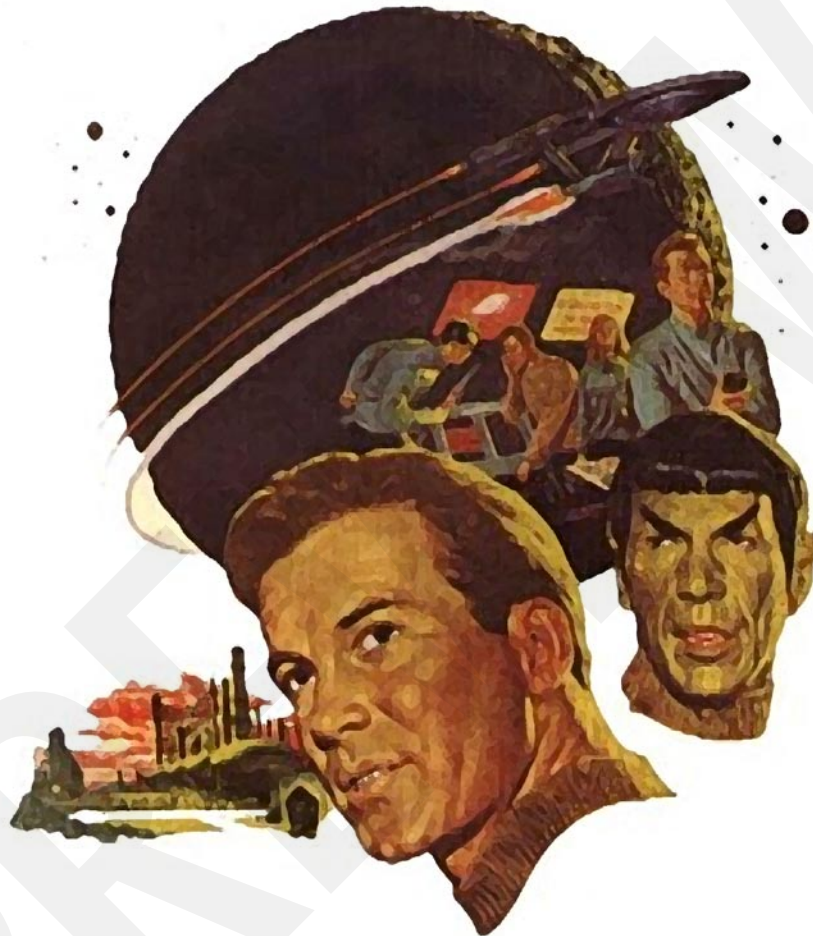


FINAL FRONTIER

Roleplaying the Golden Age of STAR TREK



A Supplement for

THOUSAND SUNS

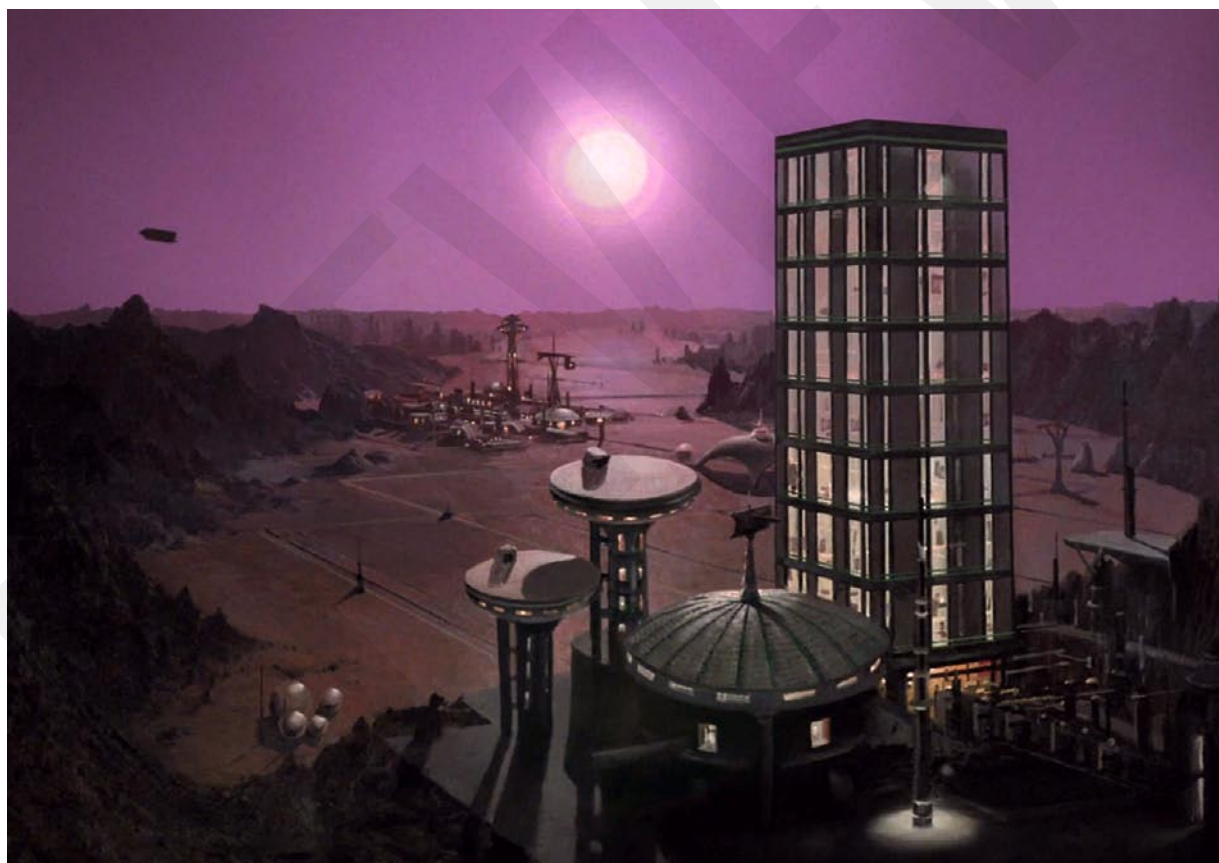
By Robert Saint John

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PREVIEW

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FOREWORD

The ruins of a golden-domed fortress beneath a giant moon. The distorted visage of the alien Balok and his colossal ship, the *Fesarius*. The purple skies of Starbase 11 and Rigel VII. The haunting sound of the wind on Talos IV. The noble Romulans and the Mongol-like Klingons. Dramatic splashes of light and color and shadow unlike anything else on television. The Starship *Enterprise* orbiting gas giants, plummeting down toward Psi 2000, or hanging silently in a clear blue sky.

Through the dual miracles of cable television and syndication in the early seventies, I was able to watch the original Star Trek series twice a day. By 1975, I'm sure I had all the episodes memorized word-for-word. My most treasured possessions were the Star Fleet Technical Manual, my Mego figures and bridge playset, Lincoln Enterprises catalogs, and the AMT Enterprise model that Mom had painted for me in secret one day while in school. My first crush was the teenage babysitter who loved Trek as much as I did.

My most vivid Star Trek memories, though, are the imagery and atmosphere of the stories from that very first season, from "Where No Man Has Gone Before" to "Operation – Annihilate!" Perhaps it was the reduced budget in the following season, or its introduction of more light-hearted stories. Perhaps it was Chekov. As a nine-year-old, there was no way of really knowing these things, but I had a sense of a slightly different *spirit* that I carry with me to this day.

FINAL FRONTIER is a supplement for Rogue Games' roleplaying game *Thousand Suns*, and my attempt to recapture that spirit of the original Star Trek. As I write this, the release of the highly-anticipated J.J. Abrams' "re-imagining" of Trek for the big screen is months away. In some ways, this is my attempt to do something similar on a much smaller scale. One of the most difficult aspects of Star Trek is reconciling the established (but often conflicting) canon built over four decades. Fortunately my favored period, what I call "the golden age of Star Trek", is primarily that first season and the previous year – the first of the "five year mission" – and it is a relatively undefined sandbox in which to play.

That is not to say that I ignored canon (and even non-canon) entirely. The details that precede and follow Stardate 1500 (2266 AD) are a goldmine of hooks and ideas for our valiant starfarers, and you'll find a few nods throughout. But, like *Thousand Suns* itself, they are not the focus. As the Rogues have written, "you should always feel free to alter or even drop any rules that get in the way of having fun." On the other hand, they also said, "*Thousand Suns* is not about recreating the past space opera classics" ... I hope James and Richard will forgive me.

Boldly go and have fun!

Robert Saint John
San Francisco, December 2008

INTRODUCTION — THOSE WERE THE VOYAGES

FINAL FRONTIER is a set of guidelines for adapting the original *Star Trek* series universe as an alternate meta-setting to Rogue Games' pen-and-paper roleplaying game *Thousand Suns*. This supplement is not a standalone game and the *Thousand Suns* core rulebook is required to play.

FINAL FRONTIER provides statistics for familiar and new characters; methods for approaching Trek technologies such as phasers, transporters and warp drive; traits of the different species; expanded rules for command bridge-based starship combat; and accessories to help the Game Master (GM) and Players recreate “the golden age of *Star Trek*”, those earliest days of James T. Kirk's original five year mission on the starship *Enterprise*. For this adaptation, this is roughly defined as the period from “Where No Man Has Gone Before” (2265 AD) to “Operation – Annihilate!” (2267 AD).

It should be noted that this booklet is by no means an exhaustive look at the *Star Trek* setting. It assumes that the reader has at least a passing familiarity with the major characters, species, organizations and technology of the Trek universe. For more sweeping detail and additional inspiration, the reader is directed to the Memory Alpha wiki at memory-alpha.org, which served as a major reference for FINAL FRONTIER.

Star Trek and roleplaying is nearly as old as the franchise itself, from the Gamescience and Heritage Models adaptations in the 70s, to the FASA works throughout the 80s, the Prime Directive games, and up to the Last Unicorn Games

and Decipher systems of the last decade. This doesn't even mention the multitude of fan adaptations (like this one) for other systems such as GURPS, D6, D20 and others. The fan-based Star Trek RPG Network is still active at trek-rpg.net. Throughout the years, nearly every aspect of every Trek series and movie has been covered in meticulous detail for RPGs.

At the time of this writing all of the licensed versions are out of print and the license itself is in limbo. Games and accessories from most of the systems, however, are easily found online through outlets such as eBay and used game specialists, and may prove valuable to those looking to expand on what's detailed here for *Thousand Suns*. FINAL FRONTIER is only the beginning, if you want it to be.

One last note on this subject: there is probably no more singly valuable and affordable resource for gamemastering the Original Series (TOS) than the 1999 Last Unicorn Games publication *Star Trek Roleplaying Game Narrator's Toolkit* by RPG industry veteran S. John Ross. This 62-page book is a collection of essays, tips and tools for running the best possible adventures specifically in the TOS universe, regardless of what system you're using. And at an average price of less than \$5, it's a steal.

Thousand Suns

If you're not yet familiar with *Thousand Suns* (TS), you'll likely want to get it and skim it before trying to absorb FINAL FRONTIER. TS is a toolkit for science

fiction roleplaying set in distant futures where humankind is stretching across the galaxy, building vast empires, and struggling against forces internal and external to survive. Like *Star Trek* itself, it takes its cue, in part, from the literary grand space operas of authors such as Isaac Asimov and A.E. van Vogt. Although many sci-fi RPGs which trend towards themes of militarism or commerce, TS gives equal weight to themes of exploration, political intrigue and the interaction between sentient beings. In short, TS is in many ways a nearly perfect system for the worlds of *Star Trek*.

Thousand Suns is also a very accessible RPG system, thanks to Rogue Games' simple game mechanic known as *12 Degrees*. With *12°*, your character is defined in part by the Abilities and Skills that are determined from the character's background and career path. For any given challenge, add the score for the relevant Ability to the appropriate Skill rank to get a Target Number. Apply modifiers based on the challenge to the TN, and roll under that number with 2d12 to succeed. As implied by the name of the system, the degree to which you succeed or fail the roll determines the outcome.

