Champions AI Sheet

Type : Arabesque

Value	Statistic	Points
28	Intelligence	18
11	Ego	2
11	Dexterity	3
2	Speed	-1
	Total	22

OCV (Dex/3)   : 4
ECV (Ego/3)   : 4

Int Roll (9+Int/5)   : 15-
Ego Roll (9+Ego/5)   : 11-
Dex Roll (9+Dex/5)   : 11-
Per Roll (9+Int/5)   : 15-

Phases   : 6   12

Programs	Pts
Collect and Collate Data	1
Install Bugs	1
Hide Self	1
Infiltrate Computer	1
Infiltrate Security System	1
Operate Sensors	1
Protect Katie	1
Respond Verbally	1
Mimic Other	1
Diagnose/treat Injury	1
Total	10

Powers/Skills	Pts
10 points Mental Defence	8
Mind Link to Katie, Any Range	10
Absolute Time Sense	3
Eidetic Memory	10
Lightening Calculator	3
+10 Resistance	10
Speed Reading	3
Bugging 15-	3
Computer Programming 15-	3
Concealment 15-	3
Criminology 15-	3
Cryptography 15-	3
Paramedic 15-	3
Security Systems 15-	3
Systems Operations 15-	3
Disguise 11-	3
Electronics 11-	3
Mimicry 11-	3
KS : Medicine 11-	2
KS : Omerta 11-	2
SC : Robotics 15-	2
Italian - Fluent Conversation	2
Minervan - Fluent Conversation	2
Total	90

Disadvantages	Pts
Hunted (The Hounds, more, 8-), Hunted (Omerta, more, 8-)	30
Loyal to Katie (cmn, tot), Follows Orders (cmn, tot), Hunts Omerta (cmn, str)	55
Self-Preservation Instinct (cmn, mod)	10
Total	95

Total Points (27 + Disadvantages) = 122

Point Cost as a Follower : 5

    A unique AI created by Katherine (Katie) Garcia as part of her continuing attempt to bring down the Omerta criminal organisation. Arabesques skills are mainly related to gathering information and concealing its' presence from anyone else. The Mental Defence and Resistance should enable Arabesque to resist both psionic interference and also attempts to physically re-program it (Resistance adds to its' Ego roll to resist re-programming) should it ever actually be found.