



Ja Fadool, Mog Medic

Strength	14
<i>Armor Mod</i>	0
<i>Damage Mod</i>	0
<i>Wt. Lift</i>	300 kg
Aqility	16
<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	17
<i>Max. Enc.</i>	68
Intelligence	24
<i>Use Magic</i>	142
<i>Intellectual Skill Mod</i>	30
Wisdom	18
<i>Directed Spell</i>	2
<i>Craft Skill Mod</i>	15
Will	21
Piety	16
Charisma	19
<i>Soc. Skill Bonus</i>	15
Appearance	8
<i>Reaction Adj</i>	0
Luck	18
Movement Rate	0

Def	16	Mod DS	13	FP	24	Height	1.2 m
Weight	25.8 Kg	Hair	Brown	Skin	Brown	Eyes	Red
Sex	male	Age	24	Credits	45.0		
Code	Medicine, Life, Recreational Drugs						
C. Exp	20.0	R. Exp	0.0	Level	3		

Lvl	%	Skill	Lvl	%	Skill
1	49	ARMOR USE - LINKED	1	76	BIOLOGY
2	96	BONESETTING	1	76	CHEMISTRY
2	69	DODGE	3	106	FIRST AID
1	49	GRENADe USE	2	96	MEDICINE
1	76	NEUROLOGY	1	49	PISTOL USE
2	96	PSYCHOLOGY Human	2	96	SENSOR OPERATION
3	106	SURGERY	1	49	TARGETING MEDTECH LTD - NEEDLER PISTOL
1	76	XENOBIOLoGY DremIn	1	76	XENOBIOLoGY Kiran
1	76	XENOBIOLoGY Jhat Itar	1	76	XENOBIOLoGY Gren
1	76	XENOBIOLoGY Human	1	76	XENOBIOLoGY Toaffi

Weapon Specializations	Damage	+TH	+TD	Att
MEDTECH LTD - NEEDLER PISTOL	4d8	5	0	4

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: 10
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: 10
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: 10
Dagger	1d8	4	1	4	.5yd	1/2lb	Standard Weapon; None
MEDTECH LTD - NEEDLER PISTOL	4d8	6	1	4	60 m	.3 kg	Standard Weapon; (A) - Needleer weapons fire hyper thin plasteel darts at subsonic speeds.. Weapon Capacity: 100

Weapon Ammo	Qty	Name	Dam	+TH	+TD	Add. Att	Add Dam	Note
MEDTECH LTD - NEEDLER PISTOL	60	Standard Projectile Rounds	0d0	0	0	0	0	Coated with a sleep agent, save vs CON-4. Standard Rounds

Nebuleon SFRPG

Fortitude Points		1	12						
		Head							
2	48	3	48	4	12	5	48	6	48
Right Arm		Right Shoulder		Chest		Left Shoulder		Left Arm	
		7	24						
		Stomach							
		8	24						
		Groin							
		9	48			10	48		
Right Leg						Left Leg			

Armor		1	155						
		Military Mesh Fatigues, Combat Armor CLS B - W.A.R.-610							
2	90	3	90	4	90	5	90	6	90
Military Mesh Fatigues, Medic Medium Armor CLS B - OS-2088		Military Mesh Fatigues, Medic Medium Armor CLS B - OS-2088		Military Mesh Fatigues, Medic Medium Armor CLS B - OS-2088		Military Mesh Fatigues, Medic Medium Armor CLS B - OS-2088		Military Mesh Fatigues, Medic Medium Armor CLS B - OS-2088	
		7	90						
		Military Mesh Fatigues, Medic Medium Armor CLS B - OS-2088							
		8	90						
		Military Mesh Fatigues, Medic Medium Armor CLS B - OS-2088							
		9	90			10	90		
Military Mesh Fatigues, Medic Medium Armor CLS B - OS-2088						Military Mesh Fatigues, Medic Medium Armor CLS B - OS-2088			

Armor Item	AM Adj	AF Multiplier	Notes
Military Mesh Fatigues	0	1	Standard Armor
Medic Medium Armor CLS B - OS-2088	0	1	Standard Armor
Combat Armor CLS B - W.A.R.-610	0	1	Standard Armor

Nebuleon SFRPG

Name	Weight	Name	Weight	Name	Weight
1 week staples	3 kg	Backpack, plastic frame	2 kg	Batteries (100 SEU)	200 g
Battle Drug - Menciun H-4	5cc	Communications Unit	400 g	Electronocs	600 g
Grapple	500 g	Battle Drug - JPL-4	10cc	Battle Drug - OS-44	20 cc
Kit, Medical	3 kg	Recreational Drug - Fridah	1 lt	Recreational Drug - Taoman	8 doses
Recreational Drug - Uda	5 doses	Rope, Plasteel 10 m	800 g	Whiskey	1 lt

Description

Ja grew up as your typical Mog with extensive education in pharmaceuticals and medical training. However, he did not want to be bio-tech like his father nor a research scientist like his mother. He wanted to see the galaxy! Travel to the stars. All his friends thought he had taken the wrong pills but he knew that he had the clarity of a class three stimulant. He went down to the recruiting station the day he got his certifications and offered his medical services to the M.A.S. They scooped him up and he made his way through to his first posting on the M.A.S. Noble.



He has been their medical officer for about three years and has seen some terrible things. On a mission to rescue some miners he was trapped in a cave-in. It was during this that a bio-plastics fire burned him badly. The doctors were not sure he would make it but he pulled through. He now carries the scars of that fateful day and the fear of closed in spaces.

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.