



## CHARACTER SHEET



PLAYER \_\_\_\_\_

CHARACTER NAME Chief Science Officer SpockBACKGROUND Scholar (Star Fleet Academy)ADVANTAGE Vulcan 1/2SECRET Excessively Logical

ATTRIBUTES	
STRENGTH	16
DEXTERITY	15
ENDURANCE	15
WIT	17
CHARM	8
LUCK	9

Height tall	Build avg	Encumbrance Value 15
ARMOR Weight 2		HIT POINTS 14

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			
Natural Philosophy (m/+3)	wit	17				
Language (English)	wit	17				
Espionage	wit	17				
Etiquette	charm	8				
Fine Manipulation	dexterity	15				
Vulcan History	wit	17				
Strategy	wit	17				
Seamanship						

MARTIAL SKILLS	Expertise	Checks				MARTIAL TRAINING
Firearms	11					

WEAPONS	Expertise	Chance to Hit + Weapon Mod.	Weapon Damage	Parry	Weapon Strength	Checks			
Dagger	7	6+0: 6	1/1/2/2	+0	2				
Cutlass	7	6+1: 7	4/0/4/3	+0	(5)				
Phaser	11	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	1st officer	Lt. Cmdr.		6
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

Dagger

8L 0.5

## Company Equipment

Agonizer

Phaser

Tricorder

Communicator

Universal Translator

Xenylon Uniform

You are a highly skilled Science Officer in the most logical empire the galaxy has so far known. The strong dominating the weak is the way of nature; it has evolved because it is the most logical means for life to organize itself and survive the dangers of evolution and the void.

You are not, however, fully satisfied with this logic, and have no desire to take part in it except as logic dictates. You do not covet command of a starship, and prefer directing and participating in the exploration of the universe and the advancement of science. Since meeting the mirror universe versions of your fellow officers, you have begun to structure a different logic almost diametrically opposed to the logic of the Empire.

Science Officers are required to manage the scientific team, and are not necessarily themselves participants in that team. You, however, are one of the most respected scientists in the Corps.

You are second in both the chain of command and the line of succession on the Enterprise.

To the extent that any officers can be friends, you are friends with Captain Tiberius Kirk. Unknown to him, you are also aware, through your mirror universe meeting, of the alien technology in his quarters that allowed him to rise so quickly to the command of the Enterprise.

You have experienced the Guardian of Forever at least twice. When you first discovered it, Dr. McCoy accidentally caused a 20th-century American peace activist's death, erasing Imperial history. With Captain Kirk you were able to right the timeline and ensure Edith Keeler's survival. You also, while researching the Guardian, met yourself as a child undergoing Kahs-wan. In the former case it was very important to hide your ears.

Vulcan ½: Nerve Pinch; Mind Meld; Pon Far; pointed ears; all wit skills cost no more than two points.

Excessively Logical: When attempting to manipulate a non-Vulcan, rolls are at a penalty of 2. Most charm rolls, for example, are at a penalty. But strategy rolls are also often at a penalty, as is your chance of a Brilliant Maneuver.