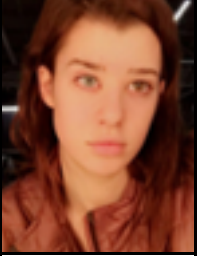


| Portrait | Identity | Player Information | 105 Points |
|--|--------------------------------|------------------------------------|----------------------------|
|  | Name: Eve Nought | Player: Cristina | Race: 0 |
| | Title: co-CEO/Chairman | Campaign: XX/XX/2018 | Attributes: 0 |
| | Religion: Transhumanist | Created On: Jan 16, 2018 | Advantages: 904 |
| | Description | | Disadvantages: -186 |
| Race: Human | Height: 192 cm | Hair: Long, Straight, Brown | Quirks: -10 |
| Gender: Female | Weight: 104 kg | Eyes: Blue/Green | Skills: 625 |
| Age: 38 | Size: + 0 | Skin: White | 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 | | Artist | | | 92 | |
| Increased Dexterity 3 | 60 | B15 | Artist (Virtual Arts) | 24 | IQ+9 | 40 | B179 |
| Increased Health 2 | 20 | B14 | Photography/TL8 | 24 | IQ+9 | 36 | B213 |
| Increased Intelligence 5 | 95 | B15 | Default: Electronics Operation/TL8 (Media) -5 | | | | |
| Disadvantages | -162 | | Connoisseur (Virtual Arts) | 22 | IQ+7 | 4 | B185 |
| Addiction ("Limitless") | -15 | B122 | Default: Artist (Virtual Arts) -3 | | | | |
| Cost: Very Expensive, -20; Legal, +5. | | | Electronics Operation/TL8 (Media) | 20 | IQ+5 | 4 | B189 |
| Addiction (Spend time with Eva) | -15 | B122 | Default: Engineer/TL8 (Electronics) -5 | | | | |
| Cost: Very Expensive, -20; Legal, +5. | | | Artist (Drawing) | 15 | IQ+0 | 4 | B179 |
| Compulsive Generosity | -10 | B128 | Current Affairs/TL8 (High Culture) | 15 | IQ+0 | 1 | B186 |
| CR: 6 (Resist Rarely), +20% Cost of Living Increase. | | | Current Affairs/TL8 (Popular) | 15 | IQ+0 | 1 | B186 |
| Curious | -5 | B129 | Hobby Skill (Comic books) | 15 | IQ+0 | 1 | B200 |
| 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. Create a new cultural movement | -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 |
|--|----|------|-----|-----------|
| Savoir-Faire (High Society) | 15 | IQ+0 | 1 | B218 |
| Bardic Arts | | | 18 | |
| Expert Skill (Bardic Lore) | 15 | IQ+0 | 4 | B193 |
| Literature | 15 | IQ+0 | 4 | B205 |
| Musical Instrument (Violin) | 15 | IQ+0 | 4 | B211 |
| Poetry | 15 | IQ+0 | 2 | B214 |
| Public Speaking | 15 | IQ+0 | 2 | B216 |
| Singing | 15 | HT+1 | 2 | B220 |
| Business | | | 85 | |
| 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 |
| Computer | | | 100 | |
| Computer Programming/TL8 | 24 | IQ+9 | 40 | B184 |
| Computer Programming/TL8 (AI) | 24 | IQ+9 | 40 | B184 |
| Electronics Repair/TL8 (Computer) Default: Engineer/TL8 (Electronics) - 3 | 22 | IQ+7 | 4 | B190 |
| Computer Operation/TL8 Default: Computer Programming/TL8 - 5 | 20 | IQ+5 | 4 | B184 |
| Electronics Operation/TL8 (Communications) Default: Engineer/TL8 (Electronics) - 5 | 20 | IQ+5 | 4 | B189 |
| Cryptography/TL8 | 15 | IQ+0 | 4 | B186 |
| Expert Skill (Computer Security) | 15 | IQ+0 | 4 | B193 |
| Courtesany | | | 9 | |
| Acting | 15 | IQ+0 | 2 | B174 |
| Carousing | 15 | HT+1 | 2 | B183 |
| Dancing | 15 | DX+1 | 4 | B187 |

