

STR	9	/	
DEX	11	/	+1
CON	9	/	
INT	15	/	+2 (30 pts)
WIL	10	/	
PER	8	/	

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Durability:      stun 9, wound 9, mortal 4, fatigue 4
Move:           sprint 20, run 12, walk 4
Action Check:   13
# Actions:      2
Last Resorts:  1 [O]
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Skills (69 skill points, 6 + racial broad max)

STR:
 Athletics [9] (free)
 Melee Weapons [9] (6 pts)
 Powered Weapon [15] (4 pts) + (20 pts)

DEX:
 Ranged Weapons [11] (6 pts)
 Rifle [12] (0 pts) + (4 pts)
 Vehicle Ops [11] (free)

CON:
Stamina [9] (free)
Endurance [10] (4 pts)

INT:	
Knowledge [15]	(free)
Computer Ops [22]*	(3 pts) + (4 pts)
Computer Science [15]	(free)
Hacking [19]*	(8 pts) + (8 pts)
Hardware [16]	(3 pts)
Programming [17]	(3 pts) + (3 pts)
Demolitions [15]	(0 pts) + (5 pts)
Scratch-Built [16]	(0 pts) + (3 pts)
Set Explosives [16]	(0 pts) + (2 pts)
System Operation [15]	(4 pts)
Commo [17]	(0 pts) + (4 pts)
Engineering [21]	(9 pts) + (6 pts)
Technical Science [15]	(6 pts)
Invention [18]	(0 pts) + (9 pts)
Juryrig [21]	(6 pts) + (6 pts)
Repair [18]	(4 pts) + (2 pts)
Tech Knowledge [19]	(2 pts) + (6 pts)

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Perception [11] (0 pts) + (2 pts)

PER:

Gear:

Computer Gauntlet

Sensor Gauntlet

Toolkit

Milano GX CF Bodysuit (d8-1/d8-1/d6)

Tri-staff (Acc -1, Rng Pers, Type EN/O, Dmg d8+2w/3d4+1w/d6m, +1 melee & ranged resist)

Laser Rifle (Acc -1, Md F, Rng 100/400/1000, Type EN/O, Dmg d6+1w/d6+3w/d4+1m, Shots 12)

UV lamp installed on fittings rail

Laser Pistol (Acc -1, Md F, Rng 20/40/200, Type EN/O, Dmg d4+1w/d6+1w/d4m, Shots 20)

Klik Organic Interface (for Computer Gauntlet)

4 Frag Grenades 0000 (HI/G d4+1m to 2, d8+1w to 6, d8w to 10)

9 Plasma Jelly Charges 00000 0000

(single charge En/G d4m contact, d4+1w to 2)

(double charge En/A d4+3m contact, d4+3w to 2, d4+1w to 4)

2 Stim Injectors 00 (will remove stun and fatigue)

Magnetic Boots

Cutting Torch

Commlink

Imaging Goggles

Race Benefits:

Computer Operation Skill Bonus: -1 step situation die bonus with Knowledge: computer operation and Computer Science: hacking rolls, if merged with computer

Cybernetic Enhancements: Two neural data slots, internal Good-quality nanocomputer (5 memory), reflex device.

Experience Awards:

DATE	QTY	TOTAL	LEVEL	NOTES
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08/09/2009	10	10	2	Level 2, 6 skill points + 1 for Tech Op Knowledge/Computer Ops (1) System Operation/Engineering (2) Technical Science/Juryrig (2) Technical Science/Repair (2)
08/09/2009	4	14	3	Level 3, 7 skill points + 1 for Tech Op Melee/Powered Weapon (4) Knowledge/Computer Ops (1) Technical Science/Juryrig (2)
08/23/2009	6	20		
09/13/2009	10	30	4	Level 4, 8 skill points + 1 for Tech Op Demolitions broad skill (5) Demolitions/Scratch Built (3)
11/08/2009	4	34	5	Level 5, 9 skill points + 1 for Tech Op Computer/Programming (3) Knowledge/Computer Ops (1) Melee Weapons/Powered Weapon (4)

11/22/2009	6	40	6	Technical Science/Tech Knowledge (2) Level 6, 10 skill points + 1 for Tech Op Intelligence Increase (10) Knowledge/Computer Ops (1)
12/06/2009	4	44		
12/20/2009	4	48		
01/10/2010	6	54	7	Level 7, 11 skill points + 1 for Tech Op (2 unused points consumed) Ranged Weapons/Rifle (4) Melee Weapons/Powered Weapon (4) Demolitions/Set Explosives (2) System Operations/Engineering (2) Technical Science/Juryrig (2)
01/24/2010	2	56		
02/07/2010	0	56		
02/28/2010	4	60		
03/14/2010	4	64	8	Level 8, 12 skill points + 1 for Tech Op System Ops/Engineering (2) Technical Science/Invention (3) Technical Science/Tech Knowledge (2) (6 points unused - buy +1 INT @ Lv 9)
03/28/2010	3	67		
04/10/2010	3	70		
04/24/2010	3	73		
05/09/2010	0	74		(missed session)
05/23/2010	4	78	9	Level 9, 13 skill points + 1 for Tech Op Intelligence Increase (20)
06/06/2010	3	81		
06/20/2010	2	83		
07/04/2010	6	89		
07/18/2010	0	89		(missed session)
08/01/2010	6	95	10	Level 10, 14 skill points + 1 for Tech Op Melee Weapons/Powered (4) Computer Science/Hacking (4) Technical Science/Invention (3) Technical Science/Tech Knowledge (2) System Operation/Commo (2)
08/15/2010	6	101		
08/29/2010	2	103		
09/12/2010	2	105	11	Level 11, 15 skill points + 1 for Tech Op Melee Weapons/Powered (4) Computer Science/Hacking (4) Technical Science/Invention (3) System Operation/Commo (2) Awareness/Perception (2) (1 unused skill point)
09/26/2010	0	105		
10/10/2010	0	105		(missed session)
10/24/2010	0	105		
11/07/2010	0	105		(offstage for the session)
11/21/2010	0	105		
12/19/2010	6	111		
01/02/2011	0	111		(offstage for the session)
01/23/2011	0	111		(offstage for the session)
02/06/2011	—	—		(121 experience points for L12)