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Taveer
Mechalus Male
Concord Field Administrator
Tech Op Level 8
Quote: "We are all machines inside.  Isn't that great?"
Updated: 04/10/2010

STR            9  /
DEX            11 / +1
CON            9  /
INT            14 / +2 (10 pts)
WIL            10 /
PER            8  /

Durability:   stun 9, wound 9, mortal 4, fatigue 4
Move:         sprint 20, run 12, walk 4
Action Check: 13
# Actions:    2
Last Resorts: 1

Skills (69 skill points, 6 + racial broad max)

STR:
Athletics [9]                      (free)
Melee Weapons [9]                  (6 pts)
    Powered Weapon [13]            (4 pts) + (12 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 [14]                     (free)
    Computer Ops [21]*             (3 pts) + (4 pts)
Computer Science [14]              (free)
    Hacking [16]*                  (8 pts)
    Hardware [15]                  (3 pts)
    Programming [16]               (3 pts) + (3 pts)
Demolitions [14]                   (0 pts) + (5 pts)
    Scratch-Built [15]             (0 pts) + (3 pts)
    Set Explosives [15]            (0 pts) + (2 pts)
System Operation [14]              (4 pts)
    Engineering [20]               (9 pts) + (6 pts)
Technical Science [14]             (6 pts)
    Invention [15]                 (0 pts) + (3 pts)
    Juryrig [20]                   (6 pts) + (6 pts)
    Repair [17]                    (4 pts) + (2 pts)
    Tech Knowledge [17]            (2 pts) + (4 pts)

WIL:
Awareness [10]                     (free)

PER:
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Gear:
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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
Klik Organic Interface (for Computer Gauntlet)
4 Frag Grenades OOOO (HI/G d4+1m to 2, d8+1w to 6, d8w to 10)
9 Plasma Jelly Charges OOOOO OOOO
    (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 OO (will remove stun and fatigue)
Magnetic Boots
Cutting Torch
Commlink
Imaging Goggles

Race Benefits:
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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:
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DATE	QTY	TOTAL	LEVEL	NOTES
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) Technical Science/Tech Knowledge (2)
11/22/2009	6	40	6	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		

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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    ____   ____    ____
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