

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:

 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:

 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 |
|------------|-----|-------|-------|--|
| ---- | --- | ----- | ----- | ----- |
| 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 | 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) |