

## Ken Takashi

Concordan Human Male

Admiral, Verge Alliance

Diplomat (Tech Op) Level 13

Quote: "Prepare to fire the primary weapon!"

STR 7  
DEX 11 (+1)  
CON 9  
INT 14 (+2)  
WIL 9 (+2)  
PER 12 (+1)

Action Check: 17+/16/8/4

# Actions: 3

Move: sprint 18, run 12, walk 4

Durability: 9s/9w/5f/5m

Last Resorts: 1

## Skills

STR:

Athletics [7/3/1]

DEX:

Acrobatics [11/5/2]

Defensive Martial Arts [13/6/3]

Zero-G Training [12/6/3]

Ranged Weapons: Modern [11/5/2]

Pistol [18/9/4]

Vehicle Operation [11/5/2]

Space Vehicle [12/6/3]

CON:

Stamina [9/4/2]

INT:

Knowledge [14/7/3]

Computer Operation [17/8/4]

System Operation [14/7/3]

Communications [16/8/4]

Defenses [16/8/4]

Sensors [16/8/4]



Weapons [16/8/4]

Tactics [14/7/3]

Infantry Tactics [15/7/3]

Space Tactics [22/11/5] -d6

Technical Science [14/7/3]

Repair [15/7/3]

Juryrig [15/7/3]

WIL:

Administration [9/4/2]

Awareness [9/4/2]

Intuition [10/5/2]

Perception [10/5/2]

PER:

Culture [12/6/3]

Diplomacy [18/9/4]

Interaction [12/6/3]

Bargain [13/6/3]

Charm [16/8/4]

Leadership [12/6/3]

Command [18/9/4] -d4

## Abilities

Concord Racial Benefits:

- +1 to any resist mod (WIL)

Perks:

- Celebrity (check for bonus on Per skills)

Rank Benefits:

- Pistol - Quick draw
- Pistol - Double shot
- Pistol – Distance precision
- Defensive Martial Arts - Block

Advancements:

- Action Check Increase x3
- Celebrity
- +INT
- +PER
- Extra Action
- Willpower

**XP: 155**

**Next: 156**

**SP: 0**

## Gear

- Subdermal comm gear
- Amazing Tactics gauntlet (9 slots) – antivirus, guardian, encode, reference, application, entertainment, datascan, decode, alarm

## Combat

Action Check: 17+/16/8/4

# Actions: 2

<u>Armor:</u>				<u>LI/HI/En</u>	<u>AP</u>	<u>Tough</u>	
<input type="checkbox"/> Milano GX CF bodysuit				d8-1/d8-1/d6	+0	O	
<u>Weapons:</u>		<u>Hit</u>	<u>Acc</u>	<u>Act</u>	<u>T/F</u>	<u>Range</u>	<u>Damage</u>
<input type="checkbox"/> Unarmed		13/6/3	+0	3	LI/O	Personal	d4s/d4+1s/d4+2s
<input type="checkbox"/> Laser pistol		17/8/4	-1	3	En/O	20/40/200	d4+1w/d6+1w/d4m

Wounds:

Mortal      ☐☐☐☐☐  
Wound      ☐☐☐☐☐☐☐☐  
Stun        ☐☐☐☐☐☐☐☐  
Fatigue     ☐☐☐☐

## Notes

Ken Takashi is of Old Earth Asian descent. He is a career Concord Navy officer, and is very serious about his duty. He quickly rose through the ranks in Star Force to become a captain. Then came the unfortunate rescue mission to Olmec 9, which suffered 70% casualties and rendered a planet's atmosphere permanently toxic. Though he received a medal for the engagement, Takashi was given a post on the *Lighthouse* in the Verge to get some distance from the event.

Trouble followed him there, however. While going about his duties, Concord Inspector Klaus Otterschmidt showed up and worked on a vendetta against the Captain, as he had lost his family on Olmec 9. But the Captain discovered that his family had not died – his son Kelvin reappeared as an assassin working for criminal mastermind Carmine Blake, who had caused the problem on Olmec 9 – a Rignunmor agent, he got greedy and leaked info about the lab he was working into VoidCorp, who attacked the planet. He caused the disaster to cover his escape. This revelation got Klaus off his back, but Kelvin is still with Blake.

Then the External War came, and the Captain is working with Councilor Thayn to bring a new form of self-government to the Verge, and is madly searching for anything that'll keep the whole place from being wiped out by the hideously powerful External alien force. He has been beset by “space vampires” (gardyhi) and “donut priests” (Mind Knights) and other such bizarre entities, but always retains his demeanor of firm command.

After much soul-searching, he took a position of Admiral in the new Verge Alliance, though he and much of the *Lighthouse* still think of themselves as part of the Galactic Concord.

His hobbies are tai chi and creating LOLdhroses (like LOLcats but starring the inescapable pests of the *Lighthouse*, the dhros) and posting them anonymously on station message boards.