



Shon Inin, Tessreck Gren Telepathy PSI

Strength	19
<i>Armor Mod</i>	2
<i>Damage Mod</i>	4
<i>Wt. Lift</i>	777 kg
Aqility	16
<i>Initiative Mod</i>	0
<i>Unarmed Combat to Hit</i>	1
Dexterity	17
<i>Plus To Hit</i>	1
<i>Craft Skill Mod</i>	5
Constitution	17
<i>Max. Enc.</i>	68
Intelligence	16
<i>Use Magic</i>	70
<i>Intellectual Skill Mod</i>	0
Wisdom	19
<i>Directed Spell</i>	2
<i>Craft Skill Mod</i>	15
Will	14
Piety	22
Charisma	14
<i>Soc. Skill Bonus</i>	0
Appearance	14
<i>Reaction Adj</i>	10
Luck	16
Movement Rate	0

Def	17	Mod DS	17	FP	26	Height	1.6 m
Weight	85 kg	Hair	Red/Orange Stripes	Skin	Pink	Eyes	Green
Sex	male	Age	20	Credits	0.0		
Code	Self Control, Helping others, Tolerance						
C. Exp	0.0	R. Exp	0.0	Level	1		

Lvl	%	Skill	Lvl	%	Skill
1	40	ACROBATICS	1	40	ARMOR USE - LINKED
1	40	ARMOR USE - VAC SUIT	1	40	BIOLOGY
4	75	CAMOFAGE	1	40	CLIMBING
1	40	CODED MESSAGES M.A.S.	2	60	DECEPTION
1	40	DISGUISES	1	40	DODGE
1	40	FIRST AID	1	40	INTERROGATION
1	40	INVESTIGATION	1	40	KNIFE USE
1	40	MEDICINE	1	40	MEDITATION
1	45	PILOTING Shuttle	1	40	PISTOL USE
2	60	PSYCHOLOGY	1	40	RIFLE USE
1	40	TAPPING	1	40	TARGETING OMEGASTAR TYP-2000 - PISTOL
1	40	TARGETING Tessreck Labs M-19 - PULSE RIFLE	1	40	UNARMED COMBAT
1	45	ZERO G MOVEMENT			

Weapon Specializations	Damage	+TH	+TD	Att
Unarmed Combat	d6/0/Man.	2	5	3/0/0

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
Dagger	1d8	2	5	4	.5yd	1/2lb	Standard Weapon; None
Tessreck Labs M-19 - PULSE RIFLE	4d10	2	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
OMEGASTAR TYP-2000 - PISTOL	4d8	2	1	5	120 m	.5 kg	Standard Weapon; Standard plasteel rounds propelled by explosive gas.. Weapon Capacity: 10

Weapon Ammo	Qty	Name	Dam	+TH	+TD	Add. Att	Add Dam	Note
Tessreck Labs M-19 - PULSE RIFLE	100	Standard Projectile Rounds	0d0	0	0	0	0	Standard Ammo. Standard Rounds
OMEGASTAR TYP-2000 - PISTOL	20	Standard Projectile Rounds	0d0	0	0	0	0	Standard Ammo. Standard Rounds

Nebuleon SFRPG

Fortitude Points		1	13		
		Head			
2	52	3	52	4	13
Right Arm		Right Shoulder		Chest	
		7		26	
		Stomach			
		8		26	
		Groin			
9		52		10	
Right Leg				Left Leg	

Armor		1	155		
		Military Mesh Fatigues, Combat Armor CLS B - W.A.R.-610			
2	105	3	105	4	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	
		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	
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

Nebuleon SFRPG

Name	Weight	Name	Weight	Name	Weight
Backpack, plastic frame	2 kg	Communications Unit	400 g	Grapple	500 g
Lantern, normal	800 g	Senacron	600 g	Trousers	500 g
1 week staples	3 kg	Batteries (100 SEU)	200 g	Flashlight	500 g
Kit, Medical	3 kg	Lighter	200 g	Tent, one person	1.5 kg
Vest	100 g				

Description

Shon comes from the now famous Engineering family of Inin. The Inin family own vast estates on the home world of Shandis, built upon centuries of patents and invention. When Shon was young he fought for many civil rights movements and demonstrated against the military. When he was finishing secondary school, it was obvious that he was gifted. He was quickly enrolled in the finest university and it was assumed he would join the Imperial Navy. He had other plans though.



On his graduation he took his personal skimmer to the M.A.S. recruiting station and by nightfall he was off-world. The M.A.S. changed him. Deeply and fundamentally, his views on the world changed. He saw his earlier escape from the fate his father had planned for what it was, the petulant tantrum of a child going through growing pains.

He now views his world as a series of challenges and hopes to help as many people as he can but he also wishes to live a life of order. Self-control is his greatest challenge. Shon is new to the M.A.S. and is of rank Soldier.

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.