| 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 Beautiful, +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 |
|---|-----------|--------------|------------|-------------|
| Sex Appeal | 15 | HT+1 | 1 | B219 |
| ▼ Deep Cover | | | 7 | |
| Area Knowledge (China; 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 |
| ▼ Engineer | | | 151 | |
| Engineer/TL8 (Battlesuits) Default: Engineer/TL8 (Robotics) - 4 | 24 | IQ+9 | 16 | B190 |
| Engineer/TL8 (Electrical) Default: Engineer/TL8 (Robotics) - 4 | 24 | IQ+9 | 16 | B190 |
| Engineer/TL8 (Electronics) Default: Engineer/TL8 (Robotics) - 4 | 24 | IQ+9 | 16 | B190 |
| Engineer/TL8 (Microtechnology) | 24 | IQ+9 | 40 | B190 |
| Engineer/TL8 (Robotics) | 24 | IQ+9 | 40 | B190 |
| Electrician/TL8 Default: Engineer/TL8 (Electrical) - 3 | 22 | IQ+7 | 4 | B189 |
| Electronics Repair/TL8 (Communications) Default: Engineer/TL8 (Electronics) - 3 | 22 | IQ+7 | 4 | B190 |
| Electronics Repair/TL8 (Media) Default: Engineer/TL8 (Electronics) - 3 | 22 | IQ+7 | 4 | B190 |
| Armoury/TL8 (Battlesuits) Default: Engineer/TL8 (Battlesuits) - 4 | 20 | IQ+5 | 1 | B178 |
| Mathematics/TL8 (Applied) Default: Engineer/TL8 (Battlesuits) - 5 | 20 | IQ+5 | 4 | B207 |
| Mechanic/TL8 (Micromachines) Default: Engineer/TL8 (Microtechnology) - 4 | 20 | IQ+5 | 1 | B207 |

| 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 EveTech 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 | 44 | |
| Language Group: Aryan Spoken (Native), +6; Written (Native), +6; Assamese, Bengali, Bhojpuri, Burmese, Chittagonian, Kashmiri, Magahi, Maithili, Marathi, Nepali, Oriya, Rangpuri, Sylheti, Tibetan., +0%; Closely related to Hindi Group and Iranian Group, -6. With Language Talent | 6 | B24 |
| Language Group: Chinese Native, -4; Spoken (Native), +6; Written (Native), +6; Gan, Hakka, Mandarin, Min Bei, Min Dong, Min Nan, Wu, Xiang, Yue (Cantonese)., +0%. With Language Talent | 8 | B24 |

| Skills | SL | RSL | Pts | Ref |
|--|----|--------|-----|-----------|
| Mechanic/TL8 (Robotics) Default: Engineer/TL8 (Robotics) - 4 | 20 | IQ+5 | 1 | B207 |
| Current Affairs/TL8 (Science & Research/TL8) | 15 | IQ+0 | 1 | B186 |
| Research/TL8 | 15 | IQ+0 | 2 | B217 |
| Scrounging | 15 | Per+0 | 1 | B218 |
| ▼ Long/Short Con | | | 10 | |
| Fast-Talk | 15 | IQ+0 | 2 | B195 |
| Sleight of Hand | 15 | DX+1 | 8 | B221 |
| ▼ 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 |
| 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 |

