



CHARACTER SHEET



PLAYER _____

CHARACTER NAME Lieutenant Nyota Uhura/Communications

BACKGROUND Sailor (Star Fleet Military Academy)

ADVANTAGE Polyglot

SECRET Hunger for Power

ATTRIBUTES					
STRENGTH	10				
DEXTERITY	15				
ENDURANCE	12				
WIT	15				
CHARM	16				
LUCK	14				

Height avg	Build avg	Encumbrance Value 12
ARMOR Weight 1.5		HIT POINTS 12

Types		Damage Saved
Head		
Chest	Uniform	3
Flank	Uniform	3
Right Arm	Uniform	2
Left Arm	Uniform	2
Right Leg	Uniform	1
Left Leg	Uniform	1

SKILLS	Basic Attribute	Value	Checks
Signals (master/+3)	wit	15	
Acrobatics	dexterity	15	
Bargaining	wit	15	
Captaincy	charm	16	
Fine Manipulation	dexterity	15	
Klingon, Romulan	wit	15	
Pilot	wit	15	
Literacy, Seamanship			

MARTIAL SKILLS	Expertise	Checks	MARTIAL TRAINING
Dueling	13		Imperial Style
Firearms	11		
Grenadier (dex+1)	16		

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+1	12	10+0: 10	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)
			Current Position	Yearly Pay		

PROFESSION/JOB					
CLUB					
REGIMENT	Starship Enterprise	Company	Lieutenant		(5)
ORDER					

SOCIAL RANK	4
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

Tricorder

Universal Translator

Xenylon Uniform

Grenades (4: 2 explosive, 2 stun)

As the Chief Communications Officer, you are sixth in the chain of command and fifth in the line of succession. As a female officer in a very patriarchal corps, your position is precarious. It is very easy to fall into the perception of becoming an officer's woman, which disqualifies you from a Starship command. You take great steps to avoid any susceptibility to such an accusation.

As an officer, you have the required training in fencing necessary for an Imperial officer. As a Lady, you are allowed more deference than a male officer when it comes to duels: you can refuse a duel more easily, and are not as bound by the rules that duelists must follow. Should you challenge a male to a duel, this deference is lost.

It has recently come to your attention that the structure of the Imperial Fleet is neither inevitable nor even efficient. In an alternate universe encounter with a mirror-image yet very different "Federation" Fleet, you encountered female officers who did not engage in backbiting, gossip, and sexual tension to advance; and Enterprise officers of both sexes whose ability to work together as a remarkably trusting team enhanced their effectiveness communication with each other and defeating a determined but fractured enemy—yourself, Captain Kirk, the Chief Engineer, and Dr. McCoy.

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

Polyglot: You have spent enough time talking to strange alien races that you can usually communicate at the basic level when the translator fails or you don't have access to it. Make a wit roll to communicate simple ideas across any language barrier. She can also make a passive charm roll to pick up on meanings that the computer misses.

Hunter for Power: You take dangerous risks whenever an opportunity arises to improve your rank in the Imperial Navy.