

CHARACTER RECORD SHEET

STAR TREK
ROLEPLAYING GAME

SPECIES ABILITIES

PROFESSIONAL ABILITIES

EDGES

FLAWS

EQUIPMENT

WEAPON NAME	DMG.	RANGES	CHG.	PARRY	PWR	SETTING	CHG.	DAMAGE	NOTES
					1	LIGHT STUN	1	LIGHT STUN	STA TN 9; stun or -5 to all tests; lasts 3DGx3 rounds
					2	MEDIUM STUN	2	MEDIUM STUN	STA TN 12; stun or -9 to all tests; lasts 2DG+3 minutes
					3	HEAVY STUN	3	1+ HEAVY STUN	STA TN 15; stun or -12 to all tests; lasts 1DGx10 minutes
					4	LIGHT THERMAL	5	1DG+3	Cut a 1 m hole in 10 cm of wood in 3 minutes
					5	MEDIUM THERMAL	8	2DG+6	Cut a 1 m hole in 10 cm of steel in 3 minutes
					6	HEAVY THERMAL	12	3DG+12	Cut a 1 m hole in 10 cm of steel or rock in 30 seconds
					7	LIGHT DISRUPT A	15	5DG+18	Kill a humanoid; cut a 1 m hole in a duranium bulkhead in 10 minutes
					8	LIGHT DISRUPT B	20	10DG+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

ITEM NAME	NOTES	CHG.

PERSONAL LOG