



## CHARACTER SHEET



PLAYER \_\_\_\_\_

CHARACTER NAME Ensign Pavel Chekov/WeaponsBACKGROUND Marine (Star Fleet Military Academy)ADVANTAGE NoneSECRET Russians invented it

ATTRIBUTES	
STRENGTH	10
DEXTERITY	14
ENDURANCE	11
WIT	13
CHARM	14
LUCK	15

Height short	Build avg	Encumbrance Value 10
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ARMOR Weight 2	HIT POINTS 11
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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			
Acrobatics	dexterity	14				
Captaincy	charm	14				
Carousing	endurance	11				
Gambling	luck	15				
Pilot	wit	13				
Strategy	wit	13				
Seamanship						

MARTIAL SKILLS	Expertise	Checks				MARTIAL TRAINING
Dueling	13					Imperial Style
Firearms	11					
Gunnery (m/+3)	13					
Grenadier (dex+1)	15					

WEAPONS	Expertise	Chance to Hit + Weapon Mod.	Weapon Damage	Parry	Weapon Strength	Checks			
Cutlass	13	10+1: 11	4/0/4/3	+0	(5)				
Dagger	13	10+0: 10	1/1/2/2	+0	2				
Phaser	11	9+0: 9	12/6/stun						
Grenades (2)	16	12+0: 12	12						

Stun Grenades (2)	16	12+0: 12	stun	Chance of Opening	Chance of Promotion	Chance of Brilliant Maneuver (Wit/3)
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PROFESSION/JOB					
CLUB					
REGIMENT	Starship Enterprise	Company	Ensign		5
ORDER					

SOCIAL RANK	3
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

## Company Equipment

Agonizer

Dagger

Phaser

Communicator

Universal Translator

Xenylon Uniform

Grenades

As the Weapons Officer of the Enterprise, you are sixth in the line of succession, and seventh in the chain of command. Ahead of you in the line of succession are Communications Officer Uhura, Navigation Officer Sulu, Second Officer Scott, First Officer Spock, and of course Captain Kirk.

In the absence of the Navigation Officer, you also serve as pilot to the Enterprise.

Russians Invented It: When faced with unfamiliar machines or technology, the character is hampered in understanding it because it is obviously what their ancestors created.

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