



## CHARACTER SHEET



PLAYER \_\_\_\_\_

CHARACTER NAME Red Shirt (Soldier)BACKGROUND Soldier (Star Fleet Military Academy)ADVANTAGE NoneSECRET We're all going to die!

ATTRIBUTES	
STRENGTH	13
DEXTERITY	12
ENDURANCE	10
WIT	10
CHARM	10
LUCK	7

Height avg	Build avg	Encumbrance Value 11
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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			
Choose Specialty						
Choose Secondary						
Choose Secondary						
Carousing	endurance	10				
Gambling	luck	7				
Seamanship						

MARTIAL SKILLS	Expertise	Checks				MARTIAL TRAINING
Dueling	11					Imperial Style
Firearms	9					

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

	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>Cadet</u>				
ORDER					(4)

SOCIAL RANK	2
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  
Tricorder (if signals)  
Communicator  
Universal Translator  
Xenylon Uniform

Specialty: Artillery (wit), Brawling, Grenadier (wit),  
Gunnery (wit)

Secondary: Two of Acrobatics (dexterity), Bargaining (wit),  
Espionage (wit), Pilot (wit), Signals (charm), Stealth  
(dexterity), Tracking (wit)

Grenadiers carry three explosive and/or stun grenades.

We're all going to die! No, just you. Whenever an attack is  
directed against any member or guest of the Enterprise,  
you must make a Luck roll or that attack is directed  
against you.

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