

True Name: Pedro Salazar
Name: Sal
Alignment: Unprincipled
Hit Points: / **SDC:** 20 /
Level: 6
OCC: Smuggler
Occupation: Black Marketeer

IQ 18 **Sex:** Male **PPE:** **ISP:** 73
ME 19 **Height:** 6'3" **Weight:** 203 lbs
MA 15 **Environment:** Large City w/ magic & psionics
PS 21 **Family Origin:** Argentina
PP 20 **Sentiments Toward CS/NGR:** Hates them for
PE 17 the persecution of non-humans
PB 15 **Disposition:** Calm and collected, only
Spd 28 fights when cornered

OCC Skills	%	%/lvl
Literacy: Spanish	85	5
Language: Spanish	95	5
Language: American	95	5
Language: Euro	95	5
Language: Dragonese	95	5
Math: Basic	100	5
Detect Ambush	70	5
Detect Concealment	60	5
Escape Artist	60	5
Disguise	65	5
Concealment	50	4
Palming	55	5
Streetwise	56	4
Radio: Basic	85	5
Radio: Scramblers	65	5
Computer Operations	80	5
Cryptography	65	5

Hand to Hand: Basic
Damage: +6 **Strike:** +4
Parry: +5 **Dodge:** +5
Roll: +2 **Pull Punch:** +
Initiative: +2 **Attacks:** 3

Damage

Rest. Punch: **Full Punch:**
Power Punch: **Kick 1:** 1d6
Kick 2: **Kick 3:**
Leap Kick: **Flip:**

Critical strike on natural 19 or 20

Equipment

Clothing
--Pants
--Flannel Shirt
--Moccasins
--Hat, military style
--leather gloves
Air Filter
NG-S2 Survival Pack

+2 / +4

OCC Related	%	%/lvl.	Special Abilities
Pilot: Hovercraft	80	5	Horror Factor 9
Pilot: Helicopter	60	5	Nightvision 200ft
Pilot: Tanks & APCs	61	4	
Comp Programming	65	5	Saving Throws
Computer Hacking	40	5	Spell 11
Navigation	65	5	Ritual 15
Literacy: American	75	5	Insanity 10
Surveillance Systems	65	5	Toxins 13

Psionics 10
Drugs 14
Pain
Poisons 11
Perception
Coma +5%

Psionics

See Aura
Impervious to Poisons
Alter Aura
Bio-regenerate (self)
Levitation
Telekinesis

Secondary Skills	%	%/lvl.
Weapon Systems	55	5
First Aid	70	5
Lore: D-bee	50	5
Lore: Demn/Mnstr	50	5

Weapon Proficiency Aim/Bur/Init Credits:

Energy Pistol +4 / +2
Energy Rifle +4 / +2
Heavy Energy +4 / +2

Armor: N-F40A

MDC: 110 / **Weight:** lbs

Prowl: -0% **Notes:** Force Field

Prowl: -%

Armor:

MDC: /

Weight: lbs

Weapons	Dmg	Range	Payload	Aim/Bur/Cal
NG-E12	1d6x10	2000ft	12 /	+4 /

NG-5LP 5d6 500ft 10 / +4 / +2 / +4

TX-5 (U-Rounds) 1d6 800ft 5 / +4 / +2 / +4

--prevents supernatural creatures from healing

Background

Pedro was born and raised in Omagua. He lived in the slums all his life and dreamed of becoming rich and living the good life. He eventually worked his way out of Omagua, sneaking away into the jungle late one night. He wandered west for a time, treading cautiously around the Arkon territory, north into the Incan kingdom. From there, he found his way to a port city and stowed away on board.

Not knowing where the ship was heading, but knowing that it had to be better than where he had been. After hiding in the cargo hold for a few days, he began to explore when he could, avoiding the crew so he wouldn't get thrown into the sea. Upon inspection of the crates, he found that they were filled with weapons, armor and other machinations of war. He carefully removed one weapon and grabbed several e-clips as well as what he thought was a simply ammunition belt.

When he went back to his hiding place, he found two crew members staring back at him with angry looks. Not knowing what else to do, he used his new found weapon as an intimidation device, along with his own feline instincts. He forced the captain to drop him off at the next port city. The captain reluctantly agreed. Once he was ashore, the captain threatened him, saying that if they ever crossed paths again, only one would walk away.

Pedro ignored the threat, knowing that he would never see the man again, and made his way inland, moving from city to city until he found one that suited him. It took several months, but he finally found himself settling into the city of Tolkeen. Just days after arriving Tolkeen came under siege by the Coalition States. Pedro had no choice but to stay in the city. He lived on the streets stealing what he could and making contacts with anyone he could in the underworld, eventually building enough contacts to begin bringing in supplies and smuggling necessities and weapons inside the borders. He has made quite a lucrative life since.

Personality

Pedro is quiet, belying his intelligence. He is an expert at escape and will only fight if there is no way out. When he is forced to fight, he fights with the ferocity of the very cat from which he is bred. When talking business, he is careful, never completely trusting the potential client. When encountered elsewhere, he is friendly, though always on guard.

Description

Pedro is a mutant cat known as a felinoid from the city of Omagua. He is covered in short, yellow fur with black spots. He wears plain black pants, a flannel shirt, moccasins and a military style hat. To keep from leaving evidence anywhere, he covers his hands in black leather gloves. Pedro is over six feet tall and heavy build, but remains very agile and fast. He has a tendency to purr when happy and snarl when upset.

Created by Thoth
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