STAR TREK™ ROLEPLAYING GAME

Player Name _____

Series _____

PERSONAL DETAILS

Character Name _____

Species _____ Gender _____

Origin _____ Age _____

Year of Birth _____ Current Year _____

Family _____

_____

Height _____ Eyes _____

Mass _____ Hair _____

Handedness _____ Skin _____

Profession _____

Elite Profession _____

Experience Points _____

Advancements _____ Unspent Picks _____

ATTRIBUTES

	FAV.	BASIC	SPECIES	TOTAL	MODIFIER
Strength	☐	____	____	____	____
Agility	☐	____	____	____	____
Vitality	☐	____	____	____	____
Perception	☐	____	____	____	____
Intellect	☐	____	____	____	____
Presence	☐	____	____	____	____
Psi	☐	____	____	____	____

REACTIONS

	FAV.	BASIC	ABILITIES	LEVELS	TOTAL
Quickness	☐	____	____	____	____
Savvy	☐	____	____	____	____
Stamina	☐	____	____	____	____
Willpower	☐	____	____	____	____

CHARACTERISTICS

	QUICKNESS	MISC. MOD.	TOTAL
Initiative	____	____	____

	10 + AGL MOD	MISC. MOD.	TOTAL
Defense	____	____	____

	QUICKNESS	MISC.	BALANCE	TOTAL
Dodge	____	____	____	____

	TOTAL	CURRENT		SCORE	MODIFIER
Courage	____	____	Renown	____	____

STARSHIP SERVICE

Academy of _____ entered in _____

Cadet Cruise on _____

Rank _____

Starship _____

Position _____

Commanding Officer _____

First Officer _____

Chief Medical Officer _____

Chief Engineer _____

Chief Science Officer _____

Other Crewmen _____

_____

_____

Commendations _____

_____

SKILLS

	SPECIALTIES/SKILLS	TC/PRO		ATTRIBUTE	LEVEL	MISC.	TOTAL
❑	Appraise	A	☐	Per	___	___	___ / ___
❑	Armed Combat:	P	☐	Agl	___	___	___ / ___
❑		P	☐	Agl	___	___	___ / ___
❑		P	☐	Str	___	___	___ / ___
❑	Athletics	P	☐	Str	___	___	___ / ___
❑	Computer Use	A	☐	Int	___	___	___ / ___
❑	Conceal	P	☐	Per	___	___	___ / ___
❑	Construct	P	☐	Int	___	___	___ / ___
❑	Craft:	P	☐	Agl	___	___	___ / ___
❑		P	☐	Agl	___	___	___ / ___
❑		P	☐	Agl	___	___	___ / ___
❑	Demolitions	P	☐	Int	___	___	___ / ___
❑	Engineering:	A	☐	Int	___	___	___ / ___
❑		A	☐	Int	___	___	___ / ___
❑		A	☐	Int	___	___	___ / ___
❑	Enterprise:	A	☐	Int	___	___	___ / ___
❑		A	☐	Int	___	___	___ / ___
❑		A	☐	Prs	___	___	___ / ___
❑	Entertain:	S	☐	Prs	___	___	___ / ___
❑	First Aid	P	☐	Per	___	___	___ / ___
❑	Forgery	P	☐	Agl	___	___	___ / ___
❑	Gaming	S	☐	Prs	___	___	___ / ___
❑	Gymnastics	P	☐	Agl	___	___	___ / ___
❑	Impersonate	S	☐	Prs	___	___	___ / ___
❑	Indoctrinate	P	☐	Int	___	___	___ / ___
❑	Influence	S	☐	Prs	___	___	___ / ___
❑	Inquire	S	☐	Prs	___	___	___ / ___
❑	Investigate	P	☐	Per	___	___	___ / ___
❑	Knowledge:	A	☐	Int	___	___	___ / ___
❑		A	☐	Int	___	___	___ / ___
❑		A	☐	Int	___	___	___ / ___
❑		A	☐	Int	___	___	___ / ___
❑		A	☐	Int	___	___	___ / ___
❑		A	☐	Int	___	___	___ / ___
❑	Language:	A	☐	Int	___	___	___ / -
❑		A	☐	Int	___	___	___ / -
❑		A	☐	Int	___	___	___ / -
❑		A	☐	Int	___	___	___ / -
❑	Medicine	A	☐	Int	___	___	___ / ___
❑	Negotiate	S	☐	Prs	___	___	___ / ___
❑	Observe	P	☐	Per	___	___	___ / ___
❑	Operate Vehicle	P	☐	Int	___	___	___ / ___
❑		P	☐	Agl	___	___	___ / ___
❑	Persuade	S	☐	Prs	___	___	___ / ___
❑	Ranged Combat:	P	☐	Agl	___	___	___ / ___
❑		P	☐	Agl	___	___	___ / ___
❑		P	☐	Agl	___	___	___ / ___
❑	Repair	P	☐	Int	___	___	___ / ___
❑	Science:	A	☐	Int	___	___	___ / ___
❑		A	☐	Int	___	___	___ / ___
❑		A	☐	Int	___	___	___ / ___
❑		A	☐	Int	___	___	___ / ___
❑		A	☐	Int	___	___	___ / ___
❑		A	☐	Int	___	___	___ / ___
❑	Sleight of Hand	P	☐	Agl	___	___	___ / ___
❑	Sport	P	☐	Agl	___	___	___ / ___
❑	Stealth	P	☐	Agl	___	___	___ / ___
❑	Survival	P	☐	Per	___	___	___ / ___
❑	System Operation	P	☐	Int	___	___	___ / ___
❑		P	☐	Int	___	___	___ / ___
❑		P	☐	Int	___	___	___ / ___
❑	Tactics	A	☐	Int	___	___	___ / ___
❑	Unarmed Combat:	P	☐	Str	___	___	___ / ___
❑		P	☐	Agl	___	___	___ / ___