In addition to detailing the fundamentals for generating character of various backgrounds, TS provides rules for the technology, equipment, weapons and starships of the future, alien and setting design, psionics, space travel, government and more. It also outlines a default meta-setting based on many of the archetypes typical of the "Imperial Sci-Fi" genre.

For more information, free downloads and links to purchase *Thousand Suns* in either hardcopy or PDF form, visit Rogue Games on the web at rogue-games.net.

The Golden Age

In the years leading up to 2265 AD, the United Federation of Planets has just celebrated its first centennial. Through its combined exploratory and military service, Starfleet, the Federation has grown from its initial founding members – Humans, Vulcans, Andorians and Tellarites – to over 30 member worlds and 200 colonies.

The first hundred years were not without challenges, however. The uneasy peace between the Federation and the neighboring Klingon and Romulan empires began to resemble a cold war on two fronts, and whispers of even more powerful dominions circulated along the edges of the frontier. A disastrous first contact situation with a pre-warp civilization led to a reorganization of Starfleet Regulations, placing a new General Order 1 – the "Prime Directive" – at the top of the list. Colonization and the second wave of deep space exploration proved to be slow and dangerous processes, with a number of missions lost without a trace. As the centennial anniversary of the UFP neared, it seemed as if the practical limits to expansion were about to be reached.

That would begin to change around 2240 due to the confluence of three major and interrelated developments. First, advances in warp drive technology not only allowed the time barrier to be broken (reducing the relativistic effects of faster-than-light travel), but would enable speeds of Warp 5 and beyond to be maintained for extended periods. Second, subspace radio had improved to the point where communications between distant sectors were now possible in a matter of hours instead of years. Finally, new

computing technology such as the introduction of duotronic processing would in turn make possible unprecedented improvements in everything from sensors to anti-matter regulators to transporter systems.

These advancements heralded a new Golden Age for space exploration and the Federation itself. For the first time it would be possible to venture beyond the boundaries of the Orion Arm of the galaxy, and to truly go where no man had gone before. In order to meet both the existing and new challenges awaiting the Federation, a new breed of vessel – *the Starship* – would be constructed. Every attempt would be made to staff these ships with the best, the bravest and the brightest crews to represent the Federation on these extended missions into the unknown. Some would succeed. Others would fail. And then there were those who would go on to become legends...

Timeline of Events

As follows is a brief look at the key events of the hundred-plus years leading up to the most memorable of the *USS Enterprise's* five year missions.

2160

Following a year of war ending with the Battle of Cheron, the Humans and the Romulans negotiate a treaty via subspace radio and establish a Neutral Zone. The two species have never met face-to-face and will not do so for another hundred years.

2161

The United Federation of Planets is founded by Earth, Tellar, Andoria, and Vulcan. Over the next 80 years, the UFP

slowly grows and consolidates within the region despite relatively primitive interstellar technologies.

2208

The crew of a Starfleet vessel, the *USS Galahad*, interferes in the civil war of a pre-warp civilization on Shiva Omicron IV, with unintended side-effects.

2210

Starfleet regulations are revised to include and emphasize the Prime Directive: "In matters regarding observation of or contact with any culture or civilization that has yet to develop interstellar spaceflight, there must be no identification of self or mission; no interference with the social development of said civilization; and no references to space, other worlds, or advanced civilizations."

2218

Relations between the Klingon Empire and the United Federation of Planets begin to deteriorate along their mutual border.

2240

Advanced research reveals a method to break the time-barrier, resulting in more effective warp drive technology.

2242

Richard Daystrom develops duotronic processing, resulting in exponentially more powerful computers than had existed to date. Based on the technological developments over the past few years, Starfleet begins construction of a new fleet of more powerful starships.

2244

Starfleet launches the first of its new class

of starships, the *USS Constitution*. Over the next ten years, an additional 11 vessels of this class will be commissioned.

2245

Tensions between Federation and Klingon forces escalate to a full-scale battle in the Donatu system. Starfleet deploys its second Constitution-class starship, *Enterprise*, under the command of Robert April.

2246

An unprecedented disaster takes place on the Federation colony of Tarsus IV when famine leads to a massacre of 4,000 colonists.

2250

The *USS Enterprise* completes its first five year mission and returns to Earth for a refit.

2251

The *USS Enterprise* is deployed on a second five-year mission, this time under the command of Captain Christopher Pike.

2254

Following a classified encounter on the planet Talos IV, Starfleet General Orders are amended to forbid any further visits to or contact with the planet.

2257

After a brief respite, Captain Christopher Pike takes the *USS Enterprise* on its third tour.

2262

Having completed its third tour, the *Enterprise* begins an extensive period of refit based on the latest technologies that will take three years.

2265

The refitted *USS Enterprise* is deployed on its fourth five-year mission, this time under the command of youngest captain in the fleet, James Kirk. One of its first fatal encounters took it to edge of the galaxy when it found traces of the *SS Valiant*, the earliest of the deep space explorers that left Earth in 2065.

In the months that would follow, the crew of the Enterprise would come face-to-face with the re-emerged Romulans, solve the mystery of the Tarsus massacre, return to Talos IV, and find itself on the brink of war with the Klingon Empire. At this time, many of its early mission logs remain classified. Based on the events of these early days, one can only imagine the details of the history yet to be revealed...



CHARACTERS — NEW LIFE AND NEW CIVILIZATIONS

Thousand Suns provides a straightforward process for the creation of new characters, and FINAL FRONTIER does not deviate from it. This section simply provides additional options for the Species, Homeworld and Career Packages that allow you to more seamlessly integrate the *Star Trek* universe into the game. Refer to the TS core rulebook (page 20) for complete rules on character creation and how character abilities and background are utilized in the game.

Unlike a number of previous *Star Trek* RPGs, FINAL FRONTIER makes no attempt to discourage players from taking on the roles of established characters such as James Kirk, Mr. Spock, Dr. McCoy and so on. In fact, it is encouraged and the point of this supplement! While it is true that most players likely know where these characters will ultimately go in their lives and adventures, FF is set in a period that is largely undefined by so-called “canon” and wide-open to interpretation. The GM and players should feel free to

take advantage of that, and simply have fun.

For those reasons, FINAL FRONTIER details a number of pregenerated characters in the form of character sheets later in this document. Included are the familiar classic characters, enemies and allies from various species, and other Starfleet personnel to help fill out your game. In addition, a blank FINAL FRONTIER Character Sheet is included for creating your own custom characters, and a dynamic character builder for use in Microsoft Excel is available.

Species

Although the *Star Trek* universe is populated primarily by humanoid species, each of the races presented here have their own unique traits. The following table summarizes the Ability bonuses inherent to each, as well as the Additional Traits and/or Skill Bonuses native to each species. A detailed breakdown by Species follows.

Abilities	Human	Vulcan	Klingon	Romulan	Andorian	Orion
Body		1	1	1		1
Dexterity			1		1	
Perception		1				
Presence						1
Will			1	1		
Bonus	10	1	4	6	4	4
Additional Traits						
Mind Probe		1				
Eidetic Memory		1				
Melee					1	
Hypersensitivity					1	
Pheromone Attraction						1 (females)

HUMAN

These natives of the planet Earth and its colonies are also known as Terrans. They became a warp-faring species just over 200 years ago, are one of the founding members of the United Federation of Planets, and are the most ambitious in their expansion. As a society, Humans have generally overcome their tendency towards internal warfare and social inequity. With other species, and indeed as individuals, they still struggle. Their average lifespan is 120 solar years.

- ★ *Human characters gain 10 additional points with which to purchase Abilities and Skills.*

VULCAN

Millennia ago, at the brink of violent self-extinction, the Vulcan species chose instead to repress emotion and embrace a way of life governed by logic and ritual. They developed the warp drive centuries ago, and were the first species encountered by Humans. Despite their philosophical differences, the two species get along well and together they led the founding of the UFP. Vulcans have somewhat strained relations with the Andorians, and a hidden connection with the Romulans. Their average lifespan is over 200 years.

- ★ *Vulcan characters gain Body +1, Perception +1 and 1 bonus point to spend on a Skill.*
- ★ *Through the Mind Meld skill, Vulcans can make mental contact with others to probe for information (TS, page 91, "Mind Probe" psionics skill).*
- ★ *Vulcans have the Eidetic Memory trait – they can recall anything they see or hear. (TS, page 216).*
- ★ *Vulcans exclusively may choose a Melee skill specialization, "Nerve Pinch" (detailed later in the Skill section).*

KLINGON

Klingons are proud and militaristic species steeped in warrior traditions, and conflict both internal and external. Their political structure feudalistic, organized around lineal "houses". After nearly exhausting the resources within their early empire, they began an aggressive expansion through conquest, largely unopposed until confronting the Humans. Since the founding of the Federation, relations between the Klingon Empire and the UFP have continued to deteriorate, bringing the two powers closer to the edge of interstellar war. The average lifespan is thought to be 150 solar years, if the inevitable side-effects of constant warfare are not taken into account.

- ★ *Klingon characters gain Body +1, Dexterity +1 and Will +1, and 4 additional points with which to purchase Abilities and Skills.*

ROMULAN

Little is known about the Romulans other than they are extremely xenophobic, isolationist and militaristic. They maintain a fairly extensive empire alongside both the Federation and Klingon borders. There was a series of brief and violent conflicts with the Humans and Vulcans shortly before the founding of the Federation, at which point they practically disappeared behind their own border and the resulting Neutral Zone, not to be seen for another hundred years. Based on the war and text within the Treaty of 2160, it is believed that they have a parliamentary Senate with a Praetorship as their system of government, backed by a powerful military. Rumor has it that not only are the Romulans humanoid, but they may very well have some distant connection to early Vulcans. Despite their absence from

affairs in the past century, there have been reports that activity within the Neutral Zone is beginning to pick up again. Their average lifespan is suspected to be 150 solar years.

- ▲ *Romulan characters gain Body +1, Will +1 and 6 additional points with which to purchase Abilities and Skills.*

ANDORIAN

Andorians are dexterous blue-skinned humanoids with white hair and two antennae on their head. Their homeworld Andoria is actually the icy moon of a ringed gas giant. Despite their native environment, Andorians seem to have no problem adapting to much warmer environments. They are as diverse and as passionate as Humans, bound as a race to a complex code of honor, and were one of the founding members of the Federation. Their antennae are actually hypersensitive sensory organs that give them a sixth sense. The average lifespan of Andorians is 80 solar years.

- ▲ *Andorian characters gain Dexterity +1 and 4 additional points with which to purchase Abilities and Skills.*
- ▲ *Andorians gain an automatic +1 bonus to their Melee skill.*
- ▲ *Andorians possess the Hypersensitivity trait, granting them an automatic +2 bonus on Investigate and Observe Tests (TS, page 218).*

ORION

Although archaeological evidence points to a once great civilization, the Orion species appears to be one on the decline. The Orions of today subsist under a weak central government controlled by the Orion Syndicate, an interplanetary organized crime group. As a result, they have no formal alliance to any of the major powers and maintain a stance of

complete neutrality. Galactic affairs are of little interest to them, and through the Syndicate they tend toward more decadent pursuits such as piracy, slavery and smuggling. Although relatively short-lived, they are physically powerful and have an unusual charisma. The female of the species, in particular, has a powerful pheromonic effect on the males of most species (with the notable exception of Vulcans), not only making them a valuable commodity in the slave market, but calling into question who is truly in charge. The average lifespan of an Orion is 80 solar years.

