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Taveer
Mechalus Male
Concord Field Administrator
Tech Op Level 6
Quote: "We are all machines inside.  Isn't that great?"
Updated: 12/05/2009

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)
1 skill point unspent

STR:
Athletics [9]                   (free)
Melee Weapons [9]               (6 pts)
    Powered Weapon [12]         (4 pts) + (8 pts)

DEX:
Ranged Weapons [11]             (6 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)
System Operation [14]           (4 pts)
    Engineering [18]            (9 pts) + (2 pts)
Technical Science [14]          (6 pts)
    Juryrig [19]                (6 pts) + (4 pts)
    Repair [17]                 (4 pts) + (2 pts)
    Tech Knowledge [16]         (2 pts) + (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)
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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)