



CHARACTER SHEET



PLAYER _____

CHARACTER NAME Chief Medical Officer Leonard McCoyBACKGROUND Scholar (Star Fleet Academy)ADVANTAGE Old-School ExperienceSECRET I'm a Doctor, Jim

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

Height avg	Build avg	Encumbrance Value 11
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ARMOR Weight 2	HIT POINTS 12
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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
Physic (master/+3)	wit	16	
Chemist	wit	16	
Fine Manipulation	dexterity	14	
Language, French & Latin	wit	16	
Natural Philosophy	wit	16	
Etiquette	wit	16	
Archaic Rider			
Seamanship			

MARTIAL SKILLS	Expertise	Checks	MARTIAL TRAINING
Dueling	12		Imperial Style
Firearms	5		

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	5	5+0: 5	12/6/stun			

	Current Position	Yearly Pay	Chance of Opening	Chance of Promotion	Chance of Brilliant Maneuver (Wit/3)
PROFESSION/JOB <u>Doctor</u>					
CLUB					
REGIMENT <u>Starship Enterprise</u>	Company <u>Lt. Cmdr.</u>				(6)
ORDER					

SOCIAL RANK <u>5</u>
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
Medical Kit
Communicator
Universal Translator
Xenylon Uniform

As the Chief Medical Officer you are in the chain of command, but not in the line of succession. Your position is also not directly achieved by assassination. Should you become unable to perform your duties, the Chief Science Officer assumes your position until a replacement can be appointed by the Captain. In most commands, the CSO will then appoint someone qualified to perform diagnostics and other medical tasks the CMO is expected to perform along with their administrative duties.

On the Enterprise, however, CSO Spock is himself qualified to perform simple medical diagnostics and is likely to retain those responsibilities as necessary unless circumstances make it too difficult to perform both of his duties.

Which is why you make it a point never to become unable to perform your duties.

You were recently exposed to an alternate Enterprise in which the barefaced Spock initially treated your antagonism with respect, as if it were merely a friendly rivalry. It was very unsettling.

You have also traveled backward in time at least once, in a state of drug-induced madness. Your presence caused the death of a woman whose lack, according to Spock and Kirk, erased the Imperium from history. It was all very confusing and you don't entirely trust their explanation. Although you don't understand what benefit they would have from placing this level of blame on you, you have been wary of them ever since.

Old-School Experience: The character has been around longer than anyone else, and remembers situations and people that might shed light on the current situation.

I'm a Doctor, Jim: If he doesn't have a skill, any rolls are at a further penalty of three, dammit!

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