

Taveer
Mechalus Male
Concord Field Administrator
Tech Op Level 13
Quote: "We are all machines inside. Isn't that great?"
Updated: 05/01/2011

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

Durability: stun 9, wound 9, mortal 4, fatigue 4
Move: sprint 20, run 12, walk 4
Action Check: 14 (4 points)
Actions: 2
Last Resorts: 1 [0]
Cybertolerance: 13 XXXXXX | 0000 | 000

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

STR:
Athletics [9] (free)
Melee Weapons [9] (6 pts)
 Powered Weapon [17] (4 pts) + (28 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 [21]* (8 pts) + (16 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 [18] (0 pts) + (6 pts)
System Operation [15] (4 pts)
 Commo [19] (0 pts) + (8 pts)
 Engineering [23] (9 pts) + (10 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 [20] (2 pts) + (8 pts)

WIL:

Awareness [10] (free)
Perception [11] (0 pts) + (2 pts)

PER:

Cybernetics:

Two neural data slots
Internal Amazing-quality nanocomputer (6 memory)
Reflex device
Wireless NIJack

Gear:

Computer Gauntlet (good)
Sensor Gauntlet (good)
Gridcaster Gauntlet (good)
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
Heavy Maser Rifle (Acc -1, Md F/B/A, Rng 40/200/500, Type EN/G, Dmg d8+1w/d12w/d6+1m, Shots 60/20)
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)
				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		
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	4	115	
02/20/2011	8	123	Level 12, 16 skill points + 1 for Tech Op Action Check Increase (4) Melee Weapons/Powered Weapon (4) Demolitions/Set Explosives (2) Computer Science/Hacking (4) System Operation/Engineering (2) System Operation/Commo (2) (0 unused skill points)
03/06/2011	0	123	(138 experience points for L13)
03/20/2011	8	131	
04/03/2011	10	141	Level 13, 17 skill points + 1 for Tech Op Demolitions/Set Explosives (2) System Operation/Engineering (2) System Operation/Commo (2) Melee Weapons/Powered Weapon (4) Computer Science/Hacking (4) Tech Science/Tech Knowledge (2) (2 unused skill points)
04/17/2011	0	141	
05/01/2011	—	—	(156 experience points for L140)