CHARACTER RECORD SHEET

STAR TREK ROLEPLAYING GAME

PERSONAL DETAILS

CHARACTER NAME
PLAYER NAME
SPECIES
ORIGIN
GENDER | AGE
HEIGHT | WEIGHT
HAIR | EYES
POSITION
ASSIGNMENT
RANK
DEVELOPMENT
BASE PROFESSION
ELITE PROFESSIONS
ADVANCEMENTS | EXPERIENCE POINTS

ATTRIBUTES

ATTRIBUTE NAME	MOD.	SCORE	LEVELS	MISC.	SPC.	FAV
STR STRENGTH						
AGL AGILITY						
INT INTELLECT						
VIT VITALITY						
PRS PRESENCE						
PER PERCEPTION						
PSI PSIONICS						

REACTIONS

REACTION NAME	SCORE	LEVELS	MISC.	ATT.	FAV
QCK QUICKNESS					
SAV SAVVY					
STA STAMINA					
WIL WILLPOWER					

CHARACTERISTICS

	SCORE	QCK	MISC.
INITIATIVE			
	SCORE	AGL	MISC.
DEFENSE			7+

COURAGE: CUR | TOT
RENOWN: MOD | TOT

HEALTH AND FATIGUE

HEALTH | BASE HEALTH

HEALTHY	
DAZED	-1
INJURED	-3
WOUNDED	-5
INCAPACITATED	-7
NEAR DEATH	-9

FATIGUE	
(STUNNED)	
WINDED	-1
TIRED	-2
FATIGUED	-4
EXHAUSTED	-8

HEALING AND RECOVERY (TN'S)

DAZED	10
INJURED	15
WOUNDED	20
INCAPACITATED	25
NEAR DEATH	30

Recovery: roll 2/week, gain VIT

Medicine (TN-5); First Aid: gain class

PSIONICS

SKILL NAME	CAT.	SCORE	ATTRIBUTE	LEVELS	MISC.	PRO
	PSI		PSI			
	PSI		PSI			
	PSI		PSI			
	PSI		PSI			
	PSI		PSI			
	PSI		PSI			

SKILLS

Skill can be used untrained (0 skill levels)

SKILL NAME	CAT.	SCORE	SKILL SPECIALTIES	ATTRIBUTE	LEVELS	MISC.	PRO
APPRAISE	ACA			INT			
ARMED COMBAT	PHY			AGL			
ATHLETICS	PHY			STR			
COMPUTER USE	ACA			INT			
CONCEAL	PHY			INT			
CONSTRUCT	PHY			INT			
CRAFT	PHY			AGL			
DEMOLITIONS	PHY			INT			
ENGINEERING	ACA			INT			
ENTERPRISE	ACA			INT			
ENTERTAIN	SOC			PRS			
FIRST AID	PHY			INT			
FORGERY	PHY			AGL			
GYMNASTICS	PHY			AGL			
IMPERSONATE	SOC			PRS			
INDOCTRINATE	PHY			INT			
INFLUENCE	SOC			PRS			
INQUIRE	SOC			PRS			
INVESTIGATE	PHY			PER			
KNOWLEDGE	ACA			INT			
LANGUAGE	ACA			INT			
MEDICINE	ACA			INT			
NEGOTIATE	SOC			INT			
OBSERVE	PHY			PER			
OPERATE VEHICLE	PHY			INT			
PERSUADE	SOC			PRS			
RANGED COMBAT	PHY			AGL			
REPAIR	PHY			INT			
SCIENCE	ACA			INT			
SLEIGHT OF HAND	PHY			AGL			
SPORT	PHY			AGL			
STEALTH	PHY			AGL			
SURVIVAL	PHY			PER			
SYSTEM OPERATION	PHY			INT			
TACTICS	ACA			INT			
UNARMED COMBAT	PHY			AGL			

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SPECIES ABILITIES

PROFESSIONAL ABILITIES

EDGES

FLAWS

EQUIPMENT

WEAPON NAME	DMG.	RANGES	CHG.	PARRY

ITEM NAME	NOTES	CHG.

PWR	SETTING	CHG.	DAMAGE	NOTES
1	LIGHT STUN	1	LIGHT STUN	STA TN 9: stun or -5 to all tests; lasts 3D6x3 rounds
2	MEDIUM STUN	2	MEDIUM STUN	STA TN 12: stun or -9 to all tests; lasts 2D6+3 minutes
3	HEAVY STUN	3	1+HEAVY STUN	STA TN 15: stun or -12 to all tests; lasts 1D6x10 minutes
4	LIGHT THERMAL	5	1D6+3	Cut a 1 m hole in 10 cm of wood in 3 minutes
5	MEDIUM THERMAL	8	2D6+6	Cut a 1 m hole in 10 cm of steel in 3 minutes
6	HEAVY THERMAL	12	3D6+12	Cut a 1 m hole in 10 cm of steel or rock in 30 seconds
7	LIGHT DISRUPT A	15	5D6+18	Kill a humanoid; cut a 1 m hole in a duranium bulkhead in 10 minutes
8	LIGHT DISRUPT B	20	10D6+36	Vaporize a humanoid
9	LIGHT DISRUPT C	30	KILL	Vaporize resilient alloys (beam may ricochet)
10	MEDIUM DISRUPT A	40	KILL	Vaporize any substance (energy rebound prior to vaporization common)
11	MEDIUM DISRUPT B	50	KILL	Explode 10 cubic meters of rock into rubble
12	MEDIUM DISRUPT C	60	KILL	Explode 50 cubic meters of rock into rubble
13	HEAVY DISRUPT A	70	KILL	Explode 100 cubic meters of rock into rubble
14	HEAVY DISRUPT B	80	KILL	Explode 160 cubic meters of rock into rubble
15	HEAVY DISRUPT C	90	KILL	Explode 400 cubic meters of rock into rubble
16	HEAVY DISRUPT D	100	KILL	Explode 600 cubic meters of rock into rubble

PERSONAL LOG

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CHARACTER DEVELOPMENT

PERSONAL DEVELOPMENT	
PROFESSIONAL DEVELOPMENT	
ADDITIONAL DEVELOPMENT 1	
ADDITIONAL DEVELOPMENT 2	
ADDITIONAL DEVELOPMENT 3	

PERSONAL HISTORY

STARSHIP/ STARBASE	COMMANDING OFFICER	YEARS / STARDATES	ENDING RANK
ACADEMY OF			
CADET CRUISE			

PLANETARY LOG

PLANET VISITED	YEAR / STARDATE	MISSION NOTES

COMMENDATIONS

COMMANDING OFFICER	YEAR / STARDATE	CITATION