- ▲ *Orion characters gain Body +1, Presence +1 and 4 additional points with which to purchase Abilities and Skills.*
- ▲ *Orion females possess the Pheromone Attraction trait, gaining a +2 bonus on all social interaction Tests with males under certain conditions (TS, page 219). Vulcans are immune to these effects and the GM may determine that other exotic species have the same immunity.*

For more extensive details regarding the Physiology, Psychology, History and Society of these species (and inspiration for other *Star Trek* races such as Tellarites, the Gorn and so on), refer to external sources such as Michael and Denise Okuda's book *The Star Trek Encyclopedia*, or online resources such as the Memory Alpha wiki at memory-alpha.org.

Homeworld Packages

In *Thousand Suns*, there are four basic Homeworld Packages – the attributes based on where a character grew up, and in which class (TS, page 40). FINAL FRONTIER makes no substantial changes

to the Packages as they were provided in the core rules, with the exception of referring to *The Marches* package as the more Trek-like *Frontier*. It is assumed that each of the three major States (Federation, Klingon and Romulan) have their own similar areas that qualify as *Core* (closest to the homeworlds), *Civilized* (areas of well-established expansion) and *Frontier* (border regions, especially those along neighboring States and the Neutral Zones). *Wildspace* is considered those unexplored and unaligned areas where players are most likely to encounter “strange new worlds, new life and new civilizations”, and will rarely figure into the background of player characters. Refer to the *Chart of Known Space* later in this booklet to see how these Homeworld regions are illustrated on a map.

Career Packages

Thousand Suns outlines 22 Career Packages (TS, page 42), career paths with three levels (Novice, Experienced, and Veteran) that define the Skills and Ability bonuses that characters obtain through their professions. FINAL FRONTIER requires no substantial changes to the Packages as detailed in the core rules. The following options are offered to enable players to create characters well-suited to the *Star Trek* setting:

- ▲ The “Navy” Career Package described in *Thousand Suns* is completely suitable to define the career path of those in the combined forces of the *Star Trek* universe. Players may wish to be specific on character sheets, and in lieu of Navy, describe the packages as “Starfleet” for the Federation, “Defense Force” for the Klingons, and “Guard” for the Romulans. For some characters, the “Marines” Career

Package may also be appropriate (see the Klingon Weapons Officer Mortah for an example). There is little in the Original Series universe, however, that is similar to the “Army” Package.

- ▲ It is not uncommon for characters to start in one career before joining an organization such as Starfleet. Mr. Spock and Sulu, for instance, both started out as Scientists before attending Starfleet Academy. As a result, they have Novice Scientist careers in addition to their two levels in Starfleet, the variety of Skills and Specializations to match, and Naval Ranks that are appropriate to the “Experienced” level.

- ▲ Younger characters should be allowed to start off having only completed Level 1 or Level 2 Packages. Kevin Riley, for example, is only a 26 year old Lieutenant in Starfleet, putting him at Level 2. A young Ensign would likely have no advanced yet beyond Level 1.

- ▲ As an additional use of Experience Points (XP) outlined in TS (page 230), a player may declare their intention to have their character progress in ranks. The GM may award XP as outlined in the rules, but the player should generally be limited to spending XP on the Skills available for the *next* Level in the Career Package. Players should track their overall XP count during the course of multiple adventures, as those points will be used to calculate their progression through the ranks as well (see the next section below). For example, a character who is a Lieutenant Junior Grade in Starfleet is at the bottom of Level 2 (Experienced) rating for a Starfleet (Navy) career. Through the course of five adventures, he is awarded 12 XP. He may spend

them on building his Skills and Specializations according to the Skills and Skill Ranks detailed for a Navy Veteran. In addition, having earned 10+ points, he has now been promoted to the rank of Lieutenant! Once he has earned 25 more XP, he will graduate to a Commander, and be considered a Veteran. As in real life, promotion gets more difficult to earn as a career progresses (30 XP to be promoted from Commander to Captain, 60 XP to be promoted to Admiral). This, of course, is an appropriately long progression from Cadet to Admiral, as it is not really the focus of the game. The GM should feel free to adjust the values to speed up or slow down the process as desired.

By way of example, here is a listing of rank and rating progressions for the Navy Career Package (TS, page 51) in the context of Starfleet. Rank is given, followed by a number in parentheses representing the value in XP earned required for promotion to the next rank:

- **Novice**
Enlisted: Crewman 3rd Class (6), Crewman 2nd Class (7), Crewman 1st Class (8)
Officer: Cadet (6), Midshipman (7), Ensign (8)
- **Experienced**
E: Petty Officer 3rd Class (10), Petty Officer 2nd Class (12), Petty Officer 1st Class (15)
O: Lieutenant junior grade (10), Lieutenant (12), Lieutenant commander (15)
- **Veteran**
E: Chief Petty Officer (30), Senior

Chief Petty Officer (60), Master Chief Petty Officer
O: Commander (30), Captain (60), Fleet Captain/Commodore/Admiral

Note that other powers like the Romulans and Klingons have their own names for ranks (Romulan “Subcommander” instead of Commander; Klingon “Bekk” instead of Crewman). Refer to the Memory Alpha wiki on *Ranks* for guidance at memory-alpha.org/en/wiki/Rank.

As discussed in the following chapter on Skills, Specializations play an important part in FINAL FRONTIER. Players are encouraged to build well-rounded “teams” of characters with Skills and Specializations that allow them to best handle a variety of encounters, be it as part of a landing party or on the bridge during starship combat. The best *Star Trek* games are those where every character has a unique and integral role to play.

Thousand Suns outlines a Benefit Point system (page 59) based on a character’s Career Path that generally translates to cash, pensions or other economic gains. Economic concerns rarely come up in *Star Trek* (beyond the value of a Tribble), and few characters will ever need to purchase their own equipment, let alone a ship. Not everyone is a member of Starfleet – consider traders such as Harry Mudd or Cyrano Jones – so the system will be relevant for some characters. For most player characters, however, the need or opportunity to spend credits will rarely come up. Members of a starship crew, for example, are not required to purchase their own phaser before joining the landing party. Game Masters may want to consider choosing another value and use for Benefit Points within FINAL

FRONTIER, such as number of personal possessions, high-powered contacts the character has within Starfleet, special commendations and so on.

Other Attributes

The FINAL FRONTIER Character Sheet presents spaces for additional character background appropriate to a *Star Trek* setting:

- ▲ **Alliance:** Examples are United Federation of Planets, Klingon Empire, Romulan Star Empire, Orion Syndicate, and Unaligned.
- ▲ **Commission:** This is generally the character's duty position and the starship to which they're assigned. Otherwise, this is where the Employer would be listed.
- ▲ **Equipment:** List of the standard equipment which is generally available to this character for their day-to-day duties, missions and so on. Other equipment is available at the GM's discretion. As mentioned previously, cash and cost has little meaning for most characters in FINAL FRONTIER, so characters should not be required to purchase their equipment if it is not appropriate to do so. The Character Sheets do include an "Armed" column to indicate whether or not the character has that particular item equipped with them at that time; this is useful, for instance, in tracking what equipment the character might have with them when part of a landing party on the planet below. Characters may be able to use a wide range of equipment, but obviously can't carry all of it at all times. For a list of available equipment and guidelines on use, see

the chapter *Technology, Equipment and Starships*.

- ▲ **Friends, Family and Associates:** Players should list influential people from their past and present in this space, especially if they help shape who the character is and how he or she should be played in the game.
- ▲ **Hooks and Action Points:** As outlined in *Thousand Suns*, (pages 56, 75), each character has up to five Hooks. These are special elements from the character's Species, Homeworld and Career background that help the player bring the character to life, and provide corresponding Action Points to utilize during the game (TS, page 70). In TS, ranks may be used as Hooks (page 58). Ranks are certainly important in the Trek universe to convey the chain of command. On the other hand, ranks are so prevalent that players may find that they are not well-suited for use as Hooks. Some of the best Hooks can be the after-effects (good and bad) of previous missions. Players of younger characters may also want to consider only assigning a number of Career Hooks according to the characters career rating (i.e., only 2 for an "Experienced" character). For these characters, perhaps an influential Hook has yet to manifest itself. The GM and players should discuss how they want to handle Hooks in FINAL FRONTIER during the character creation/assignment process, before beginning the first session.
- ▲ **Traits and Miscellaneous Notes:** In this section of the Character Sheet, list the character's rank, duty assignment or position, Species Traits and other items of note.

FINAL FRONTIER EQUIPMENT TABLE

ITEM	COST
<i>Agonizer</i>	1800
Aquaconverter	275
Chemical, Antitox	40
Chemical, Biocort	40
<i>Chemical, Cordrazine</i>	40
Chemical, Mortinta	20
Chemical, Neutrad	40
Chemical, Plastiflesh	40
Chemical, Psi-Stam	40
Chemical, Rapide	120
Chemical, Sporekill	40
Chemical, Truthtell	70
<i>Communicator</i>	80
<i>CompCard</i>	350
<i>Dagger (2/25)</i>	80
<i>Dilithium (cm^3)</i>	20000
<i>Disruptor Pistol (5/75)</i>	900
<i>Disruptor Rifle (6/90)</i>	1500
Duracable	20
Environmental Suit	1000
Explorer Outfit	40
Flash-Seal	70
Flight Suit	120
Fusion Torch	120
Grenade, Fragmentation (box)	1200
Grenade, Stun	900
<i>Hypospray</i>	50
Intellipicks	275
<i>Knife (2/30)</i>	120
Light Combat Armor	200

ITEM	COST
Medium Combat Armor	350
Medkit, Advanced	60
Medkit, Fast Use	55
Micro-Aural Communicator	40
Monoblade (4/60)	650
Nanobeacon	70
<i>Phaser Rifle (6/90)</i>	1500
<i>Phaser Type 1 (3/40)*</i>	900
<i>Phaser Type 2 (4/75)*</i>	1100
Portable Environment Generator	275
Portable Glow-Lamp	20
Power Beltpack	70
Puritizer	90
Regen Wand	1200
Revolver (3/60)	350
<i>Shotgun (4/60)</i>	500
Sonic Blaster (3/40)	1200
Space Combat Armor	3000
Space Suit	2000
Standard Rations (per week)	30
Stealth Suit	1200
Survival Suit	650
<i>Sword, long (4/50)</i>	500
<i>Sword, short (3/40)</i>	300
<i>Tri-Data Disc</i>	40
<i>Tricorder, medical</i>	1200
<i>Tricorder, psych</i>	2000
<i>Tricorder, science</i>	1200
<i>Universal Translator</i>	120
Vibroblade (3/50)	500

NAME	James T. Kirk				HOMEWORLD	Core Middle Class	
SPECIES	Human				ALLIANCE	United Federation of Planets	
AGE	33	GENDER	male		COMMISSION	Captain, <i>USS Enterprise</i>	
	base	modifiers	adjusted	final	BONUS PTS	ACTION PTS	EXP PTS
Body	5	0	5	6	6		
Dexterity	5	0	5	5	CAREER(S)	Starfleet (Novice)	1
Perception	5	0	5	6		Starfleet (Experienced)	2
Presence	5	0	5	5		Starfleet (Veteran)	3
Will	5	0	5	5	BENEFITS	6 =	30,000 \$

[illegible]

Resolve	=	$[(\text{Perception} + \text{Will}) \div 2] \times 5$	27
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>			antagonistic
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Skills	Ability	Rank	TN
Bureaucracy	Perception	5	11
Computers	Perception	6	12
Culture (Earth)	Perception	2	8
Diplomacy (Leadership)	Presence	5/7	11/13
Vehicle Operation	Dexterity	2	7
Social Sciences	Perception	2	8
Profession (Navy)	Perception	6	12
Acrobatics	Dexterity	4	9
Athletics	Body	4	10
Defend	Body	4	10
Dodge	Dexterity	4	9
Medical Sciences	Perception	2	8
Melee	Dexterity	3	8
Shoot	Dexterity	5	10
Tactics	Perception	6	12
Technical Sciences	Perception	5	11
Unarmed Combat	Dexterity	5	10
Piloting	Dexterity	4	9
Space Sciences	Perception	5	11
Socialize (Ladies' Man)	Presence	4/6	9/11

Available Equipment	Armed
Communicator	
Phaser Type 2 (4/75)	
Power Beltpack	
Phaser Rifle (6/90)	

Friends, Family and Associates

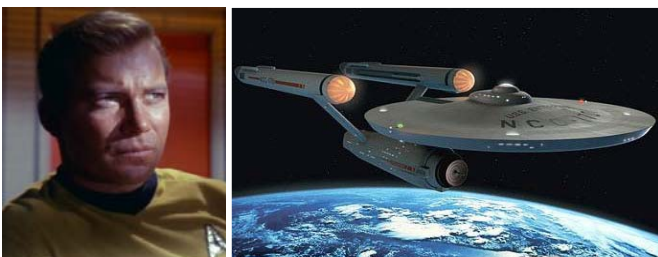
- Friends: Spock; Leonard "Bones" McCoy
- Family: George Samuel Kirk ("Sam"), recently transferred with his family to the Deneva colony
- Numerous romances

Hooks

- Well-versed in Earth's history and cultures
- As a boy, witnessed the massacre of 4,000 colonists
- Only cadet to beat the Kobayashi Maru "no-win" scenario... by cheating
- Blames himself for the death of his captain and 200 crew while serving as lieutenant on the *USS Farragut*
- "You're too beautiful to ignore. Too much woman."

