

True Name: Jason Krieger
Name: Jason
Alignment: Aberrant
Hit Points: 30 / **SDC:** 40 /
Level: 5
OCC: NGR Intelligence Officer
Occupation: Bodyguard, Tracker

IQ 15 **Sex:** Male **PPE:** 6 **ISP:** 18
ME 13 **Height:** 6' 2" **Weight:** 197 lbs
MA 20 **Environment:** Large City w/ Psionics
PS 15 **Family Origin:** New German Republic
PP 23 **Sentiments Toward CS/NGR:** Ex-member of
PE 13 NGR Military, disagrees with their policies
PB 10 **Disposition:** Careful, deadly, suspicious of all
Spd 15 non-humans until proven trustworthy

OCC Skills	%	%/lvl
Speak: Euro	100	5
Literacy: Euro	90	5
Math: Basic	75	5
Radio: Basic	85	5
Radio: Scrambler	75	5
Radio: Laser	60	5
Surveillance Systems	60	5
Comptuer Operations	75	5
Disguise	65	5
Escape Artist	70	5
Intelligence	68	4
Pilot: Hovercycle	102	3
Pilot: Jet Pack	78	4
Pilot: Robots & PA	73	3
Athletics		
Climbing	85/75	5
Swimming	80	5

OCC Related	%	%/lvl.	Special Abilities
Streetwise	65	5	Trust/Intimidate 60%
Prowl	50	5	Automatic Kick
Gen Law (NGR)	55	5	
Cryptography	55	5	

Saving Throws

Spell	12
Ritual	16
Insanity	12
Toxins	16
Psionics	12
Drugs	15
Pain	12
Poisons	14
Perception	
Coma	

Cybernetics

Amplified Hearing
Toxic Filter
Universal Headjack
Gyro-compass
Clock-Calendar

Hand to Hand: Martial Arts
Damage: **Strike:** +6
Parry: +9 **Dodge:** +10
Roll: +6 **Pull Punch:**
Initiative: +6 **Attacks:** 3/4 w/ pistol
Damage
Rest. Punch: **Full Punch:** 1d4
Power Punch: 2d4
Kick 2: 1d8 **Kick 3:**
Leap Kick: 2d4x2 **Flip:**

Secondary Skills	%	%/lvl.
Tracking	25	5
Speak: American	50	5
Acrobatics		
-Sense of Balance	60	5
-Climb Rope	80	2
-Walk Tightrope	60	3
Kick 1: 1d8		
Interrogation	20	5

Psionics

Presence Sense (4)
Mind Block (4)
-Back Flip 60 5

Weapon Proficiency Aim/Bur/Init Credits:

Energy Rifle	+4/+2
Energy Pistol	+4/+2
Sharpshooting (Pistol) (Can use paired pistols)	
"Aimed"	+2/+2
"Called"	+3/
"Quickdraw"	+1

Armor: T-11 Enhanced **Armor:** T-10 Cyclops

MDC: 100 / **Weight:** 40 lbs **MDC:** 100 /

Prowl: -5% **Notes:** +6 PS, +10 Spd, **Weight:** 25 lbs
+10' to leaps, fatigues @ 50% norm **Prowl:** -15%

Equipment

Survival Knife
2 standard uniforms
dress uniform
Walkie Talkie
T-100 Jet Pack
PC-3000 Hand Held Computer
Language Translator
Gas Mask
Flashlight
Distancing Binoculars
Canteen
Utility Belt
Backpack
Air Filter
1/2 pound dried peaches

Weapons Dmg Range Payload Aim/Bur/Cal

TX-26 Particle Beam	5d6	400'	15 /	+6/+4/+3
TX-26 Particle Beam	5d6	400'	15 /	+6/+4/+3
Vibro-Knife	1d6	HTH	-----	+4/+6
Survival Knife	1d6	SD 30'	-----	+4/+6/+4
Frag Grenades	2d6	100'		+4

1/2 pound dried apples
1 pound smoked beef

Plasma Grenades 4d6 100' +4

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