



Name: Sophie Edelstein  
Race: Human  
Appearance:

Player: Michael Grasso  
Ht: Wt:

Age: Spent: 426  
Unspent: 0

### CHARACTER SHEET

<b>ST</b> 10 [ 0]	<b>HP</b> 10 [ 0]	<b>Basic Speed</b> 5.25 [ 0]
<b>DX</b> 10 [ 0]	<b>Will</b> 16 [ 0]	<b>Basic Move</b> 5 [ 0]
<b>IQ</b> 16 [ 120]	<b>Per</b> 16 [ 0]	<b>BL</b> 20 lb (ST×ST)/5
<b>HT</b> 11 [ 10]	<b>FP</b> 11 [ 0]	<b>Thr</b> 1d-2 <b>Sw</b> 1d

<b>TL</b> 7 [ 0]	<b>SM</b> +0
------------------	--------------

Vision 16*	Taste/Smell 16	Death Check 11
Hearing 16	Fright Check 14†	High Jump 1.67 ft
Touch 16	Consciousness 11	Broad Jump 2.33 yd

\* Cond. -6 from 'Bad Sight (Nearsighted)' when item is more than 1 yard away  
† -2 from 'Combat Paralysis'

**HP** 3, 0, -10, -20, -30, -40, -50 **FP** 3, 0, -11

PARRY	PARRY	BLOCK	DODGE	DR
8	8	6	8	0
DX	Judo	DX	None	Torso

### REACTION MODIFIERS

Appearance: +1* * +1 from 'Appearance'
Status: +1† † +1 from 'Security Rank (SANDMAN Status)'
Other: -2‡ ‡ -2 from 'Delusion (False THROWAWAY Memories)', Cond. +1 from 'Esmologist' when dealing with social groups, Cond. +1 from 'Compulsive Carousing' when from like-minded extroverts, Cond. -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4)

### CULTURAL FAMILIARITIES

Name	Pts
Cultural Familiarity (European)	[ 1]
Cultural Familiarity (Middle Eastern)	[ 1]

### LANGUAGES

Name	Spoken	Written	Pts
Akkadian	Accented*	Literate*	[ 2]
Arabic	Native*	Native*	[ 4]
ASL	Native*	-*	[ 2]
Aulang	Native*	Native*	[ 4]
Danbe	Native*	Native*	[ 4]
Dutch	Native*	Native*	[ 4]
English (Native)	Native†	Native†	[ 0]
French	Accented*	Literate*	[ 2]
German	Accented*	Literate*	[ 2]
Hebrew	Native*	Native*	[ 4]
Italian	Accented*	Literate*	[ 2]
Latin	-*	Literate*	[ 1]
Sumerian	Accented*	Literate*	[ 2]
Yiddish	Accented*	Literate*	[ 2]

\* +1 from 'Language Talent' † -1 from 'English', +1 from 'Language Talent'

### TEMPLATES AND META-TRAITS

Name	Pts
Project SANDMAN Lens {p. User}	[ 114]
ASL (Spoken; Native*) {p. B24}	[ 2]
Danbe (Native*) {p. B24}	[ 4]
Patron (Project SANDMAN; 15 or less; Special Abilities: grants special powers) {p. B72, P65}	[ 90]
Resistant (Anunnaki Programming; Very Common; +3) {p. B80, P71}	[ 10]
Roll to Resist: 21 (Will+5)	
Duty (Project SANDMAN; 15 or less (almost always); Extremely Hazardous) {p. B134}	[ -20]
Hidden Lore (History B) {p. B199}	[ 4]

### TEMPLATES AND META-TRAITS (continued)

Name	Pts
Project SANDMAN Lens {p. User}	[ 114]
Hypnotism (Human) {p. B201}	[ 1]
Psychology† (Human) {p. B216}	[ 2]
Alternate Identity (Legal) {p. B39}	[ 5]
Legal Enforcement Powers 3 {p. B65}	[ 15]
Archaeology {p. B176}	[ 1]

\* +1 from 'Language Talent' † +1 from 'Esmologist'

### ADVANTAGES

Name	Pts
Alternate Identity (Legal) {p. B39}	[ 5]
Appearance (Attractive) {p. B21}	[ 4]
Contact Group (Interpol; Effective Skill 15; 9 or less; Somewhat Reliable) {p. B44}	[ 10]
Esmologist 1 {p. MD15}	[ 15]
Language Talent {p. B65}	[ 10]
Legal Enforcement Powers 3 {p. B65}	[ 15]
Modular Abilities (Super-Memorization; Preparation Required (1 hour); Renshaw Method (+4); Skills Only) {p. B71, P62, MD13}	[ 7]
Modular Abilities (Super-Memorization; Preparation Required (1 hour); Renshaw Method (+4); Skills Only) {p. B71, P62, MD13}	[ 7]
Patron (Project SANDMAN; 15 or less; Special Abilities: grants special powers) {p. B72, P65}	[ 90]
Photographic Memory {p. B51}	[ 10]
Roll to recall: 16 (IQ)	
Resistant (Anunnaki Programming; Very Common; +3) {p. B80, P71}	[ 10]
Roll to Resist: 21 (Will+5)	
Security Clearance (Project SANDMAN; "Need to know" access to a broad range of secrets) {p. B82}	[ 10]
Security Rank (SANDMAN Administrative Rank) 1 {p. B29}	[ 5]
Security Rank (SANDMAN Status) +1 {p. B28}	[ 5]
Single-Minded {p. B85}	[ 5]

