



## CHARACTER SHEET



PLAYER \_\_\_\_\_

CHARACTER NAME Chief Engineer Montgomery ScottBACKGROUND Marine (Star Fleet Military Academy)ADVANTAGE FocusSECRET Shady History

ATTRIBUTES	
STRENGTH	11
DEXTERITY	13
ENDURANCE	15
WIT	16
CHARM	9
LUCK	15

Height avg	Build stk	Encumbrance Value 11
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ARMOR Weight 2	HIT POINTS 14
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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			
Engineering (master/+3)	wit	16				
Bargaining	wit	16				
Carousing	endurance	15				
Strategy	wit	16				
Captaincy	charm	9				
Seamanship						

MARTIAL SKILLS	Expertise	Checks				MARTIAL TRAINING
Dueling	13					Imperial Style
Firearms	11					
Brawling	11					

WEAPONS	Expertise	Chance to Hit + Weapon Mod.	Weapon Damage	Parry	Weapon Strength	Checks			
Cutlass +2	15	12+1: 13	4/0/4/3	+0	(5)				
Dagger	13	10+0: 10	1/1/2/2	+0	2				
Phaser +4	15	12+0: 12	12/6/stun						
Brawling +1	12	10-1: 9							

	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	2nd officer	Lt. Cmdr.		(5)
ORDER					

SOCIAL RANK	5
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  
Phaser  
Tricorder  
Communicator  
Universal Translator  
Xenylon Uniform

As the Chief Engineer you are in charge of the engine room and all related mechanisms of the Imperial Star Ship Enterprise. As the Second Officer you are third in the chain of command and in the line of succession, in each case following Science Officer Spock.

As the Chief Engineer of the Enterprise you have also had more experience than any other Imperial Starship with the practical aspects of time travel. You recently had an odd encounter with an alternate universe in which Spock did not wear his signature goatee. Except for the lack of facial hair, he seemed weirdly similar to your own, even as the rest of the crew were strikingly different. Your close-combat fighting skill was initially an advantage over this other Enterprise's naive crew. Eventually, however, their uncharacteristic teamwork overwhelmed you, the Captain, Dr. McCoy, and Communications Officer Uhura.

This shadow Enterprise seemed very relieved to finally return you to the real Enterprise.

Focus: The character is able to perform tasks, and inspire subordinates to perform tasks, on deadlines that normally would be impossible. A luck roll is required for success, at a penalty determined by the situation.

Shady History: Somewhere in your past, your ancestors fought against the countries that would one day make the Imperium.

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