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Taveer
Mechalus Male
Concord Field Administrator
Tech Op Level 3
Quote: "We are all machines inside.  Isn't that great?"
Updated: 11/08/2009

STR             9  /
DEX             11 / +1
CON             9  /
INT             13 / +2
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: 0

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

STR:
Athletics [9]                   (free)
Melee Weapons [9]               (6 pts)
    Powered Weapon [11]         (4 pts) + (4 pts)


DEX:
Ranged Weapons [11]             (6 pts)
Vehicle Ops [11]                (free)


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


INT:
Knowledge [13]                  (free)
    Computer Ops [18]*          (3 pts) + (2 pts)
Computer Science [13]           (free)
    Hacking [15]*               (8 pts)
    Hardware [14]               (3 pts)
    Programming [14]            (3 pts)
Demolitions [13]                (0 pts) + (5 pts)
    Scratch-Built [14]          (0 pts) + (3 pts)
System Operation [13]           (4 pts)
    Engineering [17]            (9 pts) + (2 pts)
Technical Science [13]          (6 pts)
    Juryrig [18]                (6 pts) + (4 pts)
    Repair [16]                 (4 pts) + (2 pts)
    Tech Knowledge [14]         (2 pts)


WIL:
Awareness [10]                  (free)


PER:
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Gear:
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Computer Gauntlet
Sensor Gauntlet
Toolkit
CF Softsuit (d6/d6/d6-1)
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)

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)
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