8 (Statistics)	15	IQ+0	4	B207
			Sociology Default: Psychology - 4	15	IQ+0	4	B221
			▼ Salesmanship			2	
			Body Language Default: Detect Lies - 4	15	Per+0	2	B181
			▼ Special			8	
			Weird Science	15	IQ+0	8	B228
			▼ Virtus			2	
			Intimidation Default: Acting - 3	15	Will+0	2	B202

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Unusual Training (Dual-Weapon Attack (Karate), Both attacks must target the same foe) Lets you use an special technique.	1	MA52					
Unusual Training (Split Kick: Dual-Weapon Attack, Only to kick two adjacent foes) Lets you use an special technique.	1	MA52					
Style Familiarity (Goju Ryu)	1						
Style Familiarity (Hung Gar Kung Fu Tiger-Crane Style)	1						
Style Familiarity (Judo)	1						
Style Familiarity (Kempo)	1						
Style Familiarity (Nito Ryu)	1						
Style Familiarity (Praying Mantis Kung Fu)	1						
Style Familiarity (Shaolin Kung Fu)	1						
Style Familiarity (T'ai Chi Chuan)	1						
Style Familiarity (Wushu)	1						
Perks	10						
Equipment Bond (Computer)	1	PU2:9					
Skill Perks	9						
Efficient at Bioengineering (Biogadgets) Ignore up to -2 for haste, thus you can use the skill in just 80% of the usual time	1	B101					
Efficient at Bioengineering (Genetic) Ignore up to -2 for haste, thus you can use the skill in just 80% of the usual time	1	B101					
Efficient at Bioengineering (Microbioengineering) Ignore up to -2 for haste, thus you can use the skill in just 80% of the usual time	1	B101					
Efficient at Bioengineering (Poisons) Ignore up to -2 for haste, thus you can use the skill in just 80% of the usual time	1	B101					
Efficient at Bioengineering (Tissue Engineering) Ignore up to -2 for haste, thus you can use the skill in just 80% of the usual time	1	B101					
Efficient at Engineer (Biomedical) Ignore up to -2 for haste, thus you can use the skill in just 80% of the usual time	1	B101					
Efficient at Forensics Ignore up to -2 for haste, thus you can use the skill in just 80% of the usual time	1	B101					
Efficient at Pharmacy (Synthetic) Ignore up to -2 for haste, thus you can use the skill in just 80% of the usual time	1	B101					

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Efficient at Surgery Ignore up to -2 for haste, thus you can use the skill in just 80% of the usual time	1	B101					
Quirks	-10						
Admiration Eva Nought	-1	B164					
Habit Treats himself with medicines of his own making	-1	B164					
Hoarder Medicines	-1	B164					
Imaginative	-1	B164					
Likes cold weather	-1	B164					
Likes Laurasiatheria	-1	B164					
Obsession Desires Immortality	-1	B164					
Religious Transhumanist	-1	B164					
Slightly Unusual Biochemistry	-1	B164					
Vow To love Eva till the end	-1	B165					
Social Styles	32						
Fashion Sense	5	B21					
Perks	21						
Disarming Smile Diplomacy Without Words	1	B101					
Fearsome Stare Intimidation Without Words	1	B101					
Haughty Sneer Savoir-Faire (High Society) Without Words	1	PU2:4					
Networked (Born Researcher) +2 for finding an archive that has information you need	1	PU2:4					
Networked (Fundraiser) +2 for finding investors	1	PU2:4					
Networked (Leads) +2 to any roll to find a buyer	1	PU2:4					
Networked (Political Hack) +2 for finding the Government Office that deals with any particular problem	1	PU2:4					
Permit (Artificial Life) Artificial organisms, lifebanks, organs, wet nanofactories...	1	PU2:4					
Permit (Biomedical Equipment) Equipment used to heal or modify living beings.	1	PU2:4					
Permit (Chemical Drugs) Chemical and herbal compounds, synthetic drugs...	1	PU2:4					
Photogenic	1	B164					
Rehearsed Role (Camorra High-Ranking Member) Cancels the -3 for an unrehearsed persona or the -5 for not knowing the subject well	1	B164					

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Rehearsed Role (FBI Police Officer) Cancels the -3 for an unrehearsed persona or the -5 for not knowing the subject well	1	B164					
Rehearsed Role (Kenneth Castle) Cancels the -3 for an unrehearsed persona or the -5 for not knowing the subject well	1	B164					
Rehearsed Role (Michael Weyland) Cancels the -3 for an unrehearsed persona or the -5 for not knowing the subject well	1	B164					
Rehearsed Role (Sinaloa Cartel High-Ranking Member) Cancels the -3 for an unrehearsed persona or the -5 for not knowing the subject well	1	B164					
Rehearsed Role (Soltsevskaya Bratva High-Ranking Member) Cancels the -3 for an unrehearsed persona or the -5 for not knowing the subject well	1	B164					
Sexy Pose Sex Appeal Without Words	1	B101					
Social Arbiter Decides who is acceptable in Inner Circles	1	PU2:4					
Team Work (Fundraising)	1	PU2:4					
Team Work (Sales)	1	PU2:4					
Style Familiarity (Courtesantry)	1						
Style Familiarity (Deep Cover)	1						
Style Familiarity (Diplomacy)	1						
Style Familiarity (Memehacking)	1						
Style Familiarity (Salesmanship)	1						
Style Familiarity (Virtus)	1						
Talents	28						
Animal Friend 4 Reaction Bonus: All ordinary animals	4						
Charisma 4 +1/level to Influence rolls	4						
Empath 4 IQ-4+level roll as for Empathy	4						
Healer 4 Bonus to HT rolls for a specific patient and condition if treated full time	4						
Mathematical Ability 4 Bonus to resist deception involving numbers	4						
Memetics 4 Bonus to resist Brainwashing, Fast-Talk and Propaganda	4						

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Natural Scientist 4 Reduce TL and familiarity penalties for gear examined for an hour with a covered skill (Astronomy, Biology, Chemistry, Expert Skill (Hydrology and Natural Philosophy), Geology, Mathematics (Applied, Statistics and Surveying), Metallurgy, Meteorology, Paleontology, Physics and Physiology)	4						
Trained Advantages	15						
Cultural Adaptability	10	B46					
Eidetic Memory Photographic, +5.	5	B51					