

## BIOGRAPHICAL INFORMATION

<b>Name</b>	<b>Sophia Winters</b>		
<b>Player</b>		<b>Race</b>	Human
		<b>Gender</b>	Female
<b>Quick Description</b>	She is the product of a failed experiment to create the ultimate spy to combat Communism. When her unit was wiped out by Spetznaz "Ultimates" several years ago, she was forced to go into hiding. Now she works for the highest bidder to steal DNA from various MetaHuman projects.		
		<b>Nationality</b>	Anglo-Germanic
		<b>Hair</b>	White
		<b>Eyes</b>	Blue
		<b>Build</b>	Athletic

<b>A.P.'s Gained</b>	50
<b>Age</b>	21
<b>Age Band</b>	Mature
<b>Height</b>	67 5' 7" / 1.7 m
<b>Weight</b>	117 8 st 5 lbs / 54 kgs
<b>Encumbrance</b>	
<b>Handed</b>	Left

Passions	Theft. Risk. Money.
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Antipathies	Communists. MetaHumans.
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Ambitions	Keep her identity secret. Bring down GeneCorp.
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## VOCATION

<b>VOCATION CLASS</b>	Underworld	<b>Notes</b>	+3 between AniP, PCP, PhyF or STL
<b>1st Occupation Profile</b>	Gene Smuggler	Skill Set Allocations	
<b>Occupation Track</b>		<b>First</b>	Stealth
		<b>Second</b>	Stealth
		<b>Third</b>	Stealth

## SPECIAL ABILITIES

Type	Name	Description	Cost	#	Uses	Cor
Paranormal	Glamour	Can subtly change own appearance. Sub-Ability available.	45	3	1 pSpM	6
Paranormal	Telekinetic Smash	Can deliver a telekinetically augmented strike in unarmed combat. Sub-	10	1		0
Stealth	Quick-Change Artist	Can change clothes very quickly.	5	1		0
Social	Contacts	Has a Contact, which need not be defined until it is required, after	10	1		0
Activities	Contortionist	Squeezing through gaps drop 1 DL.	5	1		0
			0			0
			0			0

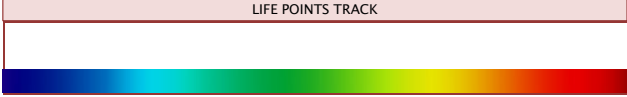
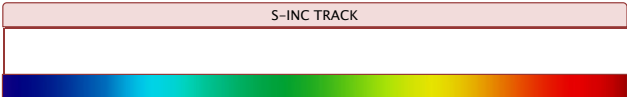
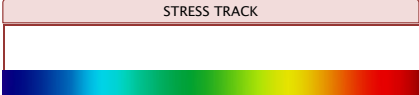
Remaining 0 75

MUTATIONS				
Type	Mutation	Severity	Effect	Cor

## STATISTICS

<b>BIO</b> = $\frac{4}{0} + 4$ AbMax: X3: 12 Exceptional	<b>ITR</b> = $\frac{3}{0} + 3$ AbMax: X3: 9 Remarkable	<b>LUK</b> = $\frac{1}{0} + 1$ AbMax: X3: 3 Able	<b>MND</b> = $\frac{0}{0} + 0$ AbMax: X3: 3 Average	<b>SNS</b> = $\frac{1}{0} + 1$ AbMax: X3: 3 Able	<b>SPD</b> = $\frac{1}{0} + 1$ AbMax: X3: 3 Able
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## ATTRIBUTES

DAMAGE BONUS <b>+4</b>	COINCIDENCES <b>+1</b>	METALINGUISTICS <b>+0</b>	REACTION SPEED <b>+1</b>	EVASION <b>+1</b>	DEATH @ <b>-7</b>
LIFE POINTS <b>28</b> AbMax: X3: 84	LIFE POINTS TRACK 			PSYCHOLOGICAL DISORDERS ? <div style="border: 1px solid black; height: 80px; width: 100%;"></div>	
SHOCK INCAPACITY <b>14</b> AbMax: X3: 42	S-INC TRACK 				
STRESS Stability <b>+1</b>	STRESS TRACK 		CRISIS POINTS 1st =11    4th =44 2nd =22    5th =55 3rd =33		STRESS RESPONSE TALLY Fight    Flight    Hysteria <div style="border: 1px solid black; height: 20px; width: 100%;"></div>

