

**Name:** Haggernak      **Gender:** Male  
**Species:** Weren      **Nationality:** Concordian  
**Profession:** Combat Spec      **Career:** Security Officer  
**Level:** 8      **XP:** 6

Ability	Strength	Dexterity	Constitution	Intelligence	Will	Personality
<b>Score</b>	14	7	12	9	12	8
<b>Untrained</b>	7	3	6	4	6	4
<b>Res. Mod.</b>	+3*	+1*		+0	+1	

- modified by Tri-Staff

Action Check: 12/6/3 (+d4)

Actions per Round: 3

Movement: 20/12/4

Stun: 18      ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐  
 Wound: 18      ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐  
 Fatigue: 9      ☐☐☐☐☐☐☐☐  
 Mortal: 9      ☐☐☐☐☐☐☐☐

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			Hide	Clip Size	Mass
Unarmed	15/7/3	0	LI/O	Personal	d6+2 s	d6+4s	d4+2w			
Claws	15/7/3	0	LI/O	Personal	d4+2w	d4+4w	d4+2m			
Tri-Staff	18/9/4	-d6	En/O	Personal	d8+4w	3d4+3w	d6+2m		12	5
Cannon, Stutter	16/8/4	-d4	LI/O	20/40/80	d6+2s	d8+3s	2d6+3s		10	15

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. Situational bonus is -1.

Stutter Cannon accuracy is -1.

**Weren benefits**

- Superior Durability
- Natural Weapon
- Camouflage

**Concordian benefits**

- +1 to Intelligence resistance modifier

**Combat Spec benefits**

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

**Perks**

- Heightened Ability: Strength

**Flaws**

- Code of Honor
  - dedicated to justice
- Old Injury
  - triggered by running/jumping
  - suffer 2 wounds, 1 stun
- Slow
  - +1 step penalty on action checks

**Achievements**

- Strength increased by 1
- Personality increased by 1

**STR skills**

- Athletics
- Heavy Weapons
  - Direct Fire[2] 16/8/4
- Melee Weapons
  - Powered[4] 18/9/4
- Unarmed Attack
  - Pwr. Mart. Arts[1] 15/7/3

**DEX skills****CON skills**

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

**INT skills**

- Knowledge
  - Deduce[1] 10/5/2
- Law
- 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[1] 13/6/3
- Investigate
  - Interrogate[1] 13/6/3
  - Search[1] 13/6/3
  - Track[1] 13/6/3

**PER skills**

- Interaction
  - Intimidate[2] 10/5/2

## XP Log:

Session	Date	Award	Total	Track	Spent	Stored	Notes
0	Character Creation	21	21	0	21	0	+1 Strength (10) Bureaucracy: Rank 1 (3) Direct Fire: Rank 2 (3) Intimidate: Rank 1 (2) Intuition: Rank 1 (3)
10	11/22/09	4	25	4	21	0	
11	12/06/09	4	29	8	21	0	
12	12/20/09	2	31	1	30	0	Intimidate: Rank 2 (2) Powered Weapon: Rank 2 (3) Search: Rank 1 (4)
13	01/10/10	5	36	6	30	0	
14	01/24/10	Abs.	Abs.	Abs.	Abs.	Abs.	
15	02/07/10	2	38	8	30	0	
16	02/28/10	4	42	2	40	0	Powered Weapon: Rank 4 (6) Track: Rank 1 (4)
17	03/14/10	4	46	6	40	0	
18	03/28/10	3	49	9	40	0	
19	04/11/10	3	52	1	49	2	Management: Rank 4 (9)
20	04/25/10	4	56	5	49	2	
21	05/09/10	4	60	9	49	2	
22	05/23/10	4	64	1	63	0	+1 Personality (10) Remove: Primitive Culture (4)
23	06/06/10	3	67	4	63	0	
24	06/20/10	2	69	6	63	0	