

STAR TREK

ROLEPLAYING GAME

CHARACTER RECORD SHEET

847/INMAN255

CHARACTER NAME
PROFESSION
ELITE PROFESSION
EXPERIENCE POINTS
ADVANCEMENTS

PLAYER NAME
CAMPAIGN
AGE
GENDER
SPECIES

HEIGHT
WEIGHT
EYES
HAIR

ATTRIBUTES

| STRENGTH | SPECIES MODIFIER | NUMBER ROLLED | TOTAL | ATTRIBUTE MODIFIER |
|----------|------------------|---------------|-------|--------------------|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

REACTIONS

| QUICKNESS | ATTRIBUTE MODIFIER | MISC. MODIFIER | TOTAL |
|-----------|--------------------|----------------|-------|
| | | | |
| | | | |
| | | | |
| | | | |

INITIATIVE

| QUICKNESS | MISC. MODIFIER | TOTAL |
|-----------|----------------|-------|
| | | |

DEFENSE

| AGILITY MODIFIER | MISC. MODIFIER | TOTAL |
|------------------|----------------|-------|
| 7+ | | |

SKILL NAME

| SPECIALTIES | TEST CATEGORY | ATTRIBUTE | ATTRIBUTE MODIFIER | LEVELS | MISC. | TOTAL |
|--------------|---------------|-----------|--------------------|--------|-------|-------|
| APPRAISE | ACAD | INT | | | | |
| ARMED COMBAT | PHYS | AGL | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| ATHLETICS | PHYS | STR | | | | |
| COMPUTER USE | ACAD | INT | | | | |
| CONCEAL | PHYS | INT | | | | |
| CONSTRUCT | PHYS | INT | | | | |
| CRAFT | PHYS | AGL | | | | |
| | | | | | | |
| | | | | | | |
| DEMOLITIONS | PHYS | INT | | | | |
| ENGINEERING | ACAD | INT | | | | |
| | | | | | | |
| | | | | | | |
| ENTERPRISE | ACAD | INT | | | | |
| | | | | | | |
| | | | | | | |
| ENTERTAIN | SOC | PRS | | | | |
| FIRST AID | PHYS | INT | | | | |
| FORGERY | PHYS | AGL | | | | |
| GAMING | SOC | INT | | | | |
| GYMNASTICS | PHYS | AGL | | | | |
| IMPERSONATE | SOC | PRS | | | | |
| INDOCTRINATE | PHYS | INT | | | | |
| INFLUENCE | SOC | PRS | | | | |
| INQUIRE | SOC | PRS | | | | |
| INVESTIGATE | PHYS | PER | | | | |

SKILL NAME

| SPECIALTIES | TEST CATEGORY | ATTRIBUTE | ATTRIBUTE MODIFIER | LEVELS | MISC. | TOTAL |
|-----------------|---------------|-----------|--------------------|--------|-------|-------|
| KNOWLEDGE | ACAD | INT | | | | |
| | | | | | | |
| | | | | | | |
| LANGUAGE | ACAD | INT | | | | |
| | | | | | | |
| | | | | | | |
| MEDICINE | ACAD | INT | | | | |
| NEGOTIATE | SOC | INT | | | | |
| OBSERVE | PHYS | PER | | | | |
| PERSUADE | SOC | PRS | | | | |
| RANGED COMBAT | PHYS | AGL | | | | |
| | | | | | | |
| | | | | | | |
| REPAIR | PHYS | INT | | | | |
| SCIENCE | ACAD | INT | | | | |
| | | | | | | |
| | | | | | | |
| SLEIGHT OF HAND | PHYS | AGL | | | | |
| SPORT | PHYS | AGL | | | | |
| STEALTH | PHYS | AGL | | | | |
| SURVIVAL | PHYS | PER | | | | |
| SYSTEM OPS | PHYS | INT | | | | |
| TACTICS | ACAD | INT | | | | |
| UNARMED COMBAT | PHYS | AGL | | | | |
| | | | | | | |
| | | | | | | |

• SKILL CAN BE USED UNTRAINED (0 SKILL LEVELS).

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