



Name: Jocasta Menos

Race: Human

Appearance: Longish straight blonde hair, crystal-blue eyes, in good physical condition but with a slightly nervous demeanor.

Player: Leonard Pierce

Ht: 5'6"

Wt: 129

Age: 32

Spent: 571

Unspent: 2

CHARACTER SHEET

Character stats table including ST 11, HP 16, DX 12*, Will 19, IQ 16, Per 19, HT 10+, FP 11, Basic Speed 5.5, Basic Move 4, BL 24 lb, Thr 1d-1, Sw 1d+1.

TL 7, SM +0

Vision 19, Taste/Smell 19, Death Check 11*, Hearing 19, Fright Check 21+, High Jump 1.17 ft, Touch 19, Consciousness 11*, Broad Jump 1.67 yd.

HP 5, 0, -16, -32, -48, -64, -80; FP 3, 0, -11

PARRY 10* (DX), PARRY 11* (Judo), BLOCK 8* (DX), DODGE 9* (None), DR 0 (Torso)

REACTION MODIFIERS: Appearance: +1*, Status: +3+, Other: -1+

LANGUAGES: ASL (Native), Chinese (Native), Danbe (Native), English (Native)

TEMPLATES AND META-TRAITS: Project SANDMAN Lens (114), ASL (3), Danbe (6), Patron (90), Resistant (10), Duty (-20), Hidden Lore (4), Hypnotism (2), Psychology (2), Legal Enforcement Powers (15), Archaeology (2)

ADVANTAGES: Alternate Identity (5), Appearance (4), Blessed (5), Combat Reflexes (15)

ADVANTAGES (continued): Contact (4), Empathy (14), Fit (5), Legal Enforcement Powers (15), Less Sleep (4), Military Rank (10), Mind Probe (13), Oracle (11), Patron (90), Psychometry (18), Resistant (10), Security Rank (5), Spirit Empathy (5), Telecommunication (9), Trained By A Master (10), Unusual Background (10), Wealth (20), Zeroed (10)

PERKS: Style Familiarity (1)

DISADVANTAGES: Addiction (-25), Compulsive Behavior (-5), Delusion (-5), Duty (-20), Flashbacks (-10), Insomniac (-10), Obsession (-10), On the Edge (-7), Paranoia (-10), Sense of Duty (-5)

QUIRKS: Always Wears Gloves (0), Imaginative (0), Obsession (-1), Responsive (-1), Synesthesia Under Duress (0)

SKILLS: Acrobatics (1)

SKILLS (continued)			
Name	Level	Relative	Pts
Archaeology {p. B176}	15	IQ-1	[2]
Area Knowledge (Bay Area) {p. B176}	18	IQ+2	[4]
Artist (Drawing) {p. B179}	17	IQ+1	[8]
Autohypnosis {p. B179}	17	Will-2	[1]
Biology/TL7 (Ecology) {p. B180}	14	IQ-2	[2]
Body Control {p. B181}	13	HT+3	[20]
Breath Control {p. B182}	9	HT-1	[2]
Cooking {p. B185}	15	IQ-1	[1]
Diplomacy {p. B187}	14	IQ-2	[1]
Driving/TL7 (Automobile) {p. B188}	13	DX+1	[4]
Empathy {p. PP49}	14	IQ-2	[1]
Fast-Draw (Pistol) {p. B194}	13	DX+1	[1]
Fast-Talk {p. B195}	15	IQ-1	[1]
First Aid/TL7 (Human) {p. B195}	17†	IQ+1	[2]
Guns/TL7 (Pistol) {p. B198}	14	DX+2	[4]
Guns/TL7 (Rifle) {p. B198}	15	DX+3	[7]
Hidden Lore (History B) {p. B199}	17	IQ+1	[4]
Hypnotism (Human) {p. B201}	17‡	IQ+1	[2]
Intelligence Analysis/TL7 {p. B201}	16	IQ+0	[4]
Judo {p. B203}	14	DX+2	[12]
Parry: 11			
Karate {p. B203}	14	DX+2	[12]
Parry: 11			
Law (U.S.) {p. B204}	14	IQ-2	[1]
Leadership {p. B204}	15§	IQ-1	[1]
Meditation {p. B207}	18	Will-1	[2]
Naturalist (Earth) {p. B211}	16	IQ+0	[4]
Observation {p. B211}	19	Per+0	[2]
Occultism {p. B212}	19	IQ+3	[12]
Power Blow {p. B215}	17	Will-2	[1]
Pressure Points (Human) {p. B215}	17	IQ+1	[8]
Pressure Secrets (Human) {p. B215}	15	IQ-1	[4]
Psychology (Human) {p. B216}	15	IQ-1	[2]
Research/TL7 {p. B217}	15	IQ-1	[1]
Savoir-Faire (High Society) {p. B218}	18	IQ+2	[4]
Shadowing {p. B219}	15	IQ-1	[1]
Soldier/TL7 {p. B221}	15	IQ-1	[1]
Stealth {p. B222}	13	DX+1	[4]
Strategy (Land) {p. B222}	15	IQ-1	[2]
Swimming {p. B224}	11	HT+1	[2]
Tactics {p. B224}	16	IQ+0	[4]
Teaching {p. B224}	15§	IQ-1	[1]
Tracking {p. B226}	18¶	Per-1	[1]
* +1 from 'Combat Reflexes'	§ Cond. +2 from 'Telecommunication (Telesend)' when you are telling target what to do		
† Cond. +1 from 'First Aid Kit'	¶ Cond. +4 from 'Psychometry' when you know exactly who you're following		
‡ +2 from 'Telecommunication (Telesend)'			

