



CHARACTER SHEET



PLAYER _____

CHARACTER NAME Captain J. Tiberius Kirk

BACKGROUND Marine (Star Fleet Military Academy)

ADVANTAGE Don't tell me the odds

SECRET Reckless

ATTRIBUTES					
STRENGTH	12				
DEXTERITY	10				
ENDURANCE	14				
WIT	13				
CHARM	15				
LUCK	12				

Height avg	Build avg	Encumbrance Value 12
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ARMOR Weight 2	HIT POINTS 13
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Types		Damage Saved
Head		
Chest	Uniform	3
Flank	Uniform	3
Right Arm	Uniform	3
Left Arm	Uniform	3
Right Leg	Uniform	3
Left Leg	Uniform	3

SKILLS	Basic Attribute	Value	Checks
Captaincy (master/+3)	charm	15	
Carousing	endurance	14	
Strategy	wit	13	
Seduction	charm	15	
Gambling	luck	12	
Stealth	dexterity	10	
Bureaucratics	wit	13	
Seamanship			

MARTIAL SKILLS	Expertise	Checks	MARTIAL TRAINING
Dueling	12		Imperial Style
Firearms	10		
Brawling	10		

WEAPONS	Expertise	Chance to Hit + Weapon Mod.	Weapon Damage	Parry	Weapon Strength	Checks
Cutlass	12	10+1: 11	4/0/4/3	+0	(5)	
Dagger	12	10+0: 10	1/1/2/2	+0	2	
Phaser	10	8+0: 8	12/6/stun			
Brawling	10	8-1: 7				

	Current Position	Yearly Pay	Chance of Opening	Chance of Promotion	Chance of Brilliant Maneuver (Wit/3)
PROFESSION/JOB					
CLUB					
REGIMENT <u>Starship Enterprise</u>	Company <u>Captain</u>				5
ORDER					

SOCIAL RANK	6
YEARLY INCOME	
EXPENSES	
RELIGION	
TITLE (IF ANY)	

SPECIAL HOLDINGS
POSSESSIONS
NORMAL TAXES
NORMAL TITHES

INVESTMENTS
Finance Investment
Domestic Commerce
Foreign Commerce
Property

Personal Equipment

Cutlass	18L	2.5
Dagger	8L	0.5

Company Equipment

Agonizer
Dagger
Phaser
Communicator
Universal Translator
Xenylon Uniform

You are the Captain of the Starship Enterprise. Your mission is the conquest of strange new worlds, to boldly conquer alien cultures that no man has conquered before.

You have achieved your position in the standard way: through treachery and luck. You have alien technology that allows you to annihilate anyone by merely viewing them remotely on a screen, targeting them, and pressing a button. You use this power very sparingly to avoid suspicion. The knowledge of such a device on the Enterprise would cause a crippling power struggle for access to it both within the Enterprise, and as the knowledge spread, within the Empire. You are also, however, hotheaded and it is very tempting to use it whimsically.

Your Second Officer on the Enterprise is Chief Science Officer Spock. Mr. Spock appears genuinely not to covet your position, and as long as that stands he forms a soft barrier to assassination. However, you did have an odd encounter with some sort of alternative universe bare-faced Spock whose open friendship for you was deeply unsettling.

The Enterprise is very experienced with time travel, and with the so-called Guardian of Forever. A while back you and Mr. Spock spent several weeks investigating a timeline divergence in 1930 via the Guardian. Dr. McCoy had inadvertently caused the defeat of the Empire's predecessor by causing the death of American peace activist Edith Keeler. You were, however, able to ensure her survival and the integrity of the Imperial timeline.

Don't tell me the odds: You can reverse one action per session within one game minute. Afterward, you can continue to reverse one action within one game minute if you make a Luck roll. Once failed, this ability is no longer useful until the next session.

Reckless Talk: You talk too much, especially with women. Your Officer's Girl, for example, knows about your alien tech. Whenever you desire to lie or evade the truth, make a wit roll, or you'll blab everything.

Imperial Style: Trained with cutlasses, daggers, and batons; if fighting without a secondary parrying weapon, attack rolls are at +1 to hit.