



Char Yorn, Toaffi Tech

Strength	13
<i>Armor Mod</i>	0
<i>Damage Mod</i>	0
<i>Wt. Lift</i>	277 kg
Aqility	17
<i>Initiative Mod</i>	0
<i>Unarmed Combat to Hit</i>	1
Dexterity	20
<i>Plus To Hit</i>	3
<i>Craft Skill Mod</i>	15
Constitution	14
<i>Max. Enc.</i>	47
Intelligence	22
<i>Use Magic</i>	94
<i>Intellectual Skill Mod</i>	20
Wisdom	22
<i>Directed Spell</i>	5
<i>Craft Skill Mod</i>	30
Will	13
Piety	15
Charisma	17
<i>Soc. Skill Bonus</i>	10
Appearance	19
<i>Reaction Adj</i>	40
Luck	12
Movement Rate	0

Def	14	Mod DS	14	FP	20	Height	1.6 m
Weight	55 K	Hair	None	Skin	White bands on black	Eyes	Black
Sex	male	Age	33	Credits	40.0		
Code	Language, Money, Science						
C. Exp	20.0	R. Exp	0.0	Level	3		

Lvl	%	Skill	Lvl	%	Skill
1	91	ARMOR TECHNOLOGY	2	66	ARMOR USE - LINKED Scout Armor CLS B - W.A.R.-111 PURSUIT
1	46	ARMOR USE - LINKED	1	46	ARMOR USE - VAC SUIT
1	69	CODED MESSAGES MAS	2	111	COMPUTER TECHNOLOGY
1	46	DECEPTION	1	46	DIPLOMACY
2	111	ELECTRONICS TECHNOLOGY	2	111	EXPLOSIVES
2	89	FIRST AID	2	89	INVESTIGATION
1	46	KNIFE USE	1	69	LANGUAGES Dremim
2	89	LANGUAGES Hris - Gren	2	89	LANGUAGES Solari
2	89	LANGUAGES Thri T'kree	2	111	METAL WORKING
1	51	MOVE IN SHADOWS	1	51	MOVE SILENTLY
1	46	PISTOL USE	1	46	RIFLE USE
1	91	ROBOTICS	1	69	SENSOR OPERATION
1	91	SHIP TECHNOLOGY	1	46	TARGETING MENCUN CORP. GL-880 - GRENADE RIFLE
1	46	TARGETING OMEGASTAR TYP-2000 - PISTOL	1	46	TARGETING Dagger
3	121	TECHNOLOGY Communication	1	51	ZERO G MOVEMENT

Weapon Specializations	Damage	+TH	+TD	Att
No Weapon Specifications.				

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
AJAX AP-440 ANT TRAP - FRAG GRENADE	12d10	4	1	1	STR*3 m	.2 kg	Standard Weapon; Chemical explosive wrapped in steel wire.. Quantity carried: 20
HERCULES TA9 GRAPPLER - TANGLER GRENADE	Save vs STR Entangle 1-4 turns	4	1	1	STR*3 m	.2 kg	Standard Weapon; Tangler grenades use elastic plasteel to entangle a target. Solvent can be used to free the target from the plasteel.. Quantity carried: 16
Dagger	1d8	4	1	4	.5yd	1/2lb	Standard Weapon; None
Mencun Corp GL-880 Grnade Launcher	See Ammo; +0 dice to damage	4	1	4	1000 m	3 kg	Standard Weapon; None. Weapon Capacity: 4
AJAX PH1240 BLIND SIGHT - PHOSPHORUS GRENADE	10d10	4	1	1	STR*3 m	.2 kg	Standard Weapon; Burns with a bright, hot white phosphorous. Blind 1-6 RND. Quantity carried: 20
MEDTECH D-112 LULLABY - DOZE GRENADE	Save vs CON Sleep 1- 8 turns	4	1	1	STR*3 m	.3 kg	Standard Weapon; Utilizes a chemical sleep agent.. Quantity carried: 8
OMEGASTAR TYP-2000 - PISTOL	4d8	4	1	5	120 m	.5 kg	Standard Weapon; Standard plasteel rounds propelled by explosive gas.. Weapon Capacity: 10