| Advantages & Disadvantages | Pts | Ref |
|--|-----|---------|
| Language Group: English Spoken (Native), +4; Written (Native), +4; Afrikaans, Dutch, English, Jamaican Creole, Louisiana Creole., +0%. With Language Talent | 8 | B24 |
| Language Group: Hindi Spoken (Native), +6; Written (Native), +6; Awadhi, Bagheli, Bhili, Chhattisgarhi, Gujarati, Haryanvi, Hindi, Kanauji, Konkani, Marwari, Punjabi, Rajasthani, Sindhi, Urdu., +0%. With Language Talent | 12 | B24 |
| Language Group: Iranian Spoken (Native), +6; Written (Native), +6; Balochi, Dari, Farsi (Persian), Kurdish, Mazanderani/Gilaki, Pashto, Tajik., +0%; Closely related to Hindi Group and Aryan Group, -6. With Language Talent | 6 | B24 |
| Language: Japanese Spoken (Native), +2; Written (Native), +2. With Language Talent | 4 | B24 |
| ▼ Martial Styles | 16 | |
| ▼ Perks | 7 | |
| Acrobatic Feints | 1 | ACT3:15 |
| Special Setup (Karate Parry > Judo Throw) Lets you use a setup attack differently | 1 | MA51 |
| Technique Mastery (Judo Throw) Increases your maximum level in a technique | 1 | MA52 |
| Technique Mastery (Kicking) Increases your maximum level in a technique | 1 | MA52 |
| Unusual Training (Dual-Weapon Attack (Broadsword), Both attacks must target the same foe) Lets you use an special technique. | 1 | MA52 |
| 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 | |

| Skills | SL | RSL | Pts | Ref |
|---|----|-------|-----|-----------|
| 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 |
| ▼ 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 | 15 | IQ+0 | 4 | B221 |
| ▼ Salesmanship | | | 6 | |
| Body Language Default: Psychology - 4 | 15 | Per+0 | 2 | B181 |
| Psychology Default: Sociology - 4 | 15 | IQ+0 | 4 | B216 |
| ▼ Special | | | 8 | |
| Weird Science | 15 | IQ+0 | 8 | B228 |

| Advantages & Disadvantages | Pts | Ref | Skills | SL | RSL | Pts | Ref |
|--|-----|-------|--------|----|-----|-----|-----|
| Style Familiarity (Wushu) | 1 | | | | | | |
| Perks | 9 | | | | | | |
| Equipment Bond (Computer) | 1 | PU2:9 | | | | | |
| Skill Perks | 8 | | | | | | |
| Efficient at Artist (Virtual Arts) Ignore up to -2 for haste, thus you can use the skill in just 80% of the usual time | 1 | B101 | | | | | |
| Efficient at Computer Programming Ignore up to -2 for haste, thus you can use the skill in just 80% of the usual time | 1 | B101 | | | | | |
| Efficient at Computer Programming AI Ignore up to -2 for haste, thus you can use the skill in just 80% of the usual time | 1 | B101 | | | | | |
| Efficient at Engineer (Battlesuits) Ignore up to -2 for haste, thus you can use the skill in just 80% of the usual time | 1 | B101 | | | | | |
| Efficient at Engineer (Electrical) Ignore up to -2 for haste, thus you can use the skill in just 80% of the usual time | 1 | B101 | | | | | |
| Efficient at Engineer (Electronics) Ignore up to -2 for haste, thus you can use the skill in just 80% of the usual time | 1 | B101 | | | | | |
| Efficient at Engineer (Robotics) Ignore up to -2 for haste, thus you can use the skill in just 80% of the usual time | 1 | B101 | | | | | |
| Efficient at Photography Ignore up to -2 for haste, thus you can use the skill in just 80% of the usual time | 1 | B101 | | | | | |
| Quirks | -10 | | | | | | |
| Admiration Adam Sephard | -1 | B164 | | | | | |
| Collector Hats | -1 | B164 | | | | | |
| Cries when she is happy, mad, sad or frustrated | -1 | B164 | | | | | |
| Enjoys baths immensely | -1 | B164 | | | | | |
| Habit Draws everywhere | -1 | B164 | | | | | |
| Imaginative | -1 | B164 | | | | | |
| Obsession Desires Immortality | -1 | B164 | | | | | |
| Religious Transhumanist | -1 | B164 | | | | | |
| Slightly Unusual Biochemistry | -1 | B164 | | | | | |
| Vow To love Adam till the end | -1 | B165 | | | | | |
| Social Styles | 32 | | | | | | |
| Fashion Sense | 5 | B21 | | | | | |
| Perks | 20 | | | | | | |

