

STAR TREK ROLEPLAYING GAME

PERSONNEL RECORD

NAME
RANK
POSITION
ASSIGNMENT

PROFESSIONS
SPECIES
GENDER
AGE

HEIGHT
WEIGHT

HAIR
EYES

ATTRIBUTES

STRENGTH
AGILITY
INTELLECT
VITALITY
PRESENCE
PERCEPTION

SCORE MOD

●	●	●	●
●	●	●	●
●	●	●	●
●	●	●	●
●	●	●	●
●	●	●	●

REACTIONS

QUICKNESS
SAVVY
STAMINA
WILLPOWER

077TF

MOD + MISC = TOTAL

●	●	●	●
●	●	●	●
●	●	●	●
●	●	●	●
●	●	●	●

INITIATIVE

DEFENSE
COURAGE
RENOWN

4288220

QUICK + MISC = TOTAL

●	●	●	●
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7+AGL + MISC = TOTAL

●	●	●	●
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●	●	●
●	●	●

R022

SKILL

• CAN BE USED UNTRAINED

CAT ATT MOD LEVEL MISC TOTAL

APPRAISE	ACAD	INT				
•ARMED COMBAT:	PHY	AGL				
•ATHLETICS	PHY	STR				
COMPUTER USE	ACAD	INT				
•CONCEAL	PHY	INT				
CONSTRUCT	PHY	INT				
CRAFT	PHY	AGL				
DEMOLITIONS	PHY	INT				
ENGINEERING:	ACAD	INT				
ENGINEERING:	ACAD	INT				
ENGINEERING:	ACAD	INT				
•ENTERPRISE:	ACAD	INT				
•ENTERPRISE:	ACAD	INT				
•ENTERTAIN:	SOC	PRS				
•FIRST AID	PHY	INT				
FORGERY	PHY	AGL				
•GAMING	SOC	INT				
•GYMNASTICS	PHY	AGL				
•IMPERSONATE	SOC	PRS				
INDOCTRINATE	PHY	INT				
•INFLUENCE	SOC	PRS				
•INQUIRE	SOC	PRS				
•INVESTIGATE	PHY	PER				

SKILL

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CAT ATT MOD LEVEL MISC TOTAL

KNOWLEDGE:	ACAD	INT				
KNOWLEDGE:	ACAD	INT				
KNOWLEDGE:	ACAD	INT				
KNOWLEDGE:	ACAD	INT				
LANGUAGE:	ACAD	INT				
LANGUAGE:	ACAD	INT				
MEDICINE	ACAD	INT				
•NEGOTIATE	SOC	INT				
•OBSERVE	PHY	PER				
•PERSUADE	SOC	PRS				
•RANGED COMBAT: ENERGY WEAPONS	PHY	AGL				
•RANGED COMBAT:	PHY	AGL				
REPAIR	PHY	INT				
SCIENCE:	ACAD	INT				
SCIENCE:	ACAD	INT				
SCIENCE:	ACAD	INT				
SLEIGHT OF HAND	PHY	AGL				
•SPORT	PHY	AGL				
•STEALTH	PHY	AGL				
•SURVIVAL	PHY	PER				
SYSTEM OPS	PHY	INT				
TACTICS	ACAD	INT				
•UNARMED COMBAT:	PHY	AGL				

SKILL

• CAN BE USED UNTRAINED

	CAT	ATT	MOD	LEVEL	MISC	TOTAL
APPRAISE	ACAD	INT				
•ARMED COMBAT: SIMPLE	PHY	AGL				
•ARMED COMBAT:	PHY	AGL				
•ARMED COMBAT:	PHY	AGL				
•ATHLETICS	PHY	STR				
COMPUTER USE	ACAD	INT				
•CONCEAL	PHY	INT				
CONSTRUCT	PHY	INT				
CRAFT:	PHY	AGL				
CRAFT:	PHY	AGL				
DEMOLITIONS	PHY	INT				
ENGINEERING: PROPULSION	ACAD	INT				
ENGINEERING: STRUCTURAL	ACAD	INT				
ENGINEERING: SYSTEMS	ACAD	INT				
ENGINEERING:	ACAD	INT				
•ENTERPRISE: ADMINISTRATION	ACAD	INT				
•ENTERPRISE: BUSINESS	ACAD	INT				
•ENTERPRISE: STREETWISE	ACAD	INT				
•ENTERTAIN:	SOC	PRS				
•ENTERTAIN:	SOC	PRS				
•ENTERTAIN:	SOC	PRS				
•FIRST AID	PHY	INT				
FORGERY	PHY	AGL				
•GAMING	SOC	INT				
•GYMNASTICS	PHY	AGL				
•IMPERSONATE	SOC	PRS				
INDOCTRINATE	PHY	INT				
•INFLUENCE	SOC	PRS				
•INQUIRE	SOC	PRS				
•INVESTIGATE	PHY	PER				
KNOWLEDGE: CULTURE	ACAD	INT				
KNOWLEDGE: CULTURE	ACAD	INT				
KNOWLEDGE: HISTORY	ACAD	INT				
KNOWLEDGE: LAW	ACAD	INT				
KNOWLEDGE: POLITICS	ACAD	INT				
KNOWLEDGE: RELIGION	ACAD	INT				
KNOWLEDGE: SPECIFIC WORLD	ACAD	INT				
KNOWLEDGE: TRIVIA	ACAD	INT				
KNOWLEDGE:	ACAD	INT				
KNOWLEDGE:	ACAD	INT				
KNOWLEDGE:	ACAD	INT				
KNOWLEDGE:	ACAD	INT				

SKILL

• CAN BE USED UNTRAINED

	CAT	ATT	MOD	LEVEL	MISC	TOTAL
LANGUAGE: FEDERATION STANDARD	ACAD	INT				
LANGUAGE:	ACAD	INT				
LANGUAGE:	ACAD	INT				
LANGUAGE:	ACAD	INT				
LANGUAGE:	ACAD	INT				
MEDICINE	ACAD	INT				
•NEGOTIATE	SOC	INT				
•OBSERVE	PHY	PER				
•PERSUADE	SOC	PRS				
•RANGED COMBAT: ARCHAIC WEAPONS	PHY	AGL				
•RANGED COMBAT: ENERGY WEAPONS	PHY	AGL				
•RANGED COMBAT: PROJECTILE WEAPONS	PHY	AGL				
REPAIR	PHY	INT				
SCIENCE: LIFE	ACAD	INT				
SCIENCE: PHYSICAL	ACAD	INT				
SCIENCE: PLANETARY	ACAD	INT				
SCIENCE: SOCIAL	ACAD	INT				
SCIENCE: SPACE SCIENCES	ACAD	INT				
SCIENCE:	ACAD	INT				
SCIENCE:	ACAD	INT				
SLEIGHT OF HAND	PHY	AGL				
•SPORT	PHY	AGL				
•STEALTH	PHY	AGL				
•SURVIVAL	PHY	PER				
SYSTEM OPS	PHY	INT				
SYSTEM OPS	PHY	INT				
TACTICS	ACAD	INT				
•UNARMED COMBAT:	PHY	AGL				
•UNARMED COMBAT:	PHY	AGL				
•UNARMED COMBAT:	PHY	AGL				
EMPATHY	PSI	PSI				
MIND CONTROL	PSI	PSI				
MIND SHIELD	PSI	PSI				
TELEPATHY	PSI	PSI				