



Name: Naomi "Cheetah" Spade
 Race: Cheetah-Human Hybrid GELF
 Appearance: Beautiful felinoid with cats' eyes, ears, and tail. Her eyes are a deep green color and the markings in her fur resemble those of a cheetah. (see description for more detail)

Player: Thomas Edwards
 Ht: 5'9" Wt: 125 lbs. Age: 24
 Spent: 435
 Unspent: 0

ST 12* [0]	HP 12 [0]	Basic Speed 8** [0]
DX 16† [40]	Will 10 [0]	Basic Move 10** [0]
IQ 10 [0]	Per 12\$ [0]	BL 29 lb (STxST)/5
HT 12‡ [0]	FP 14** [0]	Thr 1d-1 Sw 1d+2
TL 10 [0]	SM +0	

* Includes: +2 from 'Racial ST'
 † Includes: +4 from 'Racial DX'
 ‡ Includes: +2 from 'Racial HT'
 § Includes: +2 from 'Racial Perception'

** Includes: +2 from 'Racial Fatigue Points'
 †† Includes: +1 from 'Racial Basic Speed'
 ‡‡ Includes: +2 from 'Racial Basic Move'

Vision 14*	Taste/Smell 12	High Jump 1.39 yd
Hearing 12	Fright Check 12†	
Touch 12	Broad Jump 5.67 yd	

* Includes: +2 from 'Acute Vision' † Includes: +2 from 'Combat Reflexes'

HP 3, 0, -12, -24, -36, -48, -60 FP 4, 0, -14

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Ground	10 yd	8 yd	6 yd	4 yd	2 yd
	40 yd	32 yd	24 yd	16 yd	8 yd
Water	2 yd	1 yd	1 yd	1 yd	1 yd
Dodge	12	11	10	9	8

PARRY	PARRY	BLOCK	DODGE	DR
13	12		12	0
Karate	DX		None	Torso

REACTION MODIFIERS	
Appearance: +2* / +4†	
* Unappealing - Includes: +2 from 'Appearance'	
† Appealing - Includes: +4 from 'Appearance'	
Status: +0	
Other: +0‡	
‡ Conditional: +2 from 'Sense of Duty (Comrades)' when "in dangerous situations" if Sense of Duty is known	

ADVANTAGES	
Name	Pts
Appearance (Beautiful)	[12]
Felinoid GELF Package (B-Type Cheetah-Human, C-Class)	[260]
Attribute Modifiers	[120]
Racial ST 2	[20]
Racial DX 4	[80]
Racial HT 2	[20]
Secondary Characteristic Modifiers	[46]
Racial Basic Move 2	[10]
Racial Basic Speed (+1)	[20]
Racial Fatigue Points 2	[6]
Racial Perception 2	[10]
Advantages	[105]
Acute Vision 2	[4]
Claws (Sharp Claws)	[5]
Combat Reflexes	[15]
Enhanced Move (Ground) 2	[40]
Fit	[5]
Fur (Cheetah)	[1]
Night Vision 9	[9]
Perfect Balance	[15]
Rapid Healing	[5]
Resistant (Disease) (Occasional) (+8)	[5]
Teeth (Sharp Teeth)	[1]
Disadvantages	[-11]
Alcohol Intolerance	[-1]

ADVANTAGES (continued)	
Name	Pts
Disadvantages	[-11]
Light Sleeper	[-5]
Unusual Biochemistry	[-5]
Features	[0]
Cats Eyes, Ears, & Tail	[0]
Military Rank (E4 - MDF Sergeant) 2	[10]

DISADVANTAGES	
Name	Pts
Compulsive Spending (12 or less)	[-5]
Duty (MDF) (15 or less (almost always)) (Extremely Hazardous)	[-20]
Easy to Read	[-10]
Impulsiveness (12 or less)	[-10]
Lecherousness (Only while intoxicated) (Accessibility (+8); 12 or less)	[-3]
Sense of Duty (Comrades) (Small Group)	[-5]

QUIRKS	
Name	Pts
Bisexual	[-1]
Exercise-a-holic	[-1]
Has a bit of a temper	[-1]
Likes to eat fishies! (esp. Tuna)	[-1]
Likes to shop! ("Charge!")	[-1]