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Weapon Ammo	Qty	Name	Dam	+TH	+TD	Add. Att	Add Dam	Note
OMEGASTAR TYP-2000 - PISTOL	80	Standard Projectile Rounds	0d0	0	0	0	0	Standard Ammo. Standard Rounds

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Fortitude Points		1	10						
		Head							
2	40	3	40	4	10	5	40	6	40
Right Arm		Right Shoulder		Chest		Left Shoulder		Left Arm	
		7	20						
		Stomach							
		8	20						
		Groin							
9	40					10	40		
Right Leg						Left Leg			

Armor		1	155						
		Military Mesh Fatigues, Combat Armor CLS B - W.A.R.-610							
2	105	3	105	4	105	5	105	6	105
Military Mesh Fatigues, Scout Armor CLS B - W.A.R.-111 PURSUIT		Military Mesh Fatigues, Scout Armor CLS B - W.A.R.-111 PURSUIT		Military Mesh Fatigues, Scout Armor CLS B - W.A.R.-111 PURSUIT		Military Mesh Fatigues, Scout Armor CLS B - W.A.R.-111 PURSUIT		Military Mesh Fatigues, Scout Armor CLS B - W.A.R.-111 PURSUIT	
		7	105						
		Military Mesh Fatigues, Scout Armor CLS B - W.A.R.-111 PURSUIT							
		8	105						
		Military Mesh Fatigues, Scout Armor CLS B - W.A.R.-111 PURSUIT							
9	105					10	105		
Military Mesh Fatigues, Scout Armor CLS B - W.A.R.-111 PURSUIT						Military Mesh Fatigues, Scout Armor CLS B - W.A.R.-111 PURSUIT			

Armor Item	AM Adj	AF Multiplier	Notes
Military Mesh Fatigues	0	1	Standard Armor
Scout Armor CLS B - W.A.R.-111 PURSUIT	0	1	Standard Armor
Combat Armor CLS B - W.A.R.-610	0	1	Standard Armor

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Name	Weight	Name	Weight	Name	Weight
1 week staples	3 kg	Communications Unit	400 g	Explosive, Durex DT-3301	100 g
Lighter	200 g	Senacron	600 g	Trousers	500 g
Backpack, plastic frame	2 kg	Electronocs	600 g	Kit, Technician's	3 kg
Multi-Function Display	600 g	Tent, one person	1.5 kg	Vest	100 g

Description

Char was raised in an orphanage with the Rift people, living between the stars. You made landfall occasionally, and when you and the others were old enough you helped with the loading. You learned a lot in those years and were quick to pick up languages. When new ships joined your Rift, you were the first to learn their dialect. When your people made landfall, you were with them to translate. You lived a good life and were a valued member of the Rift but you wanted more. You left after your 18th birthday and traveled to the nearest world, one owned by a mega-corp.



It was easier work than that on the Rift but you soon became hopelessly indebted to the InterStar corporate for your education. You did receive the best education but you ended up as little more than a slave. When your supervisor told you to clean out the intakes on a mining remote while it was still active, you calmly walked out of his office and down to the recruiting embassy for the Merchant Armed Services. A tough decision but one that has served you well.

Now, you are a junior officer on the M.A.S. Noble, acting as its communication and translation officer.

d10	Fumble Description
1	Miss next attack.
2	Miss next two attacks.
3	Weapon damaged for -1 to hit and damage.
4	Weapon damaged for -2 to hit and damage.
5	Drop weapon. Take one round to recover weapon.
6	Strike friend. Roll damage as normal but location randomly.
7	Trip and fall to ground. Take 1 round to recover.
8	Strike self. Roll normal damage to random location.
9	Strike self. Maximum damage to random location.
10	Weapon destroyed.

Fumble Save

To prevent a fumble, roll a d20 and if the result is equal to or less than the character's level then you avoid the fumble.