| Advantages & Disadvantages | Pts | Ref | Skills | SL | RSL | Pts | Ref |
|---|-----|-------|--------|----|-----|-----|-----|
| Convincing Nod Fast-Talk Without Words | 1 | PU2:4 | | | | | |
| 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 (In the Know) +2 for finding illegal favors or relationships | 1 | PU2:4 | | | | | |
| Networked (Leads) +2 to any roll to find a buyer | 1 | PU2:4 | | | | | |
| Permit (Computers) Computers, including hardware and software. | 1 | PU2:4 | | | | | |
| Permit (Power) Fuel cells, generators, superconductor loops... | 1 | PU2:4 | | | | | |
| Permit (Powered Suits) Enclosed battlesuits, open exoskeletons... | 1 | PU2:4 | | | | | |
| Permit (Robots and Total Cyborgs) From common household to combat robots. | 1 | PU2:4 | | | | | |
| Photogenic | 1 | B164 | | | | | |
| Rehearsed Role (Alexia Spark) Cancels the -3 for an unrehearsed persona or the -5 for not knowing the subject well | 1 | B164 | | | | | |
| Rehearsed Role (Angelica Spark) Cancels the -3 for an unrehearsed persona or the -5 for not knowing the subject well | 1 | B164 | | | | | |
| Rehearsed Role (D-Company High-Ranking Member) Cancels the -3 for an unrehearsed persona or the -5 for not knowing the subject well | 1 | B164 | | | | | |
| Rehearsed Role (MJIB Agent) Cancels the -3 for an unrehearsed persona or the -5 for not knowing the subject well | 1 | B164 | | | | | |
| Rehearsed Role (NSB Agent) Cancels the -3 for an unrehearsed persona or the -5 for not knowing the subject well | 1 | B164 | | | | | |
| Rehearsed Role (Triad 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 | | | | | |
| Team Work (Fundraising) | 1 | PU2:4 | | | | | |
| Team Work (Sales) | 1 | PU2:4 | | | | | |
| Style Familiarity (Bardic Arts) | 1 | | | | | | |

| Advantages & Disadvantages | Pts | Ref | Skills | SL | RSL | Pts | Ref |
|--|-----------|------------|--------|----|-----|-----|-----|
| Style Familiarity (Courtesantry) | 1 | | | | | | |
| Style Familiarity (Deep Cover) | 1 | | | | | | |
| Style Familiarity (Memehacking) | 1 | | | | | | |
| Style Familiarity (Salesmanship) | 1 | | | | | | |
| Style Familiarity (The Long Con) | 1 | | | | | | |
| Style Familiarity (The Short Con) | 1 | | | | | | |
| Talents | 28 | | | | | | |
| Artificer 4 Eliminate -1/level to a skill with success on another to improvise tools; Apply to Enigmatic Device Table rolls and other unskilled tech rolls | 4 | | | | | | |
| Charisma 4 +1/level to Influence rolls | 4 | | | | | | |
| Circuit Sense 4 -1/level less-severe penalties from Familiarity when using any skill to operate unfamiliar gear that runs on electricity | 4 | | | | | | |
| Computer Wizard 4 Reduce Familiarity penalties for computers. Roll Hacking/Programming to improvise software to reduce equipment penalty | 4 | | | | | | |
| Empath 4 IQ-4+level roll as for Empathy | 4 | | | | | | |
| Gifted Artist 4 Reaction Bonus (Buyers and Critics) | 4 | | | | | | |
| Mathematical Ability 4 Bonus to resist deception involving numbers | 4 | | | | | | |
| Trained Advantages | 15 | | | | | | |
| Cultural Adaptability | 10 | B46 | | | | | |
| Eidetic Memory Photographic, +5. | 5 | B51 | | | | | |