



### Charum Banu, Kiran Soldier

<b>Strength</b>	<b>25</b>
<i>Armor Mod</i>	7
<i>Damage Mod</i>	20
<i>Wt. Lift</i>	17777 kg
<b>Aqility</b>	<b>21</b>
<i>Initiative Mod</i>	4
<i>Unarmed Combat to Hit</i>	4
<b>Dexterity</b>	<b>18</b>
<i>Plus To Hit</i>	2
<i>Craft Skill Mod</i>	10
<b>Constitution</b>	<b>22</b>
<i>Max. Enc.</i>	119
<b>Intelligence</b>	<b>11</b>
<i>Use Magic</i>	0
<i>Intellectual Skill Mod</i>	0
<b>Wisdom</b>	<b>16</b>
<i>Directed Spell</i>	1
<i>Craft Skill Mod</i>	5
<b>Will</b>	<b>18</b>
<b>Piety</b>	<b>10</b>
<b>Charisma</b>	<b>19</b>
<i>Soc. Skill Bonus</i>	15
<b>Appearance</b>	<b>17</b>
<i>Reaction Adj</i>	30
<b>Luck</b>	<b>15</b>
<b>Movement Rate</b>	<b>0</b>

<b>Def</b>	<b>23</b>	<b>Mod DS</b>	<b>23</b>	<b>FP</b>	<b>38</b>	<b>Height</b>	1.9 m
<b>Weight</b>	144 kg	<b>Hair</b>	Black	<b>Skin</b>	Grey-Blue	<b>Eyes</b>	Brown
<b>Sex</b>	male	<b>Age</b>	22	<b>Credits</b>	940.0		
<b>Code</b>	Team, Survival, Spiritual						
<b>C. Exp</b>	30.0	<b>R. Exp</b>	1.0	<b>Level</b>	4		

Lvl	%	Skill	Lvl	%	Skill
1	52	ARMOR USE - LINKED	1	52	ARMOR USE - PLATE
2	68	DETECT SECURITY	2	68	DISARM SECURITY
1	52	DISARMING Shod Staff	2	72	DODGE
2	68	FIRST AID	1	52	GRENADE USE
1	52	HMG USE	2	72	HUNTING
3	78	MEDITATION	1	68	MOVE IN SHADOWS
2	88	MOVE SILENTLY	1	52	PARRYING Shod Staff
1	52	PISTOL USE	1	52	RIFLE USE
1	48	SENSOR OPERATION	1	52	SMG Use
1	52	STAFF USE	2	72	TARGETING Tessreck Labs M-19 - PULSE RIFLE
1	52	TARGETING OMEGASTAR TYP-2000 - PISTOL	1	52	TARGETING Shod Staff
10	102	UNARMED COMBAT	1	52	WILDERNESS SURVIVAL Forest
1	68	ZERO G MOVEMENT			

Weapon Specializations	Damage	+TH	+TD	Att
Tessreck Labs M-19 - PULSE RIFLE	4d10	2	0	5
Unarmed Combat	d12/4d6/Man.	8	27	6/3/3

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
AJAX AP-440 ANT TRAP - FRAG GRENADE	12d10	3	1	1	STR*3 m	.2 kg	Standard Weapon; Chemical explosive wrapped in steel wire.. Quantity carried: 5
MEDTECH D-112 LULLABY - DOZE GRENADE	Save vs CON Sleep 1- 8 turns	3	1	1	STR*3 m	.3 kg	Standard Weapon; Utilizes a chemical sleep agent.. Quantity carried: 5
Knife	1d6	3	21	4	.5yd	1/2lb	Standard Weapon; None
Tessreck Labs M-19 - PULSE RIFLE	4d10	3	1	5	600 m	4 kg	Standard Weapon; (A) - Pulse rifles use chemical propulsion assisted with a gauss field to fire iron rounds.. Weapon Capacity: 100
AJAX PH1240 BLIND SIGHT - PHOSPHORUS GRENADE	10d10	3	1	1	STR*3 m	.2 kg	Standard Weapon; Burns with a bright, hot white phosphorous. Blind 1-6 RND. Quantity carried: 5
Menciun T14 OCTOPUS - TANGLER GRENADE	Save vs CON Entangle 1-6 turns	3	1	1	STR*3 m	.4 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: 5
OMEGASTAR TYP-2000 - PISTOL	4d8	3	1	5	120 m	.5 kg	Standard Weapon; Standard plasteel rounds propelled by explosive gas.. Weapon Capacity: 10
Shod Staff	3d10	3	21	2	2yd	6lb	Telescoping Tychromium collapsable staff.; None