### DISADVANTAGES

Name	Pts
Bad Sight (Nearsighted; Glasses) {p. B123}	[ -10]
Combat Paralysis {p. B127}	[ -15]
Compulsive Carousing (12 or less) {p. B128}	[ -5]
Delusion (False THROWAWAY Memories; Major) {p. B130}	[ -10]
Duty (Project SANDMAN; 15 or less (almost always); Extremely Hazardous) {p. B134}	[ -20]
Flashbacks (Mild) {p. B136}	[ -5]
Lecherousness (5 points Corruption, Brain Hacked Addiction (Glyphs) along with Staid and Dislikes Her First Name; 15 or less) {p. B142}	[ -2]

### QUIRKS

Name	Pts
Chauvinistic {p. B164}	[ -1]
Proud {p. B164}	[ -1]
Unplaceable Accent	[ -1]

### SKILLS

Name	Level	Relative	Pts
Accounting {p. B174}	14	IQ-2	[ 1]
Acting {p. B174}	15	IQ-1	[ 1]
Administration {p. B174}	18*	IQ+2	[ 4]
Anthropology (Human) {p. B175}	16*	IQ+0	[ 2]
Archaeology {p. B176}	14	IQ-2	[ 1]
Architecture/TL7 {p. B176}	16	IQ+0	[ 2]
Area Knowledge (Bay Area) {p. B176}	17	IQ+1	[ 2]
Area Knowledge (Cities of Europe) {p. B176}	16	IQ+0	[ 1]
Beam Weapons/TL7 (Pistol) {p. B179}	10†	DX+0	[ 1]
Cartography/TL7 {p. B183}	17	IQ+1	[ 4]

SKILLS (continued)			
Name	Level	Relative	Pts
Computer Operation/TL7 {p. B184}	17	IQ+1	[ 2]
Criminology/TL7 {p. B186}	15	IQ-1	[ 1]
Cryptography/TL7 {p. B186}	16	IQ+0	[ 4]
Current Affairs/TL7 (Headline News) {p. B186}	18*	IQ+2	[ 2]
Current Affairs/TL7 (Politics) {p. B186}	17*	IQ+1	[ 1]
Current Affairs/TL7 (Popular Culture) {p. B186}	17*	IQ+1	[ 1]
Detect Lies {p. B187}	14	Per-2	[ 1]
Diplomacy {p. B187}	15*	IQ-1	[ 1]
Disguise/TL7 (Human) {p. B187}	16	IQ+0	[ 2]
Driving/TL7 (Automobile) {p. B188}	11	DX+1	[ 1]
Economics {p. B189}	15*	IQ-1	[ 1]
Electronics Operation/TL7 (Communications) {p. B189}	15	IQ-1	[ 1]
Esmology {p. B175}	16*	IQ+0	[ 4]
Expert Skill (Memetics) {p. B193}	16	IQ+0	[ 4]
Forgery/TL7 {p. B196}	15	IQ-1	[ 2]
Geography/TL7 (Middle East) {p. B198}	14	IQ-2	[ 1]
Guns/TL7 (Pistol) {p. B198}	10†	DX+0	[ 1]
Hidden Lore (History B) {p. B199}	17	IQ+1	[ 4]
History (Bay Area) {p. B200}	15*	IQ-1	[ 1]
History (Middle East) {p. B200}	15*	IQ-1	[ 1]
Hypnotism (Human) {p. B201}	14	IQ-2	[ 1]
Intelligence Analysis/TL7 {p. B201}	19*	IQ+3	[ 12]
Interrogation {p. B202}	17	IQ+1	[ 4]
Judo {p. B203}	10‡	DX+0	[ 4]
Parry: 8			
Linguistics {p. B205}	14	IQ-2	[ 1]
Literature {p. B205}	15	IQ-1	[ 2]
Market Analysis {p. B207}	15*	IQ-1	[ 1]
Observation {p. B211}	16	Per+0	[ 2]
Occultism {p. B212}	15	IQ-1	[ 1]
Professional Skill (Librarian) {p. B215}	16	IQ+0	[ 2]
Propaganda/TL7 {p. B216}	16*	IQ+0	[ 1]
Psychology (Human) {p. B216}	16*	IQ+0	[ 2]
Public Speaking {p. B216}	15	IQ-1	[ 1]
Research/TL7 {p. B217}	19	IQ+3	[ 12]
Riding (Equines) {p. B217}	9	DX-1	[ 1]
Search {p. B219}	15	Per-1	[ 1]
Sex Appeal (Human) {p. B219, S224}	13§	HT+2	[ 4]
Shadowing {p. B219}	16	IQ+0	[ 2]
Sociology {p. B221}	16*	IQ+0	[ 2]
Speed-Reading {p. B222}	16	IQ+0	[ 2]
Stealth {p. B222}	11	DX+1	[ 2]
Strategy (Land) {p. B222}	15*	IQ-1	[ 1]
Survival (Mountain) {p. B223}	15	Per-1	[ 1]
Teaching {p. B224}	16	IQ+0	[ 2]
Writing {p. B228}	16	IQ+0	[ 2]
* +1 from 'Esmologist'	‡ Cond. -2 from 'Bad Sight (Nearsighted)'		
† Cond. x2 from 'Bad Sight (Nearsighted)' when calculating range penalties	§ +1 from 'Appearance'		

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[ 130]
Advantages, Perks	[ 233]
Disadvantages, Quirks	[ -50]
Skills, Techniques	[ 113]
<b>Total Points Spent:</b>	<b>426</b>
<b>Unspent Points:</b>	<b>0</b>

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	10	–	1d-3 cr	C	–	–	
Kick	8	–	1d-2 cr	C,1	–	–	
Punch	10	8	1d-3 cr	C	–	–	

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	8	7	6	5	4