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[208]
Advantages, Perks	[313]
Disadvantages, Quirks	[-94]
Skills, Techniques	[144]
Total Points Spent:	571
Unspent Points:	2

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	12	-	1d-2 cr	C	-	-	
Karate: Punch	14	11	1d cr	C	-	-	
Karate: Kick	12	-	1d+1 cr	C,1	-	-	
Survival Knife: Swing	8	7	1d-1 cut	C,1	6	4	
Survival Knife: Thrust	8	7	1d-1 imp	C	6	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Ruger Mini-14, .223 Remington	15	5d pi	5	500 yd / 1.82 mi	3	20+1(3)	8†	-5	2	3	
Survival Knife	8	1d-1 imp	-	9 yd / 17 yd	1	T(1)	6	-2	-	4	
Zasteva M-70 Semi-Automatic	14	2d pi	2	150 yd / 1500 yd	3	8+1	8	-2	2	3	

EQUIPMENT			
Qty	Item	Cost	Weight
1	1973 AMC Javelin, Pierre Cardin Edition (TL7) {p. B464} Description: TL:7 Skill:Driving/TL (Automobile) ST/HP:59 Hnd/SR:+1/5 HT:10f Move:5/64* Lwt:1.8 Load:0.4 SM:+3 Occ:1+3 DR:4 Range:400 Locations: GW4	85000	-
1	Backpack, Small (TL1) {p. B288} Description: TL:1 Notes: Holds 40 lbs. of gear.	60	3 lb
1	Ballistic Vest (TL 8; TL8) {p. B284} Description: TL:8 LC:3 DR:8/2* Notes: [1,2,3] Split DR: use the first, higher DR against piercing or cutting attacks; use the second, lower DR against all other damage types. Concealable as or under clothing. DR increases with TL. After the TL of introduction, consult the table on p. B285. Location: torso	400	2 lb
3	Book (TL5)	75	6 lb
8	False Identification Papers (TL5)	4000	12.8 oz
1	First Aid Kit (TLVar.) {p. B289} Description: TL:Var. Notes: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.	50	2 lb
1	Flashlight, Heavy (TL6) {p. B288} Description: TL:6 Notes: 30' beam. 5hrs.	20	1.5 lb
1	Hand Mirror (TL6)	5	1.6 oz
1	Hollowed-Out Book (TL5)	50	4.8 oz
6	LSD (TL7) {p. B440-441}	120	2.88 oz
8	MDMA (TL7)	120	1.28 oz
20	Modafamil (TL7) {p. MD47}	40	1.6 oz
3	Notebook (TL6)	3	4.8 oz
7	Pen (TL7)	14	2.1 lb
5	Pencil (TL5)	5	8 oz
1	Personal Basics (TL0) {p. B288} Description: TL:0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.	5	1 lb
4	Psilocybin (TL7) {p. B440-441}	80	3.84 oz
1	Ruger Mini-14, .223 Remington (TL7) {p. HT120} Description: TL:7 LC:3 Ammo:0.9 lb. Damage:5d pi Acc:5 Range:500/3200 RoF:3 Shots:20+1(3) ST:8† Bulk:-5 Rcl:2 Skill:Guns (Rifle)	655	7.5 lb
1	Sketchbook (TL5)	10	8 oz
1	Survival Knife (TL0) {p. B272, B276, MA213, HT197} Description: TL:0 LC:4 \par [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2] \par [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife] \par [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]	45	1 lb
1	Zasteva M-70 Semi-Automatic (TL7)	300	2 lb

LOAD-OUTS			
Qty	« No equipment »	Cost	Weight
1	Ruger Mini-14, .223 Remington (TL7)	655	7.5 lb
1	Zasteva M-70 Semi-Automatic (TL7)	300	2 lb
Totals:		955	9.5 lb

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Ground	4 yd	3 yd	2 yd	1 yd	1 yd
Jump	4 yd	3 yd	2 yd	1 yd	1 yd
Dodge	9	8	7	6	5