WEAPONS

Ranged Weapons

	SKILL BONUS	POWER SETTINGS OR DAMAGE	PB -2	RANGES IN METERS (TN MODIFIER) S +0	M +2	L +4	X +2/INCR.	MASS (KG) AT 1.0 G	CHARGES	NOTES

Melee Attacks

	BONUS	DAMAGE	PARRY	MASS (KG)

EQUIPMENT

	MASS (KG)	NOTES

TOTAL MASS OF EQUIPMENT: _____ kg

SPECIES ABILITIES

PROFESSIONAL ABILITIES

EDGES

Aggregate Levels of Edges: ____

PHASER AND DISRUPTOR EFFECTS

PWR	SETTING	CHG.	DAMAGE	NOTES*
1	Light Stun	1	stun*	STA TN 9: unc. or -5
2	Medium Stun	2	stun*	STA TN 12: unc. or -9
3	Heavy Stun	3	1+stun*	STA TN 15: unc. or -12
4	Light Thermal	5	1d6+3	Cut 1m hole in wood (3')
5	Medium Thermal	8	2d6+6	Cut 1m hole in steel (3')
6	Heavy Thermal	12	3d6+12	Cut 1m hole in steel (30")
7	Light Disrupt A	15	5d6+18	Kill a humanoid
8	Light Disrupt B	20	10d6+36	Vaporize a humanoid
9	Light Disrupt C	30	Kill	Vaporize resilient alloys
10	Medium Disrupt A	40	Kill	Vaporize any substance
11	Medium Disrupt B	50	Kill	Explode 10m³ of rock
12	Medium Disrupt C	60	Kill	Explode 50m³ of rock
13	Heavy Disrupt A	70	Kill	Explode 100m³ of rock
14	Heavy Disrupt B	80	Kill	Explode 160m³ of rock
15	Heavy Disrupt C	90	Kill	Explode 400m³ of rock
16	Heavy Disrupt D	100	Kill	Explode 600m³ of rock

*See *Player's Guide* , pages 183 and 251, for detailed effects.

