

## Ken Takashi

Concordan Human Male

Captain, Star Force

Diplomat (Tech Op) Level 5

Quote: "Prepare to fire the primary weapon!"

STR 7  
DEX 11 (+1)  
CON 9  
INT 13 (+2)  
WIL 9 (+1)  
PER 11 (+1)

Action Check: 16+/15/7/3

# Actions: 2

Move: sprint 18, run 12, walk 4

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

Last Resorts: 2

## Skills

STR:

Athletics [7/3/1]

DEX:

Acrobatics [11/5/2]

Defensive Martial Arts [12/6/3]

Zero-G Training [12/6/3]

Ranged Weapons: Modern [11/5/2]

Pistol [14/7/3]

Vehicle Operation [11/5/2]

Space Vehicle [12/6/3]

CON:

Stamina [9/4/2]

INT:

Knowledge [13/6/3]

Computer Operation [16/8/4]

System Operation [13/6/3]



Communication [15/7/3]

Defenses [15/7/3]

Sensors [15/7/3]

Weapons [15/7/3]

Tactics [13/6/3]

Space Tactics [15/7/3]

WIL:

Administration [9/4/2]

Awareness [9/4/2]

Intuition [10/5/2]

PER:

Culture [11/5/2]

Diplomacy [12/6/3]

Interaction [11/5/2]

Bargain [12/6/3]

Leadership [11/5/2]

Command [13/6/3]

## Abilities

Concord Racial Benefit:  
+1 to any resist mod (Wil)

Perk:  
Celebrity (check for bonus on Per skills)

Gear:

- CF softsuit (d6/d6/d6-1)
- Laser pistol (En/O; d4+1w/d6+1w/d4m)
- Comm gear

Advancements:

- Action Check Increase x2
- Celebrity

XP: 33  
SP: 4

## Combat

Action Check: 15+/14/7/3  
# Actions: 2

Attacks:

|              |            |      |           |                   |
|--------------|------------|------|-----------|-------------------|
| Unarmed      | 12/6/3 +d0 | LI/O | Personal  | d6+4s/d6+6s/d4+4w |
| Laser Pistol | 14/7/3 -d4 | En/O | 20/40/200 | d4+1w/d6+1w/d4m   |

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Wounds:

|         |                                                                                                                                                                                                         |
|---------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Mortal  | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>                                                                            |
| Wound   | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Stun    | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Fatigue | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>                                                                                                     |

## Notes