Traits and Misc Notes

- As of 2266 AD (approx. Stardate 1500)
- Rank: Captain
- Youngest captain in Starfleet's history



NAME Spock SPECIES Vulcan AGE 36 GENDER male	HOMEWORLD Core Upper Class ALLIANCE United Federation of Planets COMMISSION First Officer, <i>USS Enterprise</i>
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	base	modifiers	adjusted	final	BONUS PTS	ACTION PTS	EXP PTS
Body	5	1	6	6	1		
Dexterity	5	0	5	5	CAREER(S)	Scientist (Novice)	1
Perception	5	3	8	8		Starfleet (Novice)	1
Presence	5	0	5	5		Starfleet (Experienced)	2
Will	5	1	6	6	BENEFITS	4	= 20,000 \$

Vitality = $[(Body + Will) \div 2] \times 5$ **30**

0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Resolve = $[(Perception + Will) \div 2] \times 5$ **35**

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>unfriendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>neutral</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>friendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>helpful</i>

Skills	Ability	Rank	TN
Computers	Perception	8	16
Culture (Vulcan)	Perception	2	10
Diplomacy	Presence	6	11
Language (Standard)	Perception	2	10
Space Sciences	Perception	5	13
Profession (Scientist)	Perception	2	10
Bureaucracy	Perception	4	12
Investigation	Perception	2	10
Observe	Perception	2	10
Socialize	Presence	2	7
Profession (Navy)	Perception	4	12
Technical Sciences	Perception	5	13
Phys Sci (mathematics)	Perception	3/5	11/13
Acrobatics	Dexterity	3	8
Athletics	Body	3	9
Defend	Body	3	9
Dodge	Dexterity	3	8
Medical Sciences	Perception	2	10
Performance (Lute)	Presence	3	8
Unarmed Combat (pinch)	Dexterity	3/5	8/10
Shoot	Dexterity	3	8
Tactics	Perception	3	11
Piloting	Dexterity	4	9

Available Equipment	Armed
Communicator	
Tricorder, science	
Explorer Outfit	
Power Beltpack	
Phaser Type 2 (4/75)	
Computer Card	

Friends, Family and Associates

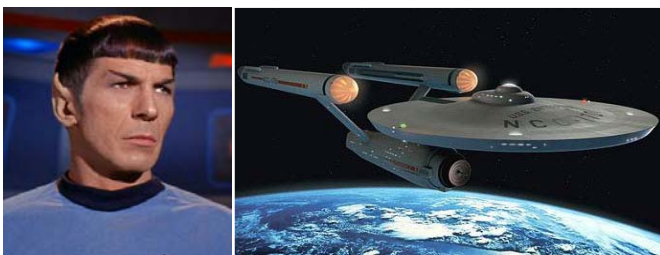
- Friends: James Kirk; Leonard McCoy; Fleet Capt Chris Pike
- Family: Son to a renowned Vulcan scientist and diplomat, Sarek, and the Human Amanda Grayson
- Betrothed to T'Pol of Vulcan

Hooks

- Half-Vulcan, Half-Human; thus struggles with controlling and repressing his emotions, and his very identity
- Left a "proper" path intended by his father to join Starfleet
- Annoyingly precise -- almost computer-like -- in his responses
- Judgments almost entirely based on a purely logical POV
- "Nowhere am I so desperately needed as among a shipload of illogical humans."

Traits and Misc Notes

- As of 2266 AD (approx. Stardate 1500)
- Rank: Lieutenant Commander
- Science Officer and First Officer
- Traits: Mind Probe (Vulcan Mind Meld) +1 (9)
- Eidetic Memory
- Vulcan Nerve Pinch



NAME	Leonard "Bones" McCoy, MD				HOMEWORLD	Core Middle Class	
SPECIES	Human				ALLIANCE	United Federation of Planets	
AGE	39	GENDER	male		COMMISSION	Chief Med Officer, <i>USS Enterprise</i>	
	<i>base</i>	<i>modifiers</i>	<i>adjusted</i>	<i>final</i>	BONUS PTS	ACTION PTS	EXP PTS
Body	4	0	4	5	6		
Dexterity	5	0	5	5	CAREER(S)	Doctor (Novice)	1
Perception	6	1	7	7		Starfleet (Novice)	1
Presence	6	0	6	6		Starfleet (Experienced)	2
Will	4	0	4	5	BENEFITS	4	= 20,000 \$

Vitality = $[(\text{Body} + \text{Will}) \div 2] \times 5$ **25**

0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Resolve = $[(\text{Perception} + \text{Will}) \div 2] \times 5$ **30**

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>antagonistic</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>unfriendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>neutral</i>
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Skills	Ability	Rank	TN
Profession (Doctor)	Perception	5	12
Computers	Perception	4	11
Diplomacy	Presence	4	10
Empathy	Perception	3	10
Investigation	Perception	3	10
Life Sciences	Perception	4	11
Med Sci (Psychology)	Perception	3/5	12/14
Observe	Perception	3	10
Socialize	Presence	3	9
Technical Sciences	Perception	6	13
Acrobatics	Dexterity	3	8
Athletics	Body	3	8
Bureaucracy	Perception	3	10
Defend	Body	3	8
Dodge	Dexterity	3	8
Melee	Dexterity	2	7
Profession (Navy)	Perception	4	11
Shoot	Dexterity	3	8
Tactics	Perception	2	9
Unarmed Combat	Dexterity	3	8
Engineering	Perception	3	10
Space Sciences	Perception	3	10

Available Equipment	Armed
Communicator	<input type="checkbox"/>
Tricorder, medical	<input type="checkbox"/>
Medkit, Advanced	<input type="checkbox"/>
Medkit, Fast Use	<input type="checkbox"/>
Hypospray	<input type="checkbox"/>
Regen Wand	<input type="checkbox"/>
Phaser Type 1 (3/40)	<input type="checkbox"/>

Friends, Family and Associates

- Friends: James Kirk; Spock
- Family: divorced, one daughter (Joanna); father recently deceased

Hooks

- Plain-spoken and somewhat quarrelsome
- Considers himself an "old country doctor" from the Old South
- Distrusts technology and a strong believer in holistic methods
- Haunted by a secret regarding the death of his father
- "I signed aboard this ship to practice medicine, not to have my atoms scattered back and forth across space by this gadget."

Traits and Misc Notes

- As of 2266 AD (approx. Stardate 1500)
- Rank: Lieutenant Commander
- Ship's Surgeon and Chief Medical Officer



NAME Montgomery "Scotty" Scott				HOMEWORLD Core Middle Class	
SPECIES Human				ALLIANCE United Federation of Planets	
AGE 44		GENDER male		COMMISSION Chief Engineer, <i>USS Enterprise</i>	
	<i>base</i>	<i>modifiers</i>	<i>adjusted</i>	BONUS PTS	ACTION PTS
Body	4	0	4	4	
Dexterity	5	0	5	CAREER(S)	Starfleet (Novice) 1
Perception	6	0	6		Starfleet (Experienced) 2
Presence	5	0	5		Starfleet (Veteran) 3
Will	5	0	5	BENEFITS	6 = 30,000 \$

Vitality = $[(\text{Body} + \text{Will}) \div 2] \times 5$ **25**

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-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Resolve = $[(\text{Perception} + \text{Will}) \div 2] \times 5$ **32**

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>antagonistic</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>unfriendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>neutral</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>friendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>helpful</i>

Skills	Ability	Rank	TN
Bureaucracy	Perception	5	13
Computers	Perception	6	14
Culture (Earth)	Perception	2	10
Vehicle Operation	Dexterity	2	7
Language (Standard)	Perception	2	10
Profession (Navy)	Perception	6	14
Engineering (warp drive)	Perception	4/6	13/15
Acrobatics	Dexterity	3	8
Athletics	Body	3	8
Defend	Body	4	9
Diplomacy	Presence	3	8
Dodge	Dexterity	4	9
Medical Sciences	Perception	2	10
Melee	Dexterity	3	8
Shoot	Dexterity	5	10
Tactics	Perception	5	13
Tech Sci (transporters)	Perception	4/6	13/15
Unarmed Combat	Dexterity	4	9
Space Sciences	Perception	6	14
Performance (bagpipe)	Presence	2/4	7/9
Socialize (carousing)	Presence	3/5	8/10

Available Equipment	Armed
Communicator	<input type="checkbox"/>
Fusion Torch	<input type="checkbox"/>
Tricorder, science	<input type="checkbox"/>
Tri-Data Disc	<input type="checkbox"/>
Power Beltpack	<input type="checkbox"/>
Phaser Type 2 (4/75)	<input type="checkbox"/>
Scotch	<input type="checkbox"/>

Friends, Family and Associates

- Friends: Many good acquaintances, but no significant relationships

- Family: Sister

Hooks

- Carouser

- Often injects Scottish euphemisms when excited

- Would rather read technical manuals than take a vacation

- Takes notable pride in the *Enterprise*, his work, and his ability to resolve almost any problem in unconventional ways

- "I canna change the laws of physics! I've got to have 30 30 minutes"... but he'll get it done in 15

Traits and Misc Notes

- As of 2266 AD (approx. Stardate 1500)

- Rank: Lieutenant Commander

- Chief Engineer and Second Officer



NAME	Nyota Uhura				HOMEWORLD	Core Middle Class	
SPECIES	Human				ALLIANCE	United Federation of Planets	
AGE	27	GENDER	female		COMMISSION	Communications, <i>USS Enterprise</i>	
	<i>base</i>	<i>modifiers</i>	<i>adjusted</i>	<i>final</i>	BONUS PTS	ACTION PTS	EXP PTS
Body	5	0	5	5	8		
Dexterity	4	0	4	5	CAREER(S)	Starfleet (Novice)	1
Perception	6	0	6	6		Starfleet (Experienced)	2
Presence	6	0	6	6			
Will	4	0	4	4	BENEFITS	3	= 15,000 \$

Vitality = $[(\text{Body} + \text{Will}) \div 2] \times 5$ **22**

0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Resolve = $[(\text{Perception} + \text{Will}) \div 2] \times 5$ **25**

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>antagonistic</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>unfriendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>neutral</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>friendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>helpful</i>

Skills	Ability	Rank	TN
Bureaucracy	Perception	5	11
Computers	Perception	5	11
Cultures	Perception	2	8
Vehicle Operation	Dexterity	2	7
Language (Standard)	Perception	2	8
Language (Romulan)	Perception	2	8
Language	Perception	3	9
Profession (Navy)	Perception	4	10
Acrobatics	Dexterity	3	8
Athletics	Body	4	9
Defend	Body	3	8
Diplomacy	Presence	3	9
Dodge	Dexterity	3	8
Medical Sciences	Perception	2	8
Melee	Dexterity	2	7
Shoot	Dexterity	3	8
Tactics	Perception	3	9
Tech Sci (comm sys)	Perception	4/6	11/13
Unarmed Combat	Dexterity	3	8
Piloting	Dexterity	3	8
Space Sciences	Perception	3	9
Performance (singing)	Presence	2/4	8/10

Available Equipment	Armed
Communicator	<input type="checkbox"/>
Micro-Aural Communicator	<input type="checkbox"/>
Universal Translator	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
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Friends, Family and Associates

- Friends: Janice Rand, Christine Chapel
- Family: unknown
- Considers Spock a mentor, and they often perform together

Hooks

- Serene, but somewhat naive
- Proud of her African heritage (speaks Swahili)
- A calming factor for the crew
- Has an affinity for languages (but difficulty with Klingon)
- "I'm an illogical woman, who's beginning to feel too much a part of that communications console."