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Weapon Ammo	Qty	Name	Dam	+TH	+TD	Add. Att	Add Dam	Note
Tessreck Labs M-19 - PULSE RIFLE	100	Explosive Rounds	0d0	0	0	0	0	Standard Ammo. x2 against flesh, 1/2 against armor
Tessreck Labs M-19 - PULSE RIFLE	20	Sabot Rounds	0d0	0	0	0	0	Standard Ammo. x2 against armor, 1/2 against flesh
Tessreck Labs M-19 - PULSE RIFLE	200	Standard Projectile Rounds	0d0	0	0	0	0	Standard Ammo. Standard Rounds
OMEGASTAR TYP-2000 - PISTOL	200	Standard Projectile Rounds	0d0	0	0	0	0	Standard Ammo. Standard Rounds

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<b>Fortitude Points</b>		<b>1</b>	<b>19</b>						
		Head							
<b>2</b>	<b>76</b>	<b>3</b>	<b>76</b>	<b>4</b>	<b>19</b>	<b>5</b>	<b>76</b>	<b>6</b>	<b>76</b>
Right Arm		Right Shoulder		Chest		Left Shoulder		Left Arm	
		<b>7</b>	<b>38</b>						
		Stomach							
		<b>8</b>	<b>38</b>						
		Groin							
<b>9</b>	<b>76</b>					<b>10</b>	<b>76</b>		
Right Leg						Left Leg			

<b>Armor</b>		<b>1</b>	<b>155</b>						
		Military Mesh Fatigues, Combat Armor CLS B - W.A.R.-610							
<b>2</b>	<b>155</b>	<b>3</b>	<b>155</b>	<b>4</b>	<b>155</b>	<b>5</b>	<b>155</b>	<b>6</b>	<b>155</b>
Military Mesh Fatigues, Combat Armor CLS B - W.A.R.-610		Military Mesh Fatigues, Combat Armor CLS B - W.A.R.-610		Military Mesh Fatigues, Combat Armor CLS B - W.A.R.-610		Military Mesh Fatigues, Combat Armor CLS B - W.A.R.-610		Military Mesh Fatigues, Combat Armor CLS B - W.A.R.-610	
		<b>7</b>	<b>155</b>						
		Military Mesh Fatigues, Combat Armor CLS B - W.A.R.-610							
		<b>8</b>	<b>155</b>						
		Military Mesh Fatigues, Combat Armor CLS B - W.A.R.-610							
<b>9</b>	<b>155</b>					<b>10</b>	<b>155</b>		
Military Mesh Fatigues, Combat Armor CLS B - W.A.R.-610						Military Mesh Fatigues, Combat Armor CLS B - W.A.R.-610			

Armor Item	AM Adj	AF Multiplier	Notes
Military Mesh Fatigues	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	Backpack, steel frame	4 kg	Kit, Medical	3 kg
Lighter	200 g	Senacron	600 g	Tent, one person	1.5 kg
Vest	100 g	Grapple	500 g	Belt	200 g
Lantern, normal	800 g	Rope, Plasteel 10 m	800 g	Tangler Grenade Solvent	1 lt
Trousers	500 g				

## Description

Banu is the fourth son of the house of Charum. He has taken military training but his father, Ganus, was a priest of the Ta-Surin. The Teachings of Surin, a general and philosopher who lived over 2000 years ago, speak to personal sacrifice and strength but Banu was most taken by the mental discipline his father taught him. Banu has spent many years perfecting his mental discipline and is never the brute that most would believe from his appearance. His skills as a warrior are formidable but matched with his restraint. This has led to more than one conflict with orders and has landed him his posting on the Noble.



Banu is a Raghi (sergeant) in the Merchant Armed Services serving in the marine division. His years of service have met with promotions for bravery and demotions for disobeying orders he could not follow. More and more of late he questions his Will to Victory as the Ta-Surin teaches it. He knows if he loses his Will, he will become unable to defeat his foes.

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.