

ame: Jocasta Menos	Player: Le	Spent: 571		
ace: Human	Ht: 5'6"	Wt: 129	Age: 32	Unspent: 2
ppearance: Longish straight blonde hair, nervous demeanor.	crystal-blue eyes,	in good physica	Il condition bu	t with a slightly

(CHARA	СТЕ	R SH	IEET						
ST	11	[10]	HP	16	[10]	Basic Speed 5.5		[0]
DX	12*	[40]	Will	19	[15]	Basic Move 4		[-5]
IQ	16	[120]	Per	19	[15]	BL 24 lk)	ST×ST)/5
ΗТ	10†	[<mark>0</mark>]	FP	11	[3]	^{Thr} 1d-1	^{Sw}	d+1
* Cond. +1 from 'Blessed (Heroic Feat; DX)' † Cond. +1 from 'Fit'										

TL 7			[0] 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
* +1 from 'Fit'		† +2 fi	rom 'Corr	hbat Reflexes'

HP	5, 0, -1	6, -32, -48, -64, -80	FP	3, 0, -11
PARRY	PARRY	BLOCK	DODGE	DR
10*	11*	8*	9*	0
DX	Judo	DX	None	Torso
* +1 from 'Combat	t Reflexes'			

REACTION MODIFIERS
Appearance: +1*
* +1 from 'Appearance'
Status: +3 [†]
+ +1 from 'Wealth', +1 from 'Military Rank', +1 from 'Security Rank (Status)'
Other: -1 [‡]
‡ -1 from 'Delusion (Uncertainty About Reality)', Cond2 from 'Paranoia', Cond. +2 from 'Sense of Duty ((Those having psychic/psychedelic experiences))' when in dangerous
situations if Sense of Duty is known, Cond2 from 'On the Edge' when people witness behavior, Cond. +2 from 'On the Edge' when witnessed by people who value bravery over self-preservation

LANGUAGES					
Name	Spoken	Written	Pts		
ASL	Native	—	[3]		
Chinese	Native	Native	[6]		
Danbe	Native	Native	[6]		
English (Native)	Native	Native	[0]		

TEMPLATES AND META-TRAITS

Name		Pts
Project SANDMAN Lens {p. MD25}	[114]
ASL (Spoken; Native) {p. B24}	[3]
Danbe (Native) {p. B24}	[6]
Patron (Project SANDMAN; 15 or less; Special Abilities:	[90]
grants special powers) {p. B72, P65}		
Resistant (Anunnaki Programming; Very Common; +3)	[10]
{p. B80, P71}		
Roll to Resist: 24 (Will+5)		
Duty (Project SANDMAN; 15 or less (almost always);	[-20]
Extremely Hazardous) {p. B134}		
Hidden Lore (History B) {p. B199}	[4]
Hypnotism* (Human) {p. B201}	[2]
Psychology (Human) {p. B216}	[2]
Legal Enforcement Powers 3 {p. B65}	[15]
Archaeology {p. B176}	[2]
* +2 from 'Telecommunication (Telesend)'		

F	Pts
[5]
[4]
[5]
[15]
	F

ADVANTAGES (continued)	
Name	Pts
Contact (Agent Thomas Padden; Effective Skill 15; 9 or less;	[4
Usually Reliable) {p. B44}	-
Empathy (Psi) {p. PP49}	[14
Roll: 14 (Empathy)	-
Fit {p. B55}	[5
Legal Enforcement Powers 3 {p. B65}	[15
Less Sleep 2 {p. B65}	[4
Military Rank 2 {p. B29}	[10
Mind Probe (Sense-Based (Touch) (One sense); Trigger (LSD,	[13
Very Common, Illegal)) {p. B69, P61}	-
Roll to Probe; R-Will: 16 (IQ)	
Oracle (Knissomancy; Preparation Required (10 minutes))	[11
{p. B72, P65}	
Roll to Discover: 19 (Per), Roll to Interpret: 16 (IQ)	
Patron (Project SANDMAN; 15 or less; Special Abilities: grants	[90
special powers) {p. B72, P65}	
Psychometry (Psionic) {p. B78, P69}	[18
Roll to sense history: 16 (IQ)	
Resistant (Anunnaki Programming; Very Common; +3) {p. B80,	[10
P71}	
Roll to Resist: 24 (Will+5)	F 40
Resistant (Psionics; Very Common; +3) {p. B80, P71} Roll to Resist: 22 (Will+3)	[10
Security Rank (SANDMAN Administrative Rank) 1 {p. B29}	[5
Security Rank (SANDMAN Status) +1 {p. B28}	5
Spirit Empathy (Specialized (Liminal Spirits)) {p. B88}	[5
Roll to empathize: 16 (IQ)	1 5
Telecommunication (Telesend; Limited Use (1/day);	[9
Preparation Required (Meditation) (10 minutes)) {p. B91, P81}	1 9
Roll to Communicate: 16 (IQ)	
Trained By A Master (Sandman Regimen) {p. MD16}	[10
Unusual Background (Psi (ESP only)) {p. B96}	[10
Wealth (Wealthy) {p. B25}	[20
Zeroed {p. B100}	[10