Traits and Misc Notes

- As of 2266 AD (approx. Stardate 1500)
- Rank: Lieutenant
- Communications Officer, standby Helm



NAME	Hikaru Sulu				HOMEWORLD	Core Upper Class	
SPECIES	Human				ALLIANCE	United Federation of Planets	
AGE	29	GENDER	male		COMMISSION	Tactical / Helm, <i>USS Enterprise</i>	
	<i>base</i>	<i>modifiers</i>	<i>adjusted</i>	<i>final</i>	BONUS PTS	ACTION PTS	EXP PTS
Body	6	0	6	6	6		
Dexterity	6	0	6	7		Scientist (Novice)	1
Perception	4	2	6	7		Starfleet (Novice)	1
Presence	5	0	5	5		Starfleet (Experienced)	2
Will	4	1	5	5			
					BENEFITS	4 =	20,000 \$

[illegible]

Resolve = $[(\text{Perception} + \text{Will}) \div 2] \times 5$

	30
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<i>antagonistic</i>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<i>friendly</i>
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Skills	Ability	Rank	TN
Computers	Perception	5	12
Cultures	Perception	3	10
Diplomacy	Perception	2	9
Language (Standard)	Perception	2	9
Vehicle Operation	Dexterity	3	10
Observe	Perception	2	9
Profession (Scientist)	Perception	2	9
Profession (Navy)	Perception	3	10
Bureaucracy	Perception	4	11
Diplomacy	Presence	4	9
Space Sciences	Perception	3	10
Life Sciences (botany)	Perception	2/4	9/11
Gunnery (Torpedoes)	Perception	4/6	11/13
Acrobatics	Dexterity	3	10
Athletics	Body	3	9
Defend	Body	3	9
Dodge	Dexterity	3	10
Melee (fencing)	Dexterity	2/4	9/11
Shoot (archaic)	Dexterity	2/4	9/11
Tactics	Perception	3	10
Technical Sciences	Perception	2	9
Unarmed Combat (martial)	Perception	3/5	10/12
Piloting	Dexterity	4	11

Available Equipment	Armed
Communicator	
Tricorder, science	
Phaser Type 2 (4/75)	
Monoblade	
Antique blade weapons (foil, katana, etc.)	
Antique firearm collection	

Friends, Family and Associates

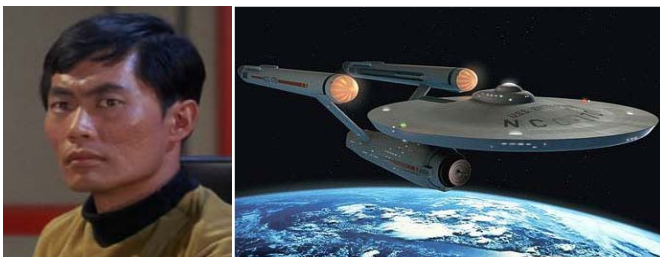
- Friends: Kevin Riley, Uhura, Ryan Leslie
- Family: Well-to-do family in San Francisco (his father is a leading physicist)
- Has a bit of a crush on Uhura

Hooks

- Dramatic
- Torn between a life of excitement and danger in space versus a life of comfort at home in San Francisco
- Tends to over-specialize in his many interests, perhaps to the detriment of the bigger picture
- Fascinated by antiquity: fiction, weapons, vehicles, etc.
- Despite his earlier training and career, bored by science

Traits and Misc Notes

- As of 2266 AD (approx. Stardate 1500)
- Rank: Lieutenant
- Helmsman and Tactical Officer



NAME	Christine Chapel				HOMEWORLD	Core Middle Class	
SPECIES	Human				ALLIANCE	United Federation of Planets	
AGE	29	GENDER	female		COMMISSION	Head Nurse, <i>USS Enterprise</i>	
	<i>base</i>	<i>modifiers</i>	<i>adjusted</i>	<i>final</i>	BONUS PTS	ACTION PTS	EXP PTS
Body	4	0	4	4	8		
Dexterity	5	0	5	5	CAREER(S)	Scientist (Novice)	1
Perception	5	2	7	8		Starfleet (Novice)	1
Presence	6	0	6	6			0
Will	5	0	5	5	BENEFITS	2	= 10,000 \$

Vitality = $[(\text{Body} + \text{Will}) \div 2] \times 5$ **22**

0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Resolve = $[(\text{Perception} + \text{Will}) \div 2] \times 5$ **32**

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>antagonistic</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>unfriendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>neutral</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>friendly</i>
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Skills	Ability	Rank	TN
Bureaucracy	Perception	6	14
Computers	Perception	6	14
Cultures	Perception	3	11
Vehicle Operation	Dexterity	2	7
Language (Standard)	Perception	2	10
Diplomacy	Presence	3	9
Investigation (Rsch)	Perception	3/5	12/14
Observe	Perception	4	12
Profession (Scientist)	Perception	2	10
Socialize	Presence	3	9
Life Sciences (Biology)	Perception	3/5	12/14
Medical Sciences	Perception	5	13
Physical Sciences	Perception	2	10
Acrobatics	Dexterity	2	7
Athletics	Body	2	6
Defend	Body	1	5
Dodge	Dexterity	2	7
Melee	Dexterity	1	6
Profession (Navy)	Perception	2	10
Shoot	Dexterity	1	6
Tactics	Perception	2	10
Technical Sciences	Perception	3	11
Unarmed Combat	Dexterity	1	6

Available Equipment	Armed
.....	<input type="checkbox"/>
Communicator	<input type="checkbox"/>
Tricorder, medical	<input type="checkbox"/>
Power Beltpack	<input type="checkbox"/>
Medkit, Advanced	<input type="checkbox"/>
Medkit, Fast Use	<input type="checkbox"/>
Hypospray	<input type="checkbox"/>
Regen Wand	<input type="checkbox"/>
.....	<input type="checkbox"/>

Friends, Family and Associates

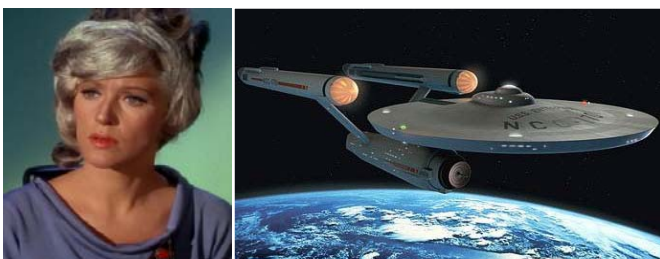
- Friends: Nyota Uhura, Leonard McCoy
- Family: Father and mother, from New Orleans, Earth
- Engaged Dr. Roger Korby, missing for 5 years
- Infatuated with Mr. Spock

Hooks

- Wears her heart on her sleeve
- Daughter of a biologist and a doctor
- Brilliant with a promising future in bio-research, she left that career in the hopes of finding her lost fiancé
- Combined expertise in bio-research, medical archeology and endocrinology provides the crew an advantage to whatever strange new ailments they might encounter
- Tolerates her position as "Head Nurse" as a mean to an end

Traits and Misc Notes

- As of 2266 AD (approx. Stardate 1500)
- Rank: Lieutenant Junior Grade
- Head Nurse
- Joined Starfleet in the hopes of finding her missing fiancé and mentor, Roger Korby, a renowned medical archaeologist and immunologist



NAME	Kevin Riley				HOMEWORLD	Frontier (Low Population)	
SPECIES	Human				ALLIANCE	United Federation of Planets	
AGE	26	GENDER	male		COMMISSION	Navigator, <i>USS Enterprise</i>	
	<i>base</i>	<i>modifiers</i>	<i>adjusted</i>	<i>final</i>	BONUS PTS	ACTION PTS	EXP PTS
Body	5	0	5	5	10		
Dexterity	5	0	5	5	CAREER(S)	Starfleet (Novice)	1
Perception	4	1	5	5		Starfleet (Experienced)	2
Presence	6	0	6	6			
Will	5	0	5	5	BENEFITS	3	= 15,000 \$

Vitality = $[(\text{Body} + \text{Will}) \div 2] \times 5$ **25**

0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
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-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Resolve = $[(\text{Perception} + \text{Will}) \div 2] \times 5$ **25**

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>antagonistic</i>
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Skills	Ability	Rank	TN
Athletics	Body	4	9
Language (Standard)	Perception	2	7
Survival	Perception	4	9
Technical Sciences	Perception	5	10
Language (Orion)	Perception	4	9
Profession (Navy)	Perception	4	9
Acrobatics	Dexterity	4	9
Bureaucracy	Perception	3	8
Computers	Perception	5	10
Defend	Body	3	8
Diplomacy	Presence	2	8
Dodge	Dexterity	4	9
Medical Sciences	Perception	2	7
Melee	Dexterity	3	8
Shoot	Dexterity	4	9
Tactics	Perception	3	8
Unarmed Combat	Dexterity	3	8
Engineering	Perception	4	9
Space Sciences	Perception	4	9

Available Equipment	Armed
Communicator	<input type="checkbox"/>
Phaser Type 2 (4/75)	<input type="checkbox"/>
Power Beltpack	<input type="checkbox"/>
Micro-Aural Communicator	<input type="checkbox"/>
Flash-Seal	<input type="checkbox"/>
Fusion Torch	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

Friends, Family and Associates

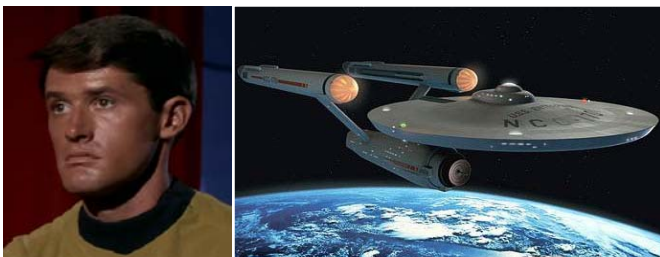
- Friends: Hikaru Sulu, Ryan Leslie
- Family: Entire family killed when he was 7 in the massacre at the Tarsus IV colony
- Looks to Kirk as an "older brother" mentor figure

Hooks

- Occasionally obnoxious, but means well
- Haunted by the Tarsus IV incident
- Tries to follow in Kirk's footsteps
- A floater... can't seem to find what he wants to do, or what he can excel at
- "Have no fear, Riley's here, and one Irishman is worth ten thousand of you."

