



## CHARACTER SHEET



PLAYER \_\_\_\_\_

CHARACTER NAME Yeoman Janice RandBACKGROUND Sailor (Star Fleet Military Academy)ADVANTAGE NoneSECRET Drunkard

ATTRIBUTES	
STRENGTH	8
DEXTERITY	15
ENDURANCE	12
WIT	13
CHARM	15
LUCK	14

Height short	Build thin	Encumbrance Value 11
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ARMOR Weight 1.5	HIT POINTS 12
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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			
Bureaucratics (master/+3)	wit	13				
Bargaining	charm	15				
Captaincy	charm	15				
Carousing	endurance	12				
Languages (French)	wit	13				
Archaic Rider						
Literacy						
Seamanship						

MARTIAL SKILLS	Expertise	Checks				MARTIAL TRAINING
Dueling	13					Imperial Style
Firearms	11					
Archery	13					

WEAPONS	Expertise	Chance to Hit + Weapon Mod.	Weapon Damage	Parry	Weapon Strength	Checks			
Cutlass +2	15	13+1-1: 13	4/0/4/3	+0	(5)				
Dagger	14	11+0: 11	1/1/2/2	+0	2				
Phaser	12	10+0: 10	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>Yeoman</u>				
ORDER					

SOCIAL RANK <u>3</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
Crossbow	32L	2.5
Bow	26L	1.5
Crossbow Bolts (16)	1L	0.5
Arrows (24)	1L	0.5
Quiver	2L	
Bowstrings (2)	2L	

## Company Equipment

Agonizer
Dagger
Phaser
Tricorder
Communicator
Universal Translator
Xenylon Uniform

As a Yeoman on the Imperial Starship Enterprise, your responsibility is to keep the bridge personnel supplied, which can include anything from preparing coffee and delivering food to accompanying wounded but mobile officers to sickbay and keeping the Enterprise's visitors entertained and off the bridge. You also perform any clerical work that is required by the officers.

As a woman in a very patriarchal corps, your position is precarious. You are grateful that Captain Kirk has an officer's woman to occupy his time. While you are attracted to him it is very easy for a woman to fall into that position, disqualifying them from advancement to officer.

As a graduate of the Imperial Military Academy, 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.

**Drunkard:** A character who is a Drunkard has an addiction to some form of drug, such as alcohol, heroin, or, in milieus where it is illegal, nicotine; or a fictional variation on one of these substances. The character will lie; steal; and shirk their duty in order to acquire this substance and to hide their dependence on it.

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