### Ten-zil Kem

Voidcorp Diplomat, Human Male Diplomat (Tech Op) Level 16

Quote: "Who do I have pay-off to get my way?"

Updated: 10/29/2011

Action Check: 14+/13/6/3

# Actions: 2

Move: sprint 18, run 12, walk 4

Swim: easy 2, 4 Durability: 9s 9w 5m 5f

Last Resorts: 1

STR 9

DEX 10 (+1)

CON 9

INT 15 (+3)

WIL 10 (+1)

**PER 10** 

### STR:

Armor Operation 9/4/2 Combat Armor 11/5/2 Athletics 9/4/2 Sexy Time 12/6/3

#### DEX:

Acrobatics 9/4/2

Defensive Martial Arts 12/6/3

Zero-G Training 11/5/2

Modern Ranged Weapons 10

Pistol 16/8/4 Rifle 14/7/3 Vehicle Ops 10/5/2

CON:

Stamina 9/4/2

Endurance 11/5/2

INT:

**Business** 15/7/3

(-1 step bonus to Business skill checks)

Illicit Business 16/8/4 Computer Science 15/7/3

Hacking 18/9/4 Hardware 16/8/4 Programming 16/8/4

Knowledge 15/7/3

Computer Operation 16/8/4

Deduce 16/8/4



WIL:

Awareness 10/5/2

Intuition 11/5/2

Perception 12/6/3

Investigation 10/5/2

Research 11/5/2

Resolve 10/5/2

Mental Resolve 14/7/3

Physical 11/5/2

PER:

Culture 10/5/2

Diplomacy 16/8/4

Deception 10/5/2

Bluff 11/5/2

Bribe 11/5/2

Interaction 10/5/2

Bargain 11/5/2

Charm 11/5/2

First Aid 16/8/4
Pharmaceuticals 16/8/4
Law 15/7/3
Business Law 16/8/4
Security 15/7/3
System Operations 15/7/3
Communication 16/8/4
Defenses 16/8/4
Engineering 16/84/

Sensors 16/8/4

Intimidate 11/5/2 Seduce 16/8/4

Armor	LI	HI	En	AP	Tough	Mass	Hide
CF softsuit	d6	d6	d6-1	0	O	3	4
Explorer D9 Armored E-Suit	d6-1	d6	d6-1	2	О	13	
Milano GX CF Bodysuit	d8-1	d8-1	<mark>d6</mark>	O	O	3	2
ACN Cerametal armor	d6+1	d8+1	<mark>d6</mark>				
Deflection Harness +2 enemy attacks, +1 your attacks. Lasts 5 rounds.							
Medurr harness: +2/+2/+3 armor for up to eight hours. Stacks with natural armor but not manufactured armor.							

Attacks	Score	Base	Type	Range	Damage	Hide	Clip	Mass
Unarmed	12/6/3	+d0	LI/O	Personal	d4s/d4+1s/d4+2s	-	-	-
Hammer 5 11mm Charge Pistol	16/8/4	-d4	HI/O	10/20/80	d4+2w/d6+2w/d4+1m	2	12	1.2
Pistol, stutter	16/8/4	+d0	LI/O	6/12/30	d6+2s/d8+2s/d8+4s	2	10	1
Pistol, heavy maser	16/8/4	-d4	EN/G	20/40/80	d6+1w/2d4+1w/d4+1m	1	30	2
Rifle, heavy maser	14/7/3	-d4	EN/G	40/200/500	d8+1w/d12w/d6+1m	-	60	5
Rifle, quantum	14/7/3	-d4	EN/O	80/200/500	d4+3w/d6+4w/d6+1m		15	5
Rifle, heavy depleted	14/7/3	-d4	HI/G	80/200/500	d8+2w/d4+2m/d6+2m			

18 shots remaining. Recommended "aiming" for one turn to get another "-1 step" for a better chance at Good or Amazing damage.

# Rank Benefits:

Pistol - Quick draw

Pistol - Double shot

Pistol – Distance precision

Advancements: +INT (twice), +PER, Reflex Perk, Willpower Perk

## Equipment:

- Belt: immense buckle
- Bioholster
- Cloak: anti-scan weave, programmable colors
- Cyber monocle: holorecorder & imaging

- Desk: computer (good), armored, secret compartments
- Drugs: "Red Eel" (aka "Hearse", recreational), "Efficient Engine" (Voidcorp work stimulant, cocktail of stimulants, anti-ADHD, & dopamine enhanceers), Green "Sex" Crystal (recreational, sabotage), S-check Fungus (recreational)
- Fedora
- Flask: Dragon Eye Reserve Bourbon.
- Gauntlet, computer: amazing
- Goggles: stylish, protective, infrared, imaging
- Jewelry: bling, rings, necklaces, watches
- Keg: Alitair Thresher Ale
- Lockpicks: good, electronic
- Pants, formal: parachute, anti-scan weave
- Pimp'n cane: hidden compartments for pharmaceuticals, built-in weapon detector
- Shoes, formal: light-up, endangered species skin
- Shoulder bag: "man purse", armored, packed w/medical equipment, pharmaceuticals & programmable drug dispenser.
- Suit Jacket: anti-scan weave, secret pockets, special pockets (pipe, straight razor, and pharmaceuticals)
- Trail Tech Bug Zapper
- Trauma Pack I (4): P139, -2 step to First Aid, heal charges (stun\*6, wounds\*6, mortal\*2)
- Underwear: sexy and daring
- Red Queen Maser Pistol & Rifle
- Sifary Quantum Rifle

NPCs: Alice the A.I. (her ship is the Red Queen), Angela Quin - CIB agent, Shane – assistant, E.S. (TJO's on Galvin)

Notable Accomplishments: Seduced Angela Quin, seduced E.S. (TJO!), no longer whining/bitching/crying during/after fire-fights, helped forge and then destroy treaty with TJO Galvinates all in one month.

Filament chain, Skill: Melee-power, Acc -1, Type: LI/G, Damage: d6+1w/2d4+1w/3d4+2w, Actions: 3, Clip Size: 20, Hide +1, Mass: 2

Quantum rifles as per the book, Maser weapons as per the book.