Traits and Misc Notes

- As of 2266 AD (approx. Stardate 1500)
- Rank: Lieutenant
- Floats between Navigation, Communications and Engineering



NAME	Janice Rand				HOMEWORLD	Frontier (High Population)			
SPECIES	Human				ALLIANCE	United Federation of Planets			
AGE	29	GENDER	female			COMMISSION	Captain's Yeoman, <i>USS Enterprise</i>		
	<i>base</i>	<i>modifiers</i>	<i>adjusted</i>	<i>final</i>	BONUS PTS	ACTION PTS		EXP PTS	
Body	5	0	5	5	8				
Dexterity	4	0	4	5	CAREER(S)	Starfleet (Novice)		1	
Perception	6	1	7	7		Starfleet (Experienced)		2	
Presence	6	0	6	6				0	
Will	4	0	4	4	BENEFITS	3	=	15,000	\$

Vitality = $[(\text{Body} + \text{Will}) \div 2] \times 5$ **22**

0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Resolve = $[(\text{Perception} + \text{Will}) \div 2] \times 5$ **27**

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>antagonistic</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>unfriendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>neutral</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>friendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>helpful</i>

Skills	Ability	Rank	TN
Computers	Perception	6	13
Language (Standard)	Perception	3	10
Art	Perception	3	10
Tech Sci (Comm Sys)	Perception	4/6	11/13
Bureaucracy (Admin)	Perception	5/7	12/14
Acrobatics	Dexterity	3	8
Athletics	Body	3	8
Defend	Body	3	8
Diplomacy	Presence	3	9
Dodge	Dexterity	3	8
Melee	Dexterity	2	7
Medical Sciences	Perception	2	9
Profession (Navy)	Perception	5	12
Shoot	Dexterity	3	8
Tactics	Perception	3	10
Unarmed Combat	Dexterity	4	9
Engineering	Perception	4	11
Space Sciences	Perception	4	11

Available Equipment	Armed
Communicator	<input type="checkbox"/>
PADD	<input type="checkbox"/>
Coffee	<input type="checkbox"/>
Phaser Type 1	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

Friends, Family and Associates

- Friends: Nyota Uhura
- Family: Two brothers
- Infatuated with James Kirk

Hooks

- Nervous
- Raised on the frontier, indentured with her family
- Overworks her paperwork; checks it 3 times
- Very uncomfortable with Kirk due to their mutual attraction
- "I used a hand phaser, and -- zap! -- hot coffee."

Traits and Misc Notes

- As of 2266 AD (approx. Stardate 1500)
- Rank: Petty Officer Third Class
- Captain's Yeoman



<p>NAME Ryan "Red" Leslie</p> <p>SPECIES Human</p> <p>AGE 32 GENDER male</p> <table style="width:100%; text-align: center;"> <tr> <td></td> <td><i>base</i></td> <td><i>modifiers</i></td> <td><i>adjusted</i></td> <td><i>final</i></td> </tr> <tr> <td>Body</td> <td>5</td> <td>0</td> <td>5</td> <td>5</td> </tr> <tr> <td>Dexterity</td> <td>5</td> <td>0</td> <td>5</td> <td>5</td> </tr> <tr> <td>Perception</td> <td>5</td> <td>0</td> <td>5</td> <td>5</td> </tr> <tr> <td>Presence</td> <td>5</td> <td>0</td> <td>5</td> <td>5</td> </tr> <tr> <td>Will</td> <td>5</td> <td>0</td> <td>5</td> <td>5</td> </tr> </table>		<i>base</i>	<i>modifiers</i>	<i>adjusted</i>	<i>final</i>	Body	5	0	5	5	Dexterity	5	0	5	5	Perception	5	0	5	5	Presence	5	0	5	5	Will	5	0	5	5	<p>HOMEWORLD Core Middle Class</p> <p>ALLIANCE United Federation of Planets</p> <p>COMMISSION Duty Officer, <i>USS Enterprise</i></p> <p>BONUS PTS 10</p> <p>CAREER(S)</p> <table style="width:100%;"> <tr> <td>Starfleet (Novice)</td> <td>1</td> </tr> <tr> <td>Starfleet (Experienced)</td> <td>2</td> </tr> <tr> <td></td> <td>0</td> </tr> </table> <p>BENEFITS 3 = 15,000 \$</p>	Starfleet (Novice)	1	Starfleet (Experienced)	2		0
	<i>base</i>	<i>modifiers</i>	<i>adjusted</i>	<i>final</i>																																	
Body	5	0	5	5																																	
Dexterity	5	0	5	5																																	
Perception	5	0	5	5																																	
Presence	5	0	5	5																																	
Will	5	0	5	5																																	
Starfleet (Novice)	1																																				
Starfleet (Experienced)	2																																				
	0																																				

Vitality = $[(\text{Body} + \text{Will}) \div 2] \times 5$ **25**

0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Resolve = $[(\text{Perception} + \text{Will}) \div 2] \times 5$ **25**

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>antagonistic</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>unfriendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>neutral</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>friendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>helpful</i>

Skills	Ability	Rank	TN
Bureaucracy	Perception	5	10
Computers	Perception	6	11
Culture (Earth)	Perception	2	7
Vehicle Operation	Dexterity	3	8
Language (Standard)	Perception	2	7
Acrobatics	Dexterity	4	9
Athletics	Body	4	9
Defend	Body	4	9
Diplomacy	Presence	2	7
Dodge	Dexterity	4	9
Melee	Dexterity	3	8
Medical Sciences	Perception	3	8
Profession (Navy)	Perception	4	9
Shoot	Dexterity	4	9
Tactics	Perception	3	8
Unarmed Combat	Dexterity	4	9
Engineering	Perception	4	9
Piloting	Dexterity	5	10
Technical Sciences	Perception	4	9

Available Equipment	Armed
Communicator	<input type="checkbox"/>
Phaser Type 2	<input type="checkbox"/>
Power Beltpack	<input type="checkbox"/>
Medkit, Fast Use	<input type="checkbox"/>
Regen Wand	<input type="checkbox"/>
Tricorder, science	<input type="checkbox"/>
Tri-Data Disc	<input type="checkbox"/>
	<input type="checkbox"/>

Friends, Family and Associates

- Friends: Kevin Riley, Sulu

- Family: unknown; grew up in Texas on Earth

Hooks

- Versatile, but average in every way

- Raised in El Paso near Starfleet Testing Grounds

- So versatile, he can be found manning the helm, working security detail, pulling a stint in Engineering, and assisting in sickbay... all on the same day

- Often just called "Red" because of the shirt he usually wears, and the fact that few seem to remember his first name.

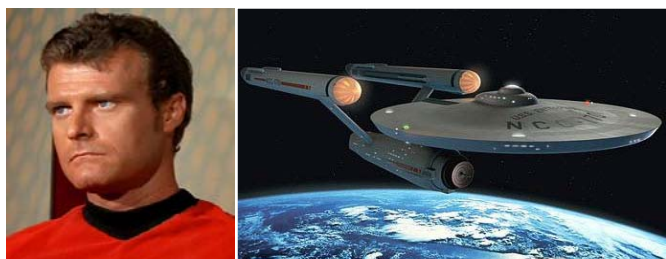
- Get's injured. A lot. Convinced his "number's up" soon.

Traits and Misc Notes

- As of 2266 AD (approx. Stardate 1500)

- Rank: Lieutenant

- Duty Officer



NAME Kang SPECIES Klingon AGE 40 GENDER male	HOMEWORLD Frontier (High Population) ALLIANCE Klingon Empire COMMISSION Captain, <i>IKS Voh'tahk</i>
--	---

	base	modifiers	adjusted	final		BONUS PTS	ACTION PTS	EXP PTS
Body	5	1	6	6	CAREER(S) <div style="background-color: #add8e6; padding: 2px; margin-bottom: 2px;">Defense Force (Novice)</div> <div style="background-color: #add8e6; padding: 2px; margin-bottom: 2px;">Defense Force (Experienced)</div> <div style="background-color: #add8e6; padding: 2px;">Defense Force (Veteran)</div>	0		
Dexterity	5	1	6	7		1		
Perception	4	1	5	5		2		
Presence	6	0	6	7		3		
Will	5	1	6	6		6	=	30,000

Vitality = $[(\text{Body} + \text{Will}) \div 2] \times 5$ **30**

0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Resolve = $[(\text{Perception} + \text{Will}) \div 2] \times 5$ **27**

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>antagonistic</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>unfriendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>neutral</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>friendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>helpful</i>

Skills	Ability	Rank	TN
Computers	Perception	5	10
Language (Klingon)	Perception	2	7
Language (Standard)	Perception	2	7
Technical Sciences	Perception	4	9
Acrobatics	Dexterity	4	11
Athletics	Body	4	10
Bureaucracy	Perception	4	9
Defend	Body	4	10
Diplomacy (Leadership)	Presence	2/4	9/11
Dodge	Dexterity	4	11
Medical Sciences	Perception	2	7
Melee	Dexterity	5	12
Profession (Navy)	Perception	6	11
Shoot	Dexterity	5	12
Tactics	Perception	6	11
Unarmed Combat	Dexterity	5	12
Piloting	Dexterity	6	13
Space Sciences	Perception	6	11
Intimidation	Presence	3	10
Culture (Klingon)	Perception	4	9

Available Equipment	Armed
Communicator	
Disruptor Pistol (5/75)	
Light Combat Armor	
D'k tahg (knife) (2/30)	
Mek'leth (shortsword) (3/40)	

Friends, Family and Associates

- Friends: Koloth, House of Lasshar; Kor, last son of the House of Kor
- Family: son of K'naiah; husband to Mara
- Considers James T. Kirk his sworn enemy

Hooks

- Honorable above all else
- Dreams of being the first Klingon Dahar Master not born on Qo'noS, the Klingon Homeworld
- Primary tactic is to prompt the enemy into making the first move so that he can study them, find their weakness
- Has a secret inferiority complex, related to his homeworld and something to do with his appearance.
- "Today is a good day to die!"

Traits and Misc Notes

- As of 2266 AD (approx. Stardate 1500)
- Rank: Commander
- Commands the IKS Voh'tahk, a D-7 class battle cruiser



NAME	Mor'tah				HOMEWORLD	Core Lower Class			
SPECIES	Klingon				ALLIANCE	Klingon Empire			
AGE	30	GENDER	female			COMMISSION	Weapons Officer, <i>IKS Voh'tahk</i>		
	<i>base</i>	<i>modifiers</i>	<i>adjusted</i>	<i>final</i>	BONUS PTS	ACTION PTS		EXP PTS	
Body	6	1	7	7	4				
Dexterity	6	1	7	7	CAREER(S)	Defense Force (Novice)		1	
Perception	4	1	5	5		Defense Force (Experienced)		2	
Presence	4	0	4	4				0	
Will	5	1	6	6	BENEFITS	3	=	15,000 \$	

Vitality = $[(\text{Body} + \text{Will}) \div 2] \times 5$ **32**

0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Resolve = $[(\text{Perception} + \text{Will}) \div 2] \times 5$ **27**

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>antagonistic</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>unfriendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>neutral</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>friendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>helpful</i>

Skills	Ability	Rank	TN
Language (Klingon)	Perception	2	7
Culture (Klingon)	Perception	2	7
Bureaucracy	Perception	4	9
Computers	Perception	2	7
Streetwise	Presence	2	6
Acrobatics	Dexterity	3	10
Athletics	Body	3	10
Defend	Body	4	11
Dodge	Dexterity	4	11
Intimidation	Presence	3	7
Medical Sciences	Perception	2	7
Melee	Dexterity	4	11
Profession (Marine)	Perception	4	9
Shoot	Dexterity	4	11
Survival	Perception	3	8
Tactics	Perception	4	9
Unarmed Combat	Dexterity	4	11
Vehicle Operation	Dexterity	2	9
Gunnery (Energy)	Perception	4/6	9/11
Bargain (Deception)	Presence	4/6	8/10

Available Equipment	Armed
Communicator	<input type="checkbox"/>
Disruptor Pistol (5/75)	<input type="checkbox"/>
Disruptor Rifle (7/90)	<input type="checkbox"/>
D'k tahg (knife) (2/30)	<input type="checkbox"/>
Mek'leth (shortsword) (3/40)	<input type="checkbox"/>
Qhondoq (assassin knife) (3/40)	<input type="checkbox"/>
Medium Combat Armor	<input type="checkbox"/>
	<input type="checkbox"/>

Friends, Family and Associates

- Friends: none
 - Family: none
 - Associates: none
 - Enemies: The Great House of D'Ghor

Hooks

- Revenge before Honor
 - Grew up an orphan in the slums of Qo'noS, the Klingon Homeworld; parents killed by a rival House
 - Doesn't have the charisma to get what she wants, but attempts to make up for it through lies and manipulation
 - Intends to advance through the ranks to get closer to her prey
 - "Revenge is a dish which is best served cold."