## ENCUMBRANCE

<b>ENC Base</b>	<b>18</b>	<b>Equipment of Note</b>	<b>ENC</b>	<b>Equipment of Note</b>	<b>ENC</b>
x2 or more	36	Hermetic Briefcase	4	Lockpick	1
x3 or more	54	Telescopic Baton	2	"Burner" Phone	1
x5 or more	90	Night Vision Goggles	2		
		<b>Total</b>			10

## RIFT TRAVEL & CORRUPTION DATA

Resist Rift-Warp <b>+4</b>	Total Corruption <b>6</b>
Inoculation Base <b>24</b>	Total Rifts Traversed <div style="border: 1px solid black; height: 20px; width: 100%;"></div>

## SKILL SETS

ACADEMIC & TECHNOLOGICAL					
Average of					
MND	+0				+0
SNS	+1				
Vocation	Special	<b>Ac&amp;T</b>			
+0	+0				

ANIMALS & PEOPLE					
Average of					
ITR	+3				+3
Vocation	Special	<b>AniP</b>			
+0	+0				

COMBAT ACTIVITY:MELEE					
Average of					
BIO	+4				+2
SPD	+1				
Vocation	Special	<b>CA:M</b>			
+0	+0				

COMBAT ACTIVITY:RANGED					
Average of					
LUK	+1				+1
SNS	+1				
Vocation	Special	<b>CA:R</b>			
+0	+0				

OCCUPATIONAL					
Average of					
ITR	+3	SNS	+1		+1
MND	+0	SPD	+1		
Vocation	Special	<b>OCCP</b>			
+0	+0				

PARANORMAL					
Average of					
BIO	+4				+2
MND	+0				
Vocation	Special	<b>PARA</b>			
+0	+0				

PERCEPTION					
Equals					
SNS	+1				+1
Vocation	Special	<b>PCP</b>			
+0	+0				

PHYSICAL:FITNESS					
Average of					
MND	+0				+0
SPD	+1				
Vocation	Special	<b>PhyF</b>			
+0	+0				

PHYSICAL:MOTION					
Equals					
SPD	+1				+1
Vocation	Special	<b>PhyM</b>			
+0	+0				

PHYSICAL:STRENGTH					
Average of					
BIO	+4				+4
Vocation	Special	<b>PhyS</b>			
+0	+0				

STEALTH					
Average of					
ITR	+3				+5
LUK	+1				
Vocation	Special	<b>STLH</b>			
+3	+0				

Average of					
Vocation	Special				

## EXPERTISE

MANDATORY	#	R / #	FULL NAME (Root): (Branch): (Specialisation)	SKILL-SET	SSV	Adv	Total	
		1	#	Criminal Enterprise: Gene Smuggling	STLH	5		+6
	2	R	Camouflage & Concealment: (1) Root	STLH	5		+6	
CHOSEN MANDATORY SKILLS	3	#	Biotechnological Science: Biosecurity & "Hot-Room" Protocol	AC&T	0		+1	
	4	#	Biotechnological Science: Biotech Equipment Use	AC&T	0		+1	
	5	R	Espionage & Subterfuge: (1) Root (STLH)	STLH	5		+6	
	6	R	Security Systems: (1) Root (AC&T)	AC&T	0		+1	
	7	#	Driving Manoeuvres: Getaway Driving (PhyF)	PhyF	0		+1	
		8				0		
		9				0		
Free Choices	10				0			
	11				0			
	12				0			
	13				0			
	14				0			
	15				0			
	16				0			
	17				0			
	18				0			
	19				0			
	20				0			

## WEAPONS & COMBAT

Name of Weapon	Rating/Lethality/Type	LP Dam	SINC Dam	Wield	Rng	Acc	Rate	Recoil	ENC

Roll	Loc	AS
18	Head	
17	Face	
16	Neck	
15	Chest	
14	Belly	
13	Hip	
11-12	Shoulder	
9-10	Arm	
8	Hand	
6-7	Thigh	
5	Shin	
4	Foot	