

BY KILLERWHALE

# STAR TREK

## ROLEPLAYING GAME

## PERSONAL DETAILS

CHARACTER NAME		
PLAYER NAME		
SPECIES		
BASE PROFESSION		
ELITE PROFESSIONS		
ADVANCEMENTS		EXPERIENCE PTS.

## ATTRIBUTES AND REACTIONS

FAVE	ATTRIBUTE NAME	MOD.	TOTAL	SPECIES	LEVELS	MISC.	ABBR.
<input type="checkbox"/>	STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	STR
<input type="checkbox"/>	AGILITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	AGL
<input type="checkbox"/>	INTELLECT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	INT
<input type="checkbox"/>	VITALITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	VIT
<input type="checkbox"/>	PRESENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	PRS
<input type="checkbox"/>	PERCEPTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	PER
<input type="checkbox"/>	PSIONICS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	PSI

FAVE	REACTION NAME	TOTAL	ATTR.	LEVELS	MISC.	ABBR.
<input type="checkbox"/>	QUICKNESS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	QCK
<input type="checkbox"/>	SAVVY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	SAV
<input type="checkbox"/>	STAMINA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	STA
<input type="checkbox"/>	WILLPOWER	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	WIL

	TOTAL	QCK	MISC		COURAGE
INITIATIVE	<input type="text"/>	<input type="text"/>	<input type="text"/>	CUR.	<input type="text"/> TOT. <input type="text"/>

	TOTAL	AGL	MISC		RENOWN
DEFENSE	<input type="text"/>	<input type="text"/>	7+	MOD.	TOT. <input type="text"/>

## HEALTH AND FATIGUE

HEALTH										FATIGUE									
HEALTHY										WINDED (-1)									
DAZED (-1)										TIRED (-2)									
INJURED (-3)										FATIGUED (-4)									
WOUNDED (-5)										EXHAUSTED (-8)									
INCAPACITATED (-7)																			
NEAR DEATH (-8)										BASE HEALTH									

## EQUIPMENT

[illegible]

**PSIONICS**

SKILL NAME	CAT.	TOTAL	ATT.	MOD.	LEVELS	MISC.	PRO
	PSI		PSI				
	PSI		PSI				
	PSI		PSI				
	PSI		PSI				
	PSI		PSI				

## SKILLS

**SKILL CAN BE USED UNTRAINED (0 SKILL LEVELS)**

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

# CHARACTER RECORD SHEET

BY KILLERWHALE

STAR TREK  
ROLEPLAYING GAME

## ABILITIES

### SPECIES ABILITIES

	DESCRIPTION

### PROFESSIONAL ABILITIES

### DESCRIPTION


### EDGES

### DESCRIPTION


### FLAWS

### DESCRIPTION


## PERSONAL LOG

ORIGIN  
GENDER  
HEIGHT  
HAIR

AGE

WEIGHT

EYES

POSITION  
ASSIGNMENT  
RANK

PERSONAL DVT.  
PROF. DVT.

QUOTE

COMMENDATIONS