Traits and Misc Notes

- As of 2266 AD (approx. Stardate 1500)
 - Rank: Lieutenant
 - Weapons Officer of the IKS Voh'tahk, a D-7 class battle cruiser



<p>NAME Korris</p> <p>SPECIES Klingon</p> <p>AGE 25 GENDER male</p> <table style="width:100%; text-align: center;"> <tr> <td></td> <td><i>base</i></td> <td><i>modifiers</i></td> <td><i>adjusted</i></td> <td><i>final</i></td> </tr> <tr> <td>Body</td> <td>6</td> <td>1</td> <td>7</td> <td>7</td> </tr> <tr> <td>Dexterity</td> <td>6</td> <td>1</td> <td>7</td> <td>7</td> </tr> <tr> <td>Perception</td> <td>4</td> <td>0</td> <td>4</td> <td>4</td> </tr> <tr> <td>Presence</td> <td>5</td> <td>0</td> <td>5</td> <td>5</td> </tr> <tr> <td>Will</td> <td>4</td> <td>1</td> <td>5</td> <td>5</td> </tr> </table>		<i>base</i>	<i>modifiers</i>	<i>adjusted</i>	<i>final</i>	Body	6	1	7	7	Dexterity	6	1	7	7	Perception	4	0	4	4	Presence	5	0	5	5	Will	4	1	5	5	<p>HOMEWORLD Civilized</p> <p>ALLIANCE Klingon Empire</p> <p>COMMISSION Bekk, IKS Voh'tahk</p> <table style="width:100%;"> <tr> <td style="width:50%;">BONUS PTS</td> <td style="width:50%;">ACTION PTS</td> </tr> <tr> <td>4</td> <td></td> </tr> <tr> <td>CAREER(S)</td> <td>EXP PTS</td> </tr> <tr> <td>Defense Force (Novice)</td> <td>1</td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td>BENEFITS</td> <td>1 = 5,000 \$</td> </tr> </table>	BONUS PTS	ACTION PTS	4		CAREER(S)	EXP PTS	Defense Force (Novice)	1					BENEFITS	1 = 5,000 \$
	<i>base</i>	<i>modifiers</i>	<i>adjusted</i>	<i>final</i>																																									
Body	6	1	7	7																																									
Dexterity	6	1	7	7																																									
Perception	4	0	4	4																																									
Presence	5	0	5	5																																									
Will	4	1	5	5																																									
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BENEFITS	1 = 5,000 \$																																												

Vitality = $[(\text{Body} + \text{Will}) \div 2] \times 5$ **30**

0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Resolve = $[(\text{Perception} + \text{Will}) \div 2] \times 5$ **22**

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>antagonistic</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>unfriendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>neutral</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>friendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>helpful</i>

Skills	Ability	Rank	TN
Language (Klingon)	Perception	2	6
Culture (Klingon)	Perception	2	6
Bureaucracy	Perception	4	8
Computers	Perception	2	6
Technical Sciences	Perception	4	8
Acrobatics	Dexterity	2	9
Athletics	Body	2	9
Defend	Body	2	9
Dodge	Dexterity	2	9
Profession (Navy)	Perception	2	6
Medical Sciences	Perception	1	5
Melee	Dexterity	2	9
Diplomacy	Presence	1	6
Shoot	Dexterity	2	9
Tactics	Perception	2	6
Unarmed Combat	Dexterity	2	9
Piloting	Dexterity	2	9
Gunnery	Perception	2	6
Vehicle Operation	Dexterity	2	9

Available Equipment	Armed
Communicator	
Disruptor Pistol (5/75)	
Medium Combat Armor	
D'k tahk (knife) (2/30)	
Mek'leth (shortsword) (3/40)	
	
	

Friends, Family and Associates

- Friends: unknown

- Family: House of Lasshar

- Associates: unknown

Hooks

- Superiority complex

- House of Lasshar, nephew to Koloth

- Would prefer to serve with his uncle aboard the IKS Gr'oth

- Desires the position of Weapons Officer

- "The weak enslave themselves. Justice belongs to the strong."

Traits and Misc Notes

- As of 2266 AD (approx. Stardate 1500)

- Rank: Bekk (crewman, warrior)

- Assigned to the IKS Voh'tahk, a D-7 class battle cruiser



NAME	Talonus				HOMEWORLD	Frontier (High Population)	
SPECIES	Romulan				ALLIANCE	Romulan Star Empire	
AGE	43	GENDER	male		COMMISSION	Commander, <i>IRW Nox Venator</i>	
	<i>base</i>	<i>modifiers</i>	<i>adjusted</i>	<i>final</i>	BONUS PTS	ACTION PTS	EXP PTS
Body	4	1	5	5	4		
Dexterity	5	0	5	6	CAREER(S)	Guard (Novice)	1
Perception	6	1	7	7		Guard (Experienced)	2
Presence	5	0	5	5		Guard (Veteran)	3
Will	5	1	6	6	BENEFITS	6	= 30,000 \$

Vitality = $[(\text{Body} + \text{Will}) \div 2] \times 5$ **27**

0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Resolve = $[(\text{Perception} + \text{Will}) \div 2] \times 5$ **32**

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>antagonistic</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>unfriendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>neutral</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>friendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>helpful</i>

Skills	Ability	Rank	TN
Computers	Perception	6	13
Language (Romulan)	Perception	2	9
Tech Sci (Cloak System)	Perception	7/9	14/16
Language (Standard)	Perception	1	8
Language (Klingon)	Perception	1	8
Acrobatics	Dexterity	4	10
Athletics	Body	4	9
Bureaucracy	Perception	4	11
Defend	Body	4	9
Diplomacy	Presence	5	10
Dodge	Dexterity	4	10
Medical Sciences	Perception	2	9
Melee	Dexterity	3	9
Profession (Navy)	Perception	6	13
Shoot	Dexterity	5	11
Tactics	Perception	7	14
Unarmed Combat	Dexterity	4	10
Gunnery (Direct Fire)	Perception	5/7	12/14
Piloting (Starship)	Dexterity	6/8	12/14

Available Equipment	Armed
Communicator	<input type="checkbox"/>
Disruptor Pistol (5/75)	<input type="checkbox"/>
Light Combat Armor	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

Friends, Family and Associates

- Friends: unknown
- Family: none; from a frontier world, inducted at an early age into the Imperial War College
- Associates: Protected by the Romulan Admiralty

Hooks

- Overconfident
- Short, with a Napoleon Complex
- Brilliant starship pilot and tactician; master of the use of the Romulan cloaking device
- Not a particularly inspiring leader; hands-on in battle
- Has little regard for the Romulan Senate in general, nor the current Praetor in particular
- "My way is the Romulan Way"

Traits and Misc Notes

- As of 2266 AD (approx. Stardate 1500)
- Rank: Commander
- Assigned to the Bird-of-Prey IRW Nox Venator
- Not trusted or respected by politicians nor the Romulan Intelligence force; but protected by the Admiralty within the Guard, who see him as one of their finest tacticians



NAME Merek SPECIES Romulan AGE 28 GENDER male	HOMEWORLD Core Middle Class ALLIANCE Romulan Star Empire COMMISSION First Officer, <i>IRW Nox Venator</i>
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	base	modifiers	adjusted	final		BONUS PTS	ACTION PTS	EXP PTS
Body	5	1	6	6		4		
Dexterity	5	0	5	5			Guard (Novice)	1
Perception	5	0	5	5			Guard (Experienced)	2
Presence	5	0	5	6				
Will	5	1	6	6			3	= 15,000 \$

Vitality = $[(\text{Body} + \text{Will}) \div 2] \times 5$ **30**

0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Resolve = $[(\text{Perception} + \text{Will}) \div 2] \times 5$ **27**

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>antagonistic</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>unfriendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>neutral</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>friendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>helpful</i>

Skills	Ability	Rank	TN
Bureaucracy	Perception	5	10
Computers	Perception	5	10
Culture (Romulan)	Perception	2	7
Vehicle Operation	Dexterity	2	7
Language (Romulan)	Perception	2	7
Profession (Navy)	Perception	4	9
Acrobatics	Dexterity	3	8
Athletics	Body	3	9
Defend	Body	3	9
Diplomacy (Leadership)	Perception	3/5	8/10
Dodge	Dexterity	3	8
Medical Sciences	Perception	2	7
Melee	Dexterity	2	7
Shoot	Dexterity	3	8
Tactics	Perception	3	8
Technical Sciences	Perception	4	9
Unarmed Combat	Dexterity	3	8
Engineering	Perception	5	10
Gunnery	Perception	5	10

Available Equipment	Armed
Communicator	
Disruptor Pistol (5/75)	
Tricorder, science	
Light Combat Armor	

Friends, Family and Associates

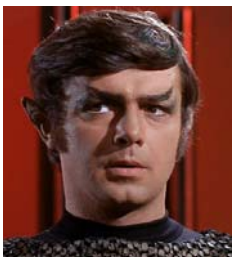
- Friends: unknown
- Family: Long line of military service
- Associates: unknown

Hooks

- Loyal
- Grew up in military surroundings; knows little else
- Perhaps a better, more inspiring leader to the crew than Commander Talonius; nevertheless has the upmost respect for him.
- Technically the Gunner, but defers to Talonius in combat
- "Never take a Romulan's dignity: it is worth everything to them, and nothing to you."

Traits and Misc Notes

- As of 2266 AD (approx. Stardate 1500)
- Rank: Subcommander
- First Officer and Weapons Systems
- Assigned to the Bird-of-Prey IRW Nox Venator



NAME	Noral				HOMEWORLD	Core Upper Class			
SPECIES	Romulan				ALLIANCE	Romulan Star Empire			
AGE	28	GENDER	male			COMMISSION	Security, <i>IRW Nox Venator</i>		
	<i>base</i>	<i>modifiers</i>	<i>adjusted</i>	<i>final</i>	BONUS PTS	ACTION PTS		EXP PTS	
Body	5	1	6	6	2				
Dexterity	5	0	5	5	CAREER(S)	Guard (Novice)		1	
Perception	5	0	5	7		Guard (Experienced)		2	
Presence	5	0	5	5					
Will	5	2	7	7	BENEFITS	3	=	15,000 \$	

Vitality = $[(Body + Will) \div 2] \times 5$ **32**

0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Resolve = $[(Perception + Will) \div 2] \times 5$ **35**

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>antagonistic</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>unfriendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>neutral</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>friendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>helpful</i>

Skills	Ability	Rank	TN
Profession (Spy)	Perception	4	11
Computers	Perception	2	9
Cultures	Perception	2	9
Diplomacy	Presence	5	10
Language (Romulan)	Perception	2	9
Language (Standard)	Perception	2	9
Bargain	Presence	4	9
Defend	Body	3	9
Subterfuge	Perception	2	9
Empathy (Lies)	Perception	3/5	10/12
Intrusion (Electronic)	Dexterity	4/6	9/11
Investigation	Perception	4	11
Observe	Perception	4	11
Shoot	Dexterity	4	9
Stealth	Dexterity	4	9
Streetwise	Presence	3	8
Unarmed Combat	Dexterity	4	9
Profession (Navy)	Perception	2	9

Available Equipment	Armed
Communicator	<input type="checkbox"/>
Disruptor Pistol (5/75)	<input type="checkbox"/>
Disruptor Rifle (6/90)	<input type="checkbox"/>
Medium Combat Armor	<input type="checkbox"/>
Vibroblade	<input type="checkbox"/>
Computer Card	<input type="checkbox"/>
Intellipicks	<input type="checkbox"/>

Friends, Family and Associates

- Friends: unknown
- Family: secret
- Associates: secret

Hooks

- Secretive
- Unknown to most, son of a high-ranking Senator who is a member of the Continuing Committee which oversees Intelligence matters
- Plays the role of an unassuming security officer
- Watches his officers for loyalty as much as he watches the enemy
- "Never turn your back. Period."

