



Name Miranda Hernandez      Player GM      Point Total 75  
 Ht 5'9"      Wt 125 lbs.      Size Modifier 0      Age 23      Unspent Points 0  
 Appearance A slender and attractive woman, brown hair cropped short, wearing a clean jumpsuit.

ST	10	[ 0 ]	HP	12	CURRENT	[ 4 ]
DX	11	[ 20 ]	Will	11		[ 0 ]
IQ	11	[ 20 ]	Per	11		[ 0 ]
HT	11	[ 10 ]	FP	11	CURRENT	[ 0 ]

Languages	Spoken	Written	
Imperial	(Accented)	(Accented)	[ 4 ]
Laurentian (Native Language)	(Native)	(Native)	[ 0 ]

DR	TL: 11	[ 0 ]
0	Cultural Familiarities	

BASIC LIFT 20      DAMAGE Thr 1d-2      Sw 1d  
 BASIC SPEED 6 [ 10 ]      BASIC MOVE 6 [ 0 ]

PARRY	<b>Reaction Modifiers</b>
8	<b>Appearance:</b> +1/+1 <i>Unappealing Includes</i> +1 from 'Appearance' <i>Appealing Includes</i> +1 from 'Appearance'
DX	<b>Status:</b> +0
BLOCK	<b>Other:</b> +0
6	<b>Conditional:</b> -1 from 'Low Pain Threshold' when from "macho" individuals, +1 from 'Clerical Investment (Worshippers of Axon)'
DX	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL      20	BM x 1      6	Dodge      9
Light (1) = 2 x BL      40	BM x 0.8      4	Dodge - 1      8
Medium (2) = 3 x BL      60	BM x 0.6      3	Dodge - 2      7
Heavy (3) = 6 x BL      120	BM x 0.4      2	Dodge - 3      6
X-Heavy (4) = 10 x BL      200	BM x 0.2      1	Dodge - 4      5

ADVANTAGES AND PERKS	
Appearance (Attractive)	[ 4 ]
Clerical Investment (Worshippers of Axon)	[ 5 ]
Fit	[ 5 ]
Merchant Rank (Deck Officer 5th Class) 1	[ 5 ]
Resistant (Space Sickness) (Rare) (Immunity)	[ 5 ]
Alcohol Tolerance	[ 1 ]

SKILLS			
Name	Level	Relative Level	
Beam Weapons/TL11 (Pistol)	11	DX+0	[ 1 ]
Carousing	12	HT+1	[ 2 ]
Computer Operation/TL11	12	IQ+1	[ 2 ]
Current Affairs/TL11 (Sports)	11	IQ+0	[ 1 ]
Dancing	10	DX-1	[ 1 ]
Electronics Operation/TL11 (Sensors)	11	IQ+0	[ 2 ]
Free Fall	11	DX+0	[ 2 ]
Games (Zero-G Handball)	11	IQ+0	[ 1 ]
Housekeeping	11	IQ+0	[ 1 ]
Navigation/TL11 (Space)	10	IQ-1	[ 1 ]
Piloting/TL11 (High-Performance Spacecraft)	11	DX+0	[ 2 ]
Sex Appeal (Human)	11	HT+0	[ 1 ]
Includes: +1 from 'Appearance'			
Spacer/TL11	11	IQ+0	[ 1 ]
Vacc Suit/TL11	11	DX+0	[ 2 ]

DISADVANTAGES AND QUIRKS	
Low Pain Threshold	[ -10 ]
Secret Identity (a murderer on the run) (Imprisonment or Exile)	[ -20 ]
Selfish (12 or less)	[ -5 ]
Aloof	[ -1 ]
Doesn't see herself as a criminal	[ -1 ]
Homesick	[ -1 ]



CHARACTER SHEET  
Minnie Hernandez

**HAND WEAPONS**

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Bite	1d-3 cr	C	11 (No)			
	Kick	1d-2 cr	C,1	9 (No)			
	Punch	1d-3 cr	C	11 (8)			

**RANGED WEAPONS**

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rel	LC	Notes	Cost	Weight

**SPEED/RANGE TABLE**  
For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

**HIT LOCATION**

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

*Imp* or *Pi* attacks can target vitals at -3 or eyes at -9.

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**ARMOR & POSSESSIONS**

Qty	Item	Location	Cost	Weight
1	Forged passport (low quality)		3100	0

**CHARACTER NOTES**

**POINTS SUMMARY**

Attributes/Secondary Characteristics	[	64	]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[	29	]
Disadvantages/Quirks	[	-38	]
Skills/Techniques	[	20	]
Other	[		]