

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

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

EQUIPMENT

ITEM	CHG.	ITEM	CHG.

[illegible]

HEALTH AND FATIGUE

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

PSIONICS

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

SKILLS

Skill Name / Pro	Cat.	Total	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			
Gaming	SOC			INT			
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 Ops	PHY			INT			
Tactics	ACA			INT			
Unarmed Combat	PHY			AGL			

SKILL CAN BE USED UNTRAINED (0 SKILL LEVELS)

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SPECIES ABILITIES

DESCRIPTION

PROF. ABILITIES

DESCRIPTION

[illegible]

EDGES

DESCRIPTION

FLAWS

DESCRIPTION

PERSONAL LOG