

Banoor
Mechalus Male
Verge Alliance Action Scientist
Tech Op Level 14
Quote: "Living creatures represent the most mysterious technology in
Creation."
Updated: 09/17/2011

STR 8 /
DEX 10 /
CON 10 /
INT 14 / +2
WIL 11 / +1
PER 9 /

Durability: stun 10 00000 00000
 wound 10 00000 00000
 mortal 5 00000
 fatigue 5 00000
Move: sprint 16, run 10, walk 4
Action Check: 14 / 7 / 3
Actions: 2
Last Resorts: 1 [0]
Cybertolerance: 14

Skills (Base 60 skill points, 6 + racial broad max)

Athletics [STR] (8 / 4 / 2) (0 points)
Melee Weapons [STR] (8 / 4 / 2) (6 points)
 Melee Weapons / Blade [STR] (10 / 5 / 2) (6 points)

Acrobatics [DEX] (10 / 5 / 2) (6 points)
 Acrobatics / Dodge [DEX] (13 / 6 / 3) (12 points)
 Acrobatics / Zero-G Training [DEX] (11 / 5 / 2) (1 points)
Modern Ranged Weapons [DEX] (10 / 5 / 2) (6 points)
 Modern Ranged Weapons / Pistol [DEX] (11 / 5 / 2) (4 points)
 Modern Ranged Weapons / SMG [DEX] (16 / 8 / 4) (24 points)
Vehicle Ops [DEX] (10 / 5 / 2) (0 points)
 Vehicle Ops / Air Vehicle [DEX] (11 / 5 / 2) (4 points)
 Vehicle Ops / Land Vehicle [DEX] (11 / 5 / 2) (2 points)
 Vehicle Ops / Space Vehicle [DEX] (11 / 5 / 2) (4 points)

Stamina [CON] (10 / 5 / 2) (0 points)
 Stamina / Endurance [CON] (11 / 5 / 2) (4 points)

Computer Science [INT] (14 / 7 / 3) (0 points)
Knowledge [INT] (14 / 7 / 3) (0 points)
 Knowledge / Computer Operation [INT] (19 / 9 / 4) (5 points)
Life Science [INT] (14 / 7 / 3) (6 points)
 Life Science / Biology [INT] (17 / 8 / 4) (6 points)
 Life Science / Genetics [INT] (17 / 8 / 4) (6 points)
 Life Science / Xenology [INT] (19 / 9 / 4) (15 points)
Medical Science [INT] (14 / 7 / 3) (6 points)
 Medical Science / Medical Knowledge [INT] (23 / 11 / 5) (18 points)
 Medical Science / Psychology [INT] (15 / 7 / 3) (2 points)
 Medical Science / Surgery [INT] (20 / 10 / 5) (24 points)
 Medical Science / Treatment [INT] (20 / 10 / 5) (18 points)
 Medical Science / Xenomedicine (human) [INT] (17 / 8 / 4) (6 points)

System Operation [INT] (14 / 7 / 3) (4 points)
Technical Science [INT] (14 / 7 / 3) (6 points)
 Technical Science / Repair [INT] (16 / 8 / 4) (6 points)
 Technical Science / Tech Knowledge [INT] (17 / 8 / 4) (9 points)

Awareness [WIL] (11 / 5 / 2) (0 points)
 Awareness / Intuition [WIL] (12 / 6 / 3) (2 points)
 Awareness / Perception [WIL] (14 / 7 / 3) (6 points)

Skill Notes:

Acrobatics / Dodge allows dodge and attack in the same phase at a
 +2 penalty
Modern Ranged / SMG allows rock-n-roll & precision shooting
Life Science skills all have a -1 step bonus due to level
Medical Science / Medical Knowledge gives a -3 step bonus to Treatment
Medical Science / Xenomedicine (human) reduces penalty to work on
 humans to +1 step
Tech Science / Tech Knowledge gives a -1 step bonus to Tech Science
Observant gives a -1 step bonus to Awareness / Perception
Sensor Gauntlet & Medical Gauntlet give -1 step bonuses to several skills

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.

Class Benefits:

Action Check +1
Accelerated Learning: additional skill points per level (+1 @ 2-5,
 +2 @ 6-10, +3 @ 11-15, +4 @ 16-20, +5 @ 21+)

Perks / Flaws / Achievements:

Observant (3, WIL, Active): -1 bonus to Awareness-perception
+2 Action Check Increase (8 points)
+1 DEX (10 points)
+1 INT (10 points)

Cybernetics:

Two neural data slots
Internal Good-quality Nanocomputer (5 memory)
Reflex device
Wireless NIJack

Gear:

Medical Gauntlet (-1 bonus to Medical Science / Treatment)
Sensor Gauntlet (-1 bonus to Life Science, Physical Science, Awareness,
 Investigate skill checks)
Trauma Pack I (-3 bonus to Medical Science / Treatment) 00000 0
Combat Knife (Acc 0, Type LI/O, Dmg d4+1w/d4+2w/d4+3w)
Laser Pistol (Acc -1, Md F, Rng 20/40/200, Type EN/O, Dmg d4+1w/d6+1w/d4m,

Shots 20)

Laser SMG (Acc 0, Md B/A, Rng 20/80/200, Type EN/O, Dmg d6w/d6+2w/d4m, Shots 10)

Milano GX CF Bodysuit (Type O, d8-1/d8-1/d6)

2 Stim Injectors OO (will remove stun and fatigue)

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Experience Awards:

DATE	QTY	TOTAL	LEVEL	NOTES
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09/17/2011	0	0	1	Level 1, 60 skill points
09/17/2011	156	156	14	Level 14