

Portrait	Identity		Miscellaneous		200 Points
	↔ Name Ichinose Asuna	Created Jan 25, 2024, 10:41 PM	0 Unspent		
	Title	Modified Jan 25, 2024, 10:58 PM	0 Ancestry		
	Organization	Player Andrew	76 Attributes		
Description					
↔ Gender Female	↔ Height 5'6"	↔ Hair Blond	133 Advantages		
↔ Age 23	↔ Weight 134 lb	↔ Eyes Blue	-50 Disadvantages		
↔ Birthday May 25	Size +0	↔ Skin Brown	0 Quirks		
Religion	TL 8	↔ Hand Right	41 Skills		
			0 Spells		

Primary Attributes		Secondary Attributes		Humanoid			Encumbrance, Move & Dodge			
				Roll	Location	DR	Level	Max Load	Move	Dodge
[10] 11 Strength (ST)	[0] 11 Will		Eyes	-9	0	0 None	24 lb	6	9	
[60] 15 Dexterity (DX)	[0] 11 Fright Check	3-4	Skull	-7	2	1 Light	48 lb	4	8	
[0] 11 Intelligence (IQ)	[0] 12 Perception (Per)	5	Face	-5	0	2 Medium	72 lb	3	7	
[0] 11 Health (HT)	[0] 12 Vision	6-7	Right Leg	-2	0	3 Heavy	144 lb	2	6	
Basic Damage		[0] 12 Hearing	8	Right Arm	-2	0	4 X-Heavy	240 lb	1	5
1d-1 Basic Thrust	[0] 12 Taste & Smell	[0] 12 Touch	9-10	Torso	+0	0	Lifting & Moving Things			
1d+1 Basic Swing	[0] 6.75 Basic Speed	[0] 6 Basic Move	11	Groin	-3	0	24 lb Basic Lift			
	[0] 6.75 Basic Speed	[0] 6 Basic Move	12	Left Arm	-2	0	48 lb One-Handed Lift			
Point Pools		[0] 6.75 Basic Speed	13-14	Left Leg	-2	0	192 lb Two-Handed Lift			
[0] 11 of 11 FP [Rested]		[0] 6 Basic Move	15	Hand	-4	0	288 lb Shove & Knock Over			
[6] 14 of 14 HP [Healthy]			16	Foot	-4	0	576 lb Running Shove & Knock Over			
			17-18	Neck	-5	0	360 lb Carry On Back			
				Vitals	-3	0	1200 lb Shift Slightly			

±	Reaction
+4	from those attracted to members of your sex, +2 from everyone else

Melee Weapon		Usage	SL	Parry	Block	Damage	Reach	ST
Natural Attacks	Bite	16	No	No	1d-2 cr	C		
Natural Attacks	Kick	14	No		1d-1 cr	C,1		
Natural Attacks	Punch	16	11		1d-2 cr	C		

Ranged Weapon		Usage	SL	Acc	Damage	Range	RoF	Shots	Bulk	Recoil	ST
Glock 19, 9x19mm			15	2	2d+1 pi	160/1,800	3	15+1(3)	-2	2	8

Trait	Pts	📖	Skill / Technique	SL	RSL	Pts	📖
Alcoholism	-15	B122	Area Knowledge (Region)	11	IQ	1	B176
Appearance	0	B21	Boxing	15	DX	2	B182
Beautiful			Brawling	16	DX+1	2	B182
Contact (School Mafia)	5	B44	Computer Operation/TL8	11	IQ	1	B184
Effective skill (12); Group; Appears fairly often (9-); Somewhat reliable			Connoisseur (Music)	10	IQ-1	1	B185
When doubling up, improve skill to 15, or frequency to 12 or less, or reliability to "Usually Reliable."			Current Affairs/TL8 (Popular Culture)	11	IQ	1	B186
Fit, Very	15	B55	Driving/TL8 (Motorcycle)	15	DX	2	B188
+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)			Fast-Draw (Knife)	15	DX	1	B194
Increased Basic Speed 1	5	B17	Fast-Draw (Long Arm)	15	DX	1	B194
Increased Dexterity 2	40	B15	Fast-Draw (Pistol)	15	DX	1	B194
Increased Health 1	10	B14	Fast-Draw/TL8 (Ammo)	15	DX	1	B194
Increased Intelligence 1	20	B15	Fast-Talk	12	IQ+1	4	B195
Increased Perception 1	5	B16	Forced Entry	15	DX	1	B196
Laziness	-10	B142	Gesture	11	IQ	1	B198
Luck	15	B66	Guns/TL8 (Pistol)	15	DX	1	B198
Usable once per hour of play			Holdout	12	IQ+1	4	B200
Natural Attacks	0	B271	Housekeeping	11	IQ	1	B200
Peripheral Vision	15	B74	Judo	13	DX-2	1	B203
			Allows parrying two different attacks per turn, one with each hand.				

Trait			Pts	📖	Skill / Technique			SL	RSL	Pts	📖
Robust (Hearing)			1	PU2:14	Knife			15	DX	1	B208
Robust (Vision)			1	PU2:14	Savoir-Faire (Mafia)			12	IQ+1	2	B218
Secret (Murdered Sensei) Imprisonment			-20	B152	Default: Streetwise-3						
Signature Gear 1			1	B85	Stealth			15	DX	2	B222
For equipment normally bought with money, each point gives goods worth up to 50% of the average campaign starting wealth (but never cash).					Streetwise			12	IQ+1	4	B223
Social Stigma (Criminal Record)			-5	B155	Tactics			11	IQ	4	B224
-1 Reaction, -2 for cops & judges					Throwing			14	DX-1	1	B226
Carried Equipment (1.8 lb; \$600)					Uses	TL	LC	📦	🛍️	📦	🛍️
✓	#										
✓	1	Glock 19, 9x19mm				8	3	600	1.8 lb	600	1.8 lb HT101