

Taveer  
Mechalus Male  
Concord Field Administrator  
Tech Op Level 9  
Quote: "We are all machines inside. Isn't that great?"  
Updated: 07/03/2010

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: 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 [15] (free)  
Computer Ops [22]\* (3 pts) + (4 pts)  
Computer Science [15] (free)  
Hacking [17]\* (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)  
Engineering [21] (9 pts) + (6 pts)  
Technical Science [15] (6 pts)  
Invention [16] (0 pts) + (3 pts)  
Juryrig [21] (6 pts) + (6 pts)  
Repair [18] (4 pts) + (2 pts)  
Tech Knowledge [18] (2 pts) + (4 pts)

WIL:  
Awareness [10] (free)

PER:

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:

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		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	_____	_____		(need 90 exp for L10)