

Hero's Name: Haggernak

Species: Weren

Gender: Male

Attributes: Helping Others, Corrupt, Aggressive, Ominous

Setting: Star Drive

Player's Name: Tim

Profession: Combat Spec

Career: Security Officer

Last Resorts: 1 q

Last Resort Cost: 3

GameMaster: Paul

ABILITY	Score	Untrained	Res Mod	ACTION CHECK SCORE			
				Marginal	Ordinary	Good	Amazing
Strength	14	7	+3	12+	11	5	2
Dexterity	7	3	+0				
Constitution	12	6		DIE	+d4	Actions Per Round	
Intelligence	9	4	+0	COMBAT MOVEMENT RATES			
Will	12	6	+1	Sprint	20	Run	12
Personality	8	4		Easy Swim	2	Swim	4
				Glide	-	Fly	-

DURABILITY			
Stun	18	qqqqqqqqqqqqqqqqqq	Fatigue
Wound	18	qqqqqqqqqqqqqqqqqq	Mortal

ARMOR	LI	HI	En	AP	Score	Die	Tough	Mass	Hide
CF softsuit	d6	d6	d6-1	0	-	-	O	3	+4

ATTACK FORMS	Score	Base Die	Type	Range (S/M/L)	Damage	Hide	Clip Size	Mass
Claws	15/7/3	+d0	L/O	Personal	d4+2w/d4+4w/d4+2m	-	-	-
Unarmed	15/7/3	+d0	L/O	Personal	d6+2s/d6+4s/d4+2w	-	-	-
Tri-staff	18/9/4	-d4	L/O	Personal	d8+4w/3d4+3w/d6+2m	-	12	5
Cannon, stutter	16/8/4	-d4	L/O	20/40/80	d6+2s/d8+3s/2d6+3s	-	10	15

Bonus		SITUATION DIE STEPS SCALE									Penalty	
-5	-4	-3	-2	-1	+0	+1	+2	+3	+4	+5	+6	+7
-d20	-d12	-d8	-d6	-d4	+d0	+d4	+d6	+d8	+d12	+d20	+2d20	+3d20

ACHIEVEMENT TRACK					Skill Points Spent: 40														Stored: 0								
q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q				
Hero's Level					1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23

PERKS				FLAWS			
Heightened Ability	10			Old Injury	4		
High Tech	4			Slow	6		
				Code Of Honor	3		

STR Skills	Rank	Score	Die	INT Skills	Rank	Score	Die
Athletics		[14 / 7 / 3]	+d4	Knowledge		[9 / 4 / 2]	+d4
Heavy Weapons		[14 / 7 / 3]	+d4	Deduce	1	[10 / 5 / 2]	+d0
Direct Fire	2	[16 / 8 / 4]	+d0	Law		[9 / 4 / 2]	+d4
Melee Weapons		[14 / 7 / 3]	+d4	Security		[9 / 4 / 2]	+d4
Powered weapon	4	[18 / 9 / 4]	+d0	Security Devices	1	[10 / 5 / 2]	+d0

Unarmed Attack	[14 / 7 / 3] +d4	WIL Skills	Rank	Score	Die
<i>Power Martial Arts</i>	1 [15 / 7 / 3] +d0	Administration		[12 / 6 / 3] +d4	
DEX Skills	Rank	Score	Die	<i>Bureaucracy</i>	1 [13 / 6 / 3] +d0
CON Skills	Rank	Score	Die	<i>Management</i>	1 [13 / 6 / 3] +d0
Stamina	[12 / 6 / 3] +d4	Awareness		[12 / 6 / 3] +d4	
<i>Endurance</i>	1 [13 / 6 / 3] +d0	<i>Intuition</i>	1	[13 / 6 / 3] +d0	
		<i>Perception</i>	1	[13 / 6 / 3] +d0	
		Investigate		[12 / 6 / 3] +d4	
		<i>Interrogate</i>	1	[13 / 6 / 3] +d0	
		<i>Search</i>	1	[13 / 6 / 3] +d0	
		<i>Track</i>	1	[13 / 6 / 3] +d0	
		PER Skills	Rank	Score	Die
		Interaction		[8 / 4 / 2] +d4	
		<i>Intimidate</i>	2	[10 / 5 / 2] +d0	

EQUIPMENT	Mass	Qty	EQUIPMENT	Mass	Qty
Psi-restraint collar	1	1	Magnetic clamp	1	1
Workshop, portable	100	1			

CHARACTER NOTES

Combat Spec Action Check Increase: action check score increased by 3

Combat Spec Situation Bonus of -1 to a selected skill

Weren Superior Durability: CON x 1.5 for durability scores

Weren Natural Weapon: on successfull Unarmed Attack-brawl check claws do d4w/d4+2w/d4m (LI/O) plus any STR bonus

Weren Camouflage: +1 step to ranged attacks vs. weren

Weren Primitive Culture: +2 step penalty when using any items of PL4 or higher

Heightened Ability Stat Bonus

Slow Action Check Die Penalty

STR Increase 1 Achievement

Concordian: Resistance Modifier Bonus

Created by [The Windows Altermity Character Manager](#)