Traits and Misc Notes

- As of 2266 AD (approx. Stardate 1500)
- Rank: Sublieutenant
- Assigned to the Bird-of-Prey IRW Nox Venator
- Trained under the "Spy" career



NAME	Nesma Thrall				HOMEWORLD	Frontier (High Population)	
SPECIES	Orion				ALLIANCE	Orion Syndicate	
AGE	28	GENDER	female		COMMISSION	Operative	
	<i>base</i>	<i>modifiers</i>	<i>adjusted</i>	<i>final</i>	BONUS PTS	ACTION PTS	EXP PTS
Body	4	1	5	5	4		
Dexterity	6	0	6	6	CAREER(S)	Criminal (Novice)	1
Perception	6	1	7	7		Entertainer (Novice)	1
Presence	5	1	6	8			
Will	5	0	5	5	BENEFITS	2	= 10,000 \$

Vitality = $[(\text{Body} + \text{Will}) \div 2] \times 5$ **25**

0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
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-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
-4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Resolve = $[(\text{Perception} + \text{Will}) \div 2] \times 5$ **30**

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>unfriendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>neutral</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>friendly</i>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>helpful</i>

Skills	Ability	Rank	TN
Computers	Perception	2	9
Language (Orion)	Perception	2	9
Language (Standard)	Perception	2	9
Technical Sciences	Perception	2	9
Bargain (Seduction)	Presence	3/5	11/13
Empathy	Perception	4	11
Intrusion	Presence	2	10
Intimidation	Presence	2	10
Melee	Dexterity	2	8
Observe	Perception	2	9
Profession (Criminal)	Perception	2	9
Profession (Dancer)	Perception	2	9
Socialize	Presence	4	12
Shoot	Dexterity	2	8
Stealth	Dexterity	3	9
Streetwise	Presence	2	10
Subterfuge	Perception	2	9
Unarmed Combat	Dexterity	3	9
Cultures	Perception	2	9
Diplomacy	Presence	2	10
Performance (Dance)	Presence	3/5	11/13
Piloting	Perception	2	9

Available Equipment	Armed
.....	<input type="checkbox"/>
Micro-Aural Communicator	<input type="checkbox"/>
Nanobeacon	<input type="checkbox"/>
Standard Rations (per week)	<input type="checkbox"/>
Dagger (2/25)	<input type="checkbox"/>
Hypospray	<input type="checkbox"/>
Chemical, Mortinta	<input type="checkbox"/>
Space Suit	<input type="checkbox"/>
Intellipicks	<input type="checkbox"/>

Friends, Family and Associates

- Friends: unknown
- Family: orphan
- Associates: Orion Crime Syndicate, reporting to the crime boss Nigaf the Petty, an aspiring but smalltime crook

Hooks

- Smart & Sassy Seductress
- A street urchin raised and trained in various criminal activities by Nigaf the Petty
- Manages to keep all of the tools of her trade on her person
- Despite her skills in seduction and dance, has avoided life as a slave girl due to her value as an operative
- Has fled Orion in a stolen shuttle as part of a ruse to complete a secret mission

Traits and Misc Notes

- As of 2266 AD (approx. Stardate 1500)
- Rank: mid-level operative
- Trait: Pheromone Attraction (humanoid males, except Vulcans) +2 bonus on all social interaction Tests within 10 meters of her, except as noted above



NAME	Shras Endilev				HOMEWORLD	Core Upper Class	
SPECIES	Andorian				ALLIANCE	United Federation of Planets	
AGE	58	GENDER	male		COMMISSION	Federation Ambassador	
	base	modifiers	adjusted	final	BONUS PTS	ACTION PTS	EXP PTS
Body	4	0	4	4	4		
Dexterity	4	1	5	5	CAREER(S)	Diplomat (Novice)	1
Perception	6	0	6	6		Diplomat (Experienced)	2
Presence	6	0	6	6		Diplomat (Veteran)	3
Will	5	3	8	8		BENEFITS	6 = 30,000 \$

[illegible]

Resolve = $[(\text{Perception} + \text{Will}) \div 2] \times 5$

	35
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<i>antagonistic</i>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<i>neutral</i>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<i>friendly</i>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<i>helpful</i>

[illegible]

Available Equipment	Armed
Communicator	
CompCard	
Universal Translator	
Diplomatic Pouch	

Friends, Family and Associates

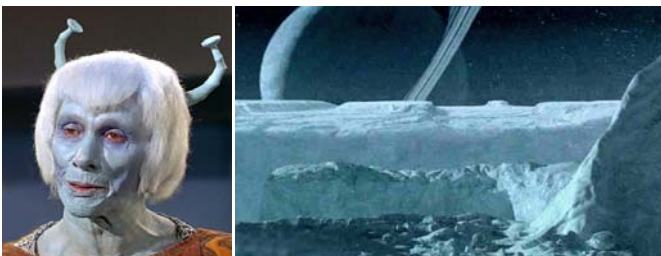
Friends: unknown
- Family: Clan Endilev; one daughter in Starfleet Academy
- Associates: Andorian Visionist Party

Hooks

- Crafty and Persuasive
- Family line includes a founding member of the Federation
- Latest appointee to the Federation Council, based on his party taking power in Parliament Andoria
- Primary motivation is to seek an amendment to the Constitution of the UFP
- "The difference between dishonesty and duplicity is motive. The distinction, however, is rarely obvious until it's too late."

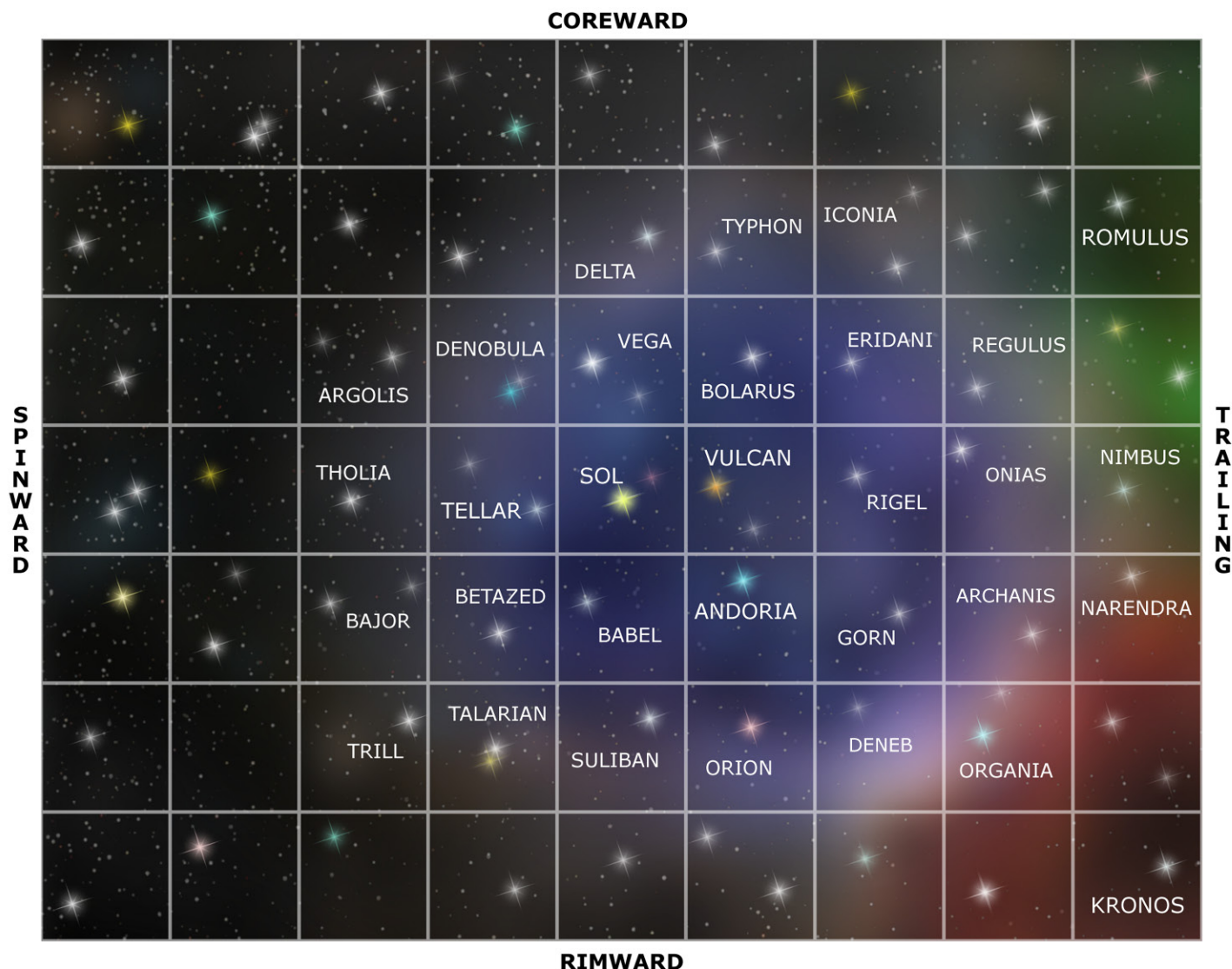
Traits and Misc Notes

- As of 2266 AD (approx. Stardate 1500)
- Andorian antennae gives him hypersensitivity to his surroundings, gaining +2 bonus on Investigate and Observe Tests
- Title: Andorian Councillor to the Federation



FINAL FRONTIER

Chart of Known Space
Stardate 1500 (2266 AD)



**UNITED FEDERATION
OF PLANETS**



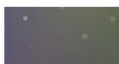
**KLINGON
EMPIRE**



**UNEXPLORED
SPACE**



**ROMULAN
STAR EMPIRE**



**FRONTIER /
NEUTRAL ZONE**



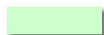
**SECTOR
CAPITOL**

**One Sector Equals
@20 Light Years**



**1D12 Systems
per Sector**

		Next System	Distance in Sectors								
			1	2	3	4	5	6	7	8	9
W A R P F A C T O R	1	5 yr	20 yr	40 yr	60 yr	80 yr	100 yr	120 yr	140 yr	160 yr	180 yr
	2	6 mo	3 yr	6 yr	9 yr	12 yr	15 yr	18 yr	21 yr	24 yr	27 yr
	3	2 mo	1 yr	2 yr	3 yr	4 yr	5 yr	6 yr	7 yr	8 yr	9 yr
	4	18 dy	2 mo	4 mo	6 mo	8 mo	10 mo	12 mo	14 mo	16 mo	18 mo
	5	9 dy	1 mo	2 mo	3 mo	4 mo	5 mo	6 mo	7 mo	8 mo	9 mo
	6	5 dy	3 wk	6 wk	9 wk	12 wk	15 wk	18 wk	21 wk	24 wk	27 wk
	7	3 dy	11 dy	22 dy	33 dy	44 dy	55 dy	66 dy	77 dy	88 dy	99 dy
	8	2 dy	7 dy	14 dy	21 dy	28 dy	35 dy	42 dy	49 dy	56 dy	63 dy
	9	1 dy	5 dy	10 dy	15 dy	20 dy	25 dy	30 dy	35 dy	40 dy	45 dy
	9.99	15 min	1 hr	2 hr	3 hr	4 hr	5 hr	6 hr	7 hr	8 hr	9 hr



Standard Cruising Speed



Subspace Radio Speed