

Name:	Haggernak	Gender:	Male
Species:	Weren	Nationality:	Concordian
Profession:	Combat Spec	Career:	Security Officer
Level:	11	XP:	108 (3 of 16 to level)

Ability	Strength	Dexterity	Constitution	Intelligence	Will	Personality
Score	14/20	7	12	9	12	9
Untrained	10	3	6	4	6	4
Res. Mod.	+6*	+1*		+0	+1	

- modified by Tri-Staff

Action Check: 12/6/3

Actions per Round: 3

Movement: 20/12/4

Stun: 21 □□□□□□□□□□□□□□□□□□

[illegible]

Fatigue: 9 □□□□□□□□

Mortal: 12 □□□□□□□□□□

Armor	L.I.	H.I.	En.	AP	Score	Die	Tough	Mass	Hide
CF Softsuit	d6	d6	d6-1	0			0	3	+4

Attack	Score	Base Die	Type	Range	Damage			Clip Size	Mass
Claws	21/10/5	0	LI/O	Personal	d4+5w	d4+7w	d4+5m		
Tri-Staff	24/12/6	-d6	En/O	Personal	d8+7w	3d4+6w	d6+5m	12	5
Cannon, Stutter	22/11/5	-d4	LI/O	20/40/80	d6+2s	d8+3s	2d6+3s	10	15
Plasma Gun	22/11/5	-d8	En/G	40/80/200	d8w	d8+3w	d12+3w	8	6

Note: the Tri-Staff improves Strength and Dexterity resistances by 1 step

Note: the stutter cannon has a 3 meter radius AoE

Tri-Staff accuracy is -1. Combat spec bonus is -1.

Stutter Cannon accuracy is -1.

Plasma Gun accuracy is improved by vidcam and cybernetic gunsight

Cybernetics

Cyberarm: +3 Strength with right arm

ER-Slot: Contains a Trauma Pack II, which can also be manually activated

Endoskeleton: Can anchor cyberlimbs and muscle plus, adds 3 stun, wounds, and mortal

Gunsight: -3 step bonus with vidcam equipped weapons

MusclePlus: +3 Strength to entire body

Nanocomputer: 6 slots of active memory

Optic Screen: Provides a heads up display

Systemic Reinforcement: Adds 3 points to cyber tolerance score.

Weren benefits

- Superior Durability
- Natural Weapon
- Camouflage

Combat Spec benefits

- Action Check: +3
- Situation bonus: powered (melee)

Perks

- Heightened Ability: Strength
- Weren Tech Training (2 levels)
- Cybertraining

Flaws

- Code of Honor (Human Resources)
- Slow (counters Action Check Increase)

Achievements

- Action Check Bonus (counters Slow)
- Action Check Increase
- Personality increased by 1
- Remove “Old Injury”
- Strength increased by 1

STR skills

- Athletics
- Heavy Weapons
 - Direct Fire[2] 22/11/5
- Melee Weapons
 - Powered[4] 24/12/6
- Unarmed Attack
 - Pwr. Mart. Arts[1] 21/10/5

DEX skills**CON skills**

- Stamina
 - Endurance[1] 13/6/3

INT skills

- Knowledge
 - Deduce[1] 10/5/2
- Law
 - Law Enforcement[1] 10/5/2
- Security
 - Security Devices[1] 10/5/2

WIL skills

- Administration
 - Bureaucracy[1] 13/6/3
 - Management[4] 16/8/4
- Awareness
 - Intuition[1] 13/6/3
 - Perception[2] 14/7/3
- Investigate
 - Interrogate[2] 14/7/3
 - Search[2] 14/7/3
 - Track[1] 13/6/3

PER skills

- Interaction
 - Intimidate[3] 12/6/3

Notes:

His main lieutenant is Ghayth Ahrian