SKILLS			
Name	Level	Relative	Pts
Acrobatics	16*	DX+0	[2]
Armoury/TL10 (Battlesuits)	12	IQ+2	[8]
Armoury/TL10 (Small Arms)	12	IQ+2	[8]
Battlesuit/TL10	20	DX+4	[16]
Beam Weapons/TL10 (Pistol)	16	DX+0	[1]
Beam Weapons/TL10 (Projector)	16	DX+0	[1]
Beam Weapons/TL10 (Rifle)	18	DX+2	[4]
Camouflage	12	IQ+2	[1]
Carousing	12	HT+0	[1]
Climbing	17*	DX+1	[2]
Computer Operation/TL10	10	IQ+0	[1]
Cooking	10	IQ+0	[2]
Dancing	15	DX-1	[1]
Driving/TL10 (Heavy Wheeled)	16	DX+0	[2]
Driving/TL10 (Mecha)	17	DX+1	[1]
Driving/TL10 (Tracked)	15	DX-1	[1]
Electronics Operation/TL10 (Communications)	10	IQ+0	[2]
Electronics Operation/TL10 (Electronic Warfare)	10	IQ+0	[2]
Electronics Operation/TL10 (Security)	6	IQ-4	[0]
Electronics Operation/TL10 (Sensors)	10	IQ+0	[2]
First Aid/TL10 (Human)	12	IQ+2	[4]
Free Fall	16	DX+0	[2]
Guns/TL10 (Grenade Launcher)	16	DX+0	[1]
Guns/TL10 (Light Anti-Armor Weapon)	16	DX+0	[1]
Guns/TL10 (Light Machine Gun)	18	DX+2	[4]
Guns/TL10 (Pistol)	18	DX+2	[3]
Guns/TL10 (Rifle)	18	DX+2	[3]
Guns/TL10 (Shotgun)	17	DX+1	[1]
Guns/TL10 (Submachine Gun)	17	DX+1	[1]
Hiking	16	HT+4	[16]
Jumping	16	DX+0	[1]
Karate	18	DX+2	[12]
Parry: 13			
Knife	16	DX+0	[1]
Parry: 11			
Mechanic/TL10 (Heavy Wheeled Vehicle)	9	IQ-1	[1]

SKILLS (continued)			
Name	Level	Relative	Pts
Mechanic/TL10 (Mecha)	9	IQ-1	[1]
Mechanic/TL10 (Tracked Vehicle)	9	IQ-1	[1]
Navigation/TL10 (Air)	10	IQ+0	[1]
Navigation/TL10 (Land)	12	IQ+2	[8]
Navigation/TL10 (Space)	9	IQ-1	[1]
NBC Suit/TL10	18	DX+2	[1]
Observation	14†	Per+2	[2]
Piloting/TL10 (Aerospace)	17*	DX+1	[2]
Running	15	HT+3	[12]
Sex Appeal	15‡	HT+3	[1]
Shortsword	15	DX-1	[1]
Parry: 11			
Soldier/TL10	10	IQ+0	[2]
Stealth	16	DX+0	[2]
Survival (Martian Desert)	14	Per+2	[8]
Survival (NBC Wasteland)	11	Per-1	[1]
Swimming	12	HT+0	[1]
Tactics	12	IQ+2	[12]
Throwing	15	DX-1	[1]
Tracking	12§	Per+0	[2]
Vacc Suit/TL10	18	DX+2	[2]
* Includes: +1 from 'Perfect Balance' ; ‡ Includes: +4 from 'Appearance'			
† Includes: +2 from 'Acute Vision' ; § Conditional: +2 from 'Acute Vision' when vision is a factor			

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[40]
Advantages, Perks	[282]
Disadvantages, Quirks	[-58]
Skills, Techniques	[171]
Total Points Spent:	435
Unspent Points:	0

Name	MELEE ATTACKS			Reach	ST	LC	Notes
	Level	Parry	Damage				
Bite	16	—	1d-2 cut	C	—	—	
Karate: Punch	18	13	1d cut	C	—	—	
Karate: Kick	16	—	1d+1 cut	C,1	—	—	



Shortly after graduating from high school Naomi joined the MDF due to her father's record of military service, she was proud of being an "army-brat", and her unique physical abilities, coming from her biological heritage.

DESCRIPTION

24 years old, 5'9", 125 lbs. Beautiful felinoid "cheetah-woman" with cats' eyes, ears, and tail. Her eyes are a deep green color. She's buxom, with a narrow waist, long legs, and a slim well muscled build. She has tawny-golden colored hair with small, round, black spots in a page-boy style haircut. Her coat of fur, which covers her entire body and is coarse and short, is a tawny-golden color covered with small, round, black spots except for her face, throat, chest, abdomen, inner arms and hands, and inner thighs and feet which are creamy white in color and the end of her long thick tail which has a white and a black ring at the tip, she also has black "tear marks" running down across her eyes to her jaw.

NOTES

Family:

Naomi's biological parents are deceased and, due to the loss of records in the "6th Day" riots, it is unknown whether or not she has any surviving biological relatives. Naomi's adopted family includes: John and Elin Spade, her parents, and Danielle "Dani" Spade, her older sister. Naomi loves her adoptive family dearly and is fiercely protective of them.

History:

Born to B-Type Cheetah-Human, C-Class GELF parents in one of the domed cities on Mars, Naomi was orphaned as an infant shortly after she was born when her biological parents were killed in one of the "6th Day" riots that swept over Mars after the emancipation of GELFs following the SOL-Compact peace accords roughly twenty years ago. Naomi was found in the wreckage of her and her parents' home by Sergeant John Spade of the Martian Defense Force (MDF) reserves, which were being mobilized to help quell the violence and wanton property damage of the riots. After the riots, John and his wife Elin Spade, both normal humans who were unable to have any more children of their own after complications during the birth of their first child Danielle, took Naomi in as a foster child and then adopted and raised her as their own daughter.

Naomi's early childhood was somewhat rough as the feelings and beliefs that started the "6th Day" riots were still very prevalent in Martian society at the time, but thanks to her honest, open personality and, in no small part, to the efforts of her sister Danielle and her parents the opinions of the "6th Day" supporters and their relatives in the surrounding neighborhoods where changed. Naomi's Jr. High and High School years were mostly uneventful, although as a high-point she was the leader, and terror, of the cheerleading squad.