HEALTH

	PEN.	SCORE	WOUNDS SUSTAINED
Healthy	___	____	
Dazed	___	____	
Injured	___	____	
Wounded	___	____	
Incapacitated	___	____	
Near Death	___	____	

FATIGUE

	PEN.	CURRENT
Energetic	___	☐
Winded	___	☐
Tired	___	☐
Fatigued	___	☐
Exhausted	___	☐
Collapsed	___	☐

COMBAT NOTES

Stamina vs. Stun _____

Rounds of Stun _____

Initiative Track _____

COMBAT STATISTICS

Defense _____ Dodge _____ Initiative _____

MOVEMENT

METERS PER ACTION (RUN & SPRINT: PER ROUND)

CRAWL	WALK	JOG	RUN	SPRINT	COMPL. S.	EXTRA. S.
____	____	____	____	____	____	____

Walk ____ Jog ____ Run ____ km / hour

	TN 5+	TN 10+	TN 15+	COMPL. S.	EXTRA. S.
Swimming	____	____	____	____	____
Jump, horizon.	____	____	____	____	____
Jump, vertical.	____	____	____	____	____

FLAWS

PSIONICS

	TC/PRO	ATTRIBUTE	LEVEL	MISC.	TOTAL
❑ Empathy	Ψ ☐	Psi ____	____	____	____
❑ Mind Control	Ψ ☐	Psi ____	____	____	____
❑ Mind Shield	Ψ ☐	Psi ____	____	____	____
❑ Telepathy	Ψ ☐	Psi ____	____	____	____
❑ _____	Ψ ☐	Psi ____	____	____	____
❑ _____	Ψ ☐	Psi ____	____	____	____

STARSHIP NAME AND REGISTRY

_____

STAR TREK™ ROLEPLAYING GAME

Diagram

PRODUCTION DATA

Origin	
Class and Type	
Commissioned	

HULL DATA

Structure	
Size/Decks	
Length/Height/Beam	
Complement	

OPERATIONAL DATA

Atmosphere Capable	
Cargo Units	
Cloaking Device	
Life Support	
Operations System	
Sensor System	
Separation System	
Shuttlebay	
Shuttlecraft	
Tractor Beams	
Transporters	

PROPULSION DATA

Impulse System	
Warp System	

TACTICAL DATA

Phaser/Disruptor Banks	
Penetration	
Photon/Plasma Torpedos	
Penetration	
Deflector Shield	
Protection/Threshold	

MISCELLANEOUS DATA

Maneuver Modifiers	
Traits	

SERVICE RECORD/TOURS OF DUTY

SHIELD STRENGTH TRACK

STRENGTH		EFFECT (IF ANY)
10		Full strength
9		TN 10 Stamina or stun 1d6 rds
8		
7		Shield protection reduced by 1
6		
5		Primary system hit, roll on T7.10
4		Shield threshold reduced by 1
3		
2		TN 10 Quickness or 1d6 wounds
1		Primary system hit, roll on T7.10
0		Shields down! Protection set to 5

STRUCTURAL DAMAGE

51 to 55					
46 to 50					
41 to 45					
36 to 40					
31 to 35					
26 to 30					
21 to 25					
16 to 20					
11 to 15					
6 to 10					
1 to 5					

SYSTEM DAMAGE TRACK

SENSORS		
E		-1 to all maneuvers
D		-1 to initiative
C		-2 to tactical maneuvers
B		Cannot execute Lock On maneuver
A		System offline: vessel blind
OPERATIONS		
E		-1 to command maneuvers
D		-1 to Computer Use tests
C		-2 to initiative
B		-2 to all maneuvers
A		Systems offline: cloak offline
LIFE SUPPORT		
E		TN 10 Stamina or stun 1d3 rds
D		TN 10 Quickness or 1d6 wounds
C		Gravity failing: -2 all physical tests
B		TN 10 Stamina or stun 1d6 rds
A		System offline: 2d6 rds to abandon ship
PROPULSION		
E		-1 to helm maneuvers
D		-1 to initiative
C		-2 to helm maneuvers
B		-2 to initiative
A		System offline: core breech!
WEAPONS		
E		-1 to tactical maneuvers
D		-1 penetration all arrays
C		No Tier 2 tactical maneuvers
B		-2 to tactical maneuvers
A		System offline
SHIELDS		
E		-1 shield strength
D		-1 protection rating
C		-1 threshold
B		-2 protection rating
A		System offline: shields down

CUMULATIVE MODIFIERS

Helm _____ Tactical _____

Command _____ Initiative _____