PERKS

Name		Pts
Style Familiarity (Kleil) {p. MA149}	[1]
DISADVANTAGES		
Name		Pts
Addiction (Psychedelics; Cheap; Hallucinogenic; Totally	T	-25
addictive; Illegal) {p. B122}		
Compulsive Behavior (Rituals; 12 or less) {p. B128}	[-5
Compulsive Behavior (Workaholic (Squared Away and Work	Ī	-5
Harder); 12 or less) {p. B128}	-	
Delusion (Uncertainty About Reality; Minor) {p. B130}	[-5
Duty (Project SANDMAN; 15 or less (almost always);	[-20
Extremely Hazardous) {p. B134}		
Flashbacks (Severe) {p. B136}]	-10
Insomniac (Mild) {p. B140}	[-10
Obsession (OZYMANDIAS/Reinhardt; Long-Term Goal; 12 or	[-10
less) {p. B146}		
On the Edge (15 or less) {p. B147}	[-7
Paranoia {p. B148}	[-10
Sense of Duty ((Those having psychic/psychedelic	[-5
experiences); Small Group) {p. B153}		
QUIRKS		

QUIR	KS				
Name		Pts			
Always Wears Gloves When Handling Unfamiliar Objects					
(Fright Check Quirk)					
Imaginative (Corruption Quirk) {p. B1	64} [0]			
Obsession (Hidden Symbols) {p. B164}					
Responsive {p. B164}					
Synesthesia Under Duress (Fright Check Quirk)					
	•				
Name	Level Relative	Pts			
Acrobatics {p. B174}	10 DX-2 [1]			
Obsession (Hidden Symbols) {p. B16 Responsive {p. B164} Synesthesia Under Duress (Fright Cl SKIL Name	4} [eck Quirk) [LS [Level] Relative	-			

Name	Level	Relative	Pts
Acrobatics {p. B174}	10	DX-2	[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					
First Aid/TL7 (Human) {p. B195}	17†	IQ+1	[2			
Guns/TL7 (Pistol) {p. B198}	14					
Guns/TL7 (Rifle) {p. B198}	15	DX+3	[4			
Hidden Lore (History B) {p. B199}	17	IQ+1	ī 4			
Hypnotism (Human) {p. B201}	17‡	IQ+1	[2			
Intelligence Analysis/TL7 {p. B201}	16	IQ+0	ī 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	í 4			
Teaching {p. B224}	15§	IQ-1	ī 1			
Tracking {p. B226}	18¶	Per-1	1			
	-	ecommunication				
† Cond. +1 from 'First Aid Kit' (Tele ‡ +2 from 'Telecommunication (Telesend)' do	send)' when yo	u are telling targ	et what to			
	id. +4 from 'Psy ly who you're fo	chometry' when blowing	you knov			
POINTS SUMMARY			Pts			
Basic Attributes, Secondary Characteristics						
			208			

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

Jocasta Menos

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	85000	-
	(TL7) {p. B464}		
	Description: TL:7 Skill:Driving/TL (Automobile) ST/HP:59 Hn		
	Move:5/64* Lwt:1.8 Load:0.4 SM:+3 Occ:1+3 DR:4 Range:40		
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}	400	2 lb
- '	Description: TL:8 LC:3 DR:8/2* Notes: [1,2,3] Split DR: use th		
	piercing or cutting attacks; use the second, lower DR against	t all other dama	ge types.
	Concealable as or under clothing. DR increases with TL. After		
	consult the table on p. B285.		
2	Location: torso Book (TL5)	75	6 lb
3	· · · · · · · · · · · · · · · · · · ·	75	
	False Identification Papers (TL5)	4000	12.8 oz
1	First Aid Kit (TLVar.) {p. B289}	50	2 lb
	Description: TL:Var. Notes: A complete kit for treating wound ointments, etc. +1 to First Aid skill.	ls, with bandage	es,
1	Flashlight, Heavy (TL6) {p. B288}	20	1.5 lb
· ·	Description: TL:6 Notes: 30' beam. 5hrs.	20	1.0 10
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}	5	1 lb
	Description: TL:0 Notes: Minimum gear for camping: -2 to an		
	Includes utensils, tinderbox or flint and steel, towel, etc., as I	L permits.	
4	Psilocybin (TL7) {p. B440-441}	80	3.84 oz
1	Ruger Mini-14, .223 Remington (TL7)	655	7.5 lb
	{p. HT120}		
	Description: TL:7 LC:3 Ammo:0.9 lb. Damage:5d pi Acc:5 Ra	nge:500/3200 l	RoF:3
	Shots:20+1(3) ST:8† Bulk:-5 Rcl:2 Skill:Guns (Rifle)	10	
1	Sketchbook (TL5)	10	8 oz
1	Survival Knife (TL0) {p. B272, B276,	45	1 lb
	MA213, HT197}		
	Description: TL:0 LC:4 \par [Mode: thrown Dam:thr imp Acc:0		
	RoF:1 Shots:T(1) ST:6 Bulk:-2] \par [Mode:swing Dam:sw-2 of Skill:Knife] \par [Mode:thrust Dam:thr imp Reach:C Parry:-1 \$		
	Can be thrown. See Muscle Powered Ranged Weapon Table		NOICES. [1]
1	Zasteva M-70 Semi-Automatic (TL7)	300	2 lb
			_ 10
	LOAD-OUTS		

LOAD-OUTS										
Qty 🤞	No equipment »			Cost	Weight					
1 F	Ruger Mini-14, .223 F	Remington	(TL7)	655	7.5 lb					
1 2	Zasteva M-70 Semi-A	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	l 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					