


Portrait 	Identity		Player Information		105 Points	
	Name: <b>Julio Blesh</b>	Player: <b>Logan005</b>	Race: <b>0</b>	Title: _____	Campaign: <b>Star Trek USS Farragut</b>	Attributes: <b>0</b>
	Religion: <b>Atheist</b>	Created On: <b>Nov 10, 2019</b>	Advantages: <b>134</b>	Description		Disadvantages: <b>-90</b>
Race: <b>Human</b>		Height: <b>5' 9"</b>	Hair: <b>Brunette, Straight, Medium</b>		Skills: <b>66</b>	
Gender: <b>Male</b>		Weight: <b>120 lb</b>	Eyes: <b>Blue</b>		Spells: <b>0</b>	
Age: <b>27</b>		Size: <b>+0</b>	Skin: <b>Pale</b>		Unspent: <b>0</b>	
Birthday: <b>November 27</b>		TL: <b>11</b>	Hand: <b>Right</b>			

Attributes	Encumbrance, Move & Dodge				Hit Location				Fatigue/Hit Points	
Strength (ST): <b>10</b>	Level	Max Load	Move	Dodge	Roll	Where	-	DR	Current FP: _____	Basic FP: <b>10</b>
Dexterity (DX): <b>10</b>	• None (0)	<b>20 lb</b>	<b>5</b>	<b>9</b>	-	Eye	-9	0	Tired: <b>3</b>	Collapse: <b>0</b>
Intelligence (IQ): <b>11</b>	Light (1)	<b>40 lb</b>	<b>4</b>	<b>8</b>	3-4	Skull	-7	2	Unconscious: <b>-10</b>	Current HP: _____
Health (HT): <b>10</b>	Medium (2)	<b>60 lb</b>	<b>3</b>	<b>7</b>	5	Face	-5	0	Basic HP: <b>10</b>	Reeling: <b>3</b>
Will: <b>11</b>	Heavy (3)	<b>120 lb</b>	<b>2</b>	<b>6</b>	6-7	Right Leg	-2	0	Collapse: <b>0</b>	Collapse: <b>0</b>
Fright Check: <b>13</b>	X-Heavy (4)	<b>200 lb</b>	<b>1</b>	<b>5</b>	8	Right Arm	-2	0	Check #1: <b>-10</b>	Check #2: <b>-20</b>
Basic Speed: <b>5</b>	Lifting & Moving Things				9-10	Torso	0	0	Check #3: <b>-30</b>	Check #4: <b>-40</b>
Basic Move: <b>5</b>	Basic Lift: <b>20 lb</b>				11	Groin	-3	0	Dead: <b>-50</b>	
Perception: <b>11</b>	One-Handed Lift: <b>40 lb</b>				12	Left Arm	-2	0		
Vision: <b>11</b>	Two-Handed Lift: <b>160 lb</b>				13-14	Left Leg	-2	0		
Hearing: <b>11</b>	Shove & Knock Over: <b>240 lb</b>				15	Hand	-4	0		
Taste & Smell: <b>11</b>	Running Shove & Knock Over: <b>480 lb</b>				16	Foot	-4	0		
Touch: <b>11</b>	Carry On Back: <b>300 lb</b>				17-18	Neck	-5	0		
thr: <b>1d-2</b> sw: <b>1d</b>	Shift Slightly: <b>1,000 lb</b>				-	Vitals	-3	0		

Advantages & Disadvantages		Pts	Ref
<b>Cultural Familiarity (Human)</b> Native, -1.		<b>0</b>	<b>B23</b>
<b>Language: English</b> Native, -6; Spoken (Native), +3; Written (Native), +3.		<b>0</b>	<b>B24</b>
<b>Background: Gifted</b>		<b>9</b>	
<b>Unusual Background</b> Psionic		<b>5</b>	<b>B96</b>
<b>Empathy</b> Psionic, -10%.		<b>14</b>	<b>B51</b>
<b>Code of Honor (Psionic)</b> Never use your psi solely for personal gain. Never harm another person with your psi except in self-defense. Never psionically invade another person's privacy (including eavesdropping) without his knowledge. Obviously, this cannot be taken by a psi whose abilities can only affect him!		<b>-10</b>	<b>B127</b>
<b>Background: Artistic</b>		<b>0</b>	
<b>Appearance</b> Attractive, +4.		<b>4</b>	<b>B21</b>
<b>Chummy</b> React to others at +2; -1 to IQ-based skills when alone		<b>-5</b>	<b>B126</b>
<b>Compulsive Carousing</b> CR: 12 (Resist Quite Often).		<b>-5</b>	<b>B128</b>
<b>Fashion Sense</b>		<b>5</b>	<b>B21</b>
<b>Honest Face</b>		<b>1</b>	<b>B101</b>
<b>Overconfidence</b> CR: 12 (Resist Quite Often).		<b>-5</b>	<b>B148</b>
<b>Skinny</b> -2 ST vs. knockback		<b>-5</b>	<b>B18</b>
<b>Voice</b>		<b>10</b>	<b>B97</b>
<b>Bonus Points</b>		<b>32</b>	
<b>Signature Gear (Champion's Blade) 1</b> For equipment normally bought with money, each point gives goods worth up to 50% of the average campaign starting wealth (but never cash).		<b>1</b>	<b>B85</b>
<b>Combat Reflexes</b> Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)		<b>15</b>	<b>B43</b>

Advantages & Disadvantages		Pts	Ref
<b>Flexibility</b>		5	B56
<b>Increased Intelligence 1</b>		20	B15
<b>One-Way Fluency (Vulcan)</b>		1	PU2:13
<b>Vow (Protect the Innocent)</b> Major, -10.		-10	B161
▼ <b>Other Disadvantages/Quirks</b>		-5	
<b>Attentive</b>		-1	B163
<b>Imaginative</b>		-1	B164
<b>Nosy</b>		-1	B164
<b>Proud</b>		-1	B164
<b>Responsive</b>		-1	B164
▼ <b>Starfleet Officer: Counseling</b>		3	
<b>Code of Honor (Starfleet)</b>		-10	B127
<b>Cultural Adaptability</b>		10	B46
<b>Duty (Starfleet)</b> FR: 15, -15.		-15	B133
<b>Fit</b> +1 to all HT rolls to stay conscious, avoid death, resist disease, resist poison; recover FP at twice the normal rate (but not FP spent for spells or psi powers)		5	B55
<b>Rank 3</b> Replaces Status, +5 (levels only). O1: Ensign		30	B29
<b>Resistant</b> Disease, +10; +3 to all HT rolls to resist, x0.33.		3	B81
<b>Sense of Duty</b> Federation, -15.		-15	B153
<b>Social Regard 1</b> Respected: Starfleet Officer		5	B87
<b>Xenophilia</b> CR: 12 (Resist Quite Often), +2 Fright Check Bonus.		-10	B162

Skills		SL	RSL	Pts	Ref
▼ <b>Background: Artistic</b>				12	
<b>Sex Appeal</b>		12	HT+2	2	B219
<b>Acrobatics</b>		10	DX+0	4	B174
<b>Sleight of Hand</b>		8	DX-2	1	B221
<b>Current Affairs/TL11 (People)</b>		11	IQ+0	1	B186
<b>Computer Operation/TL11</b>		11	IQ+0	1	B184
<b>Current Affairs/TL11 (Popular Culture)</b>		11	IQ+0	1	B186
<b>Carousing</b>		11	HT+1	2	B183
▼ <b>Starfleet Academy Core Skills</b>				21	
<b>Beam Weapons/TL11 (Pistol)</b>		11	DX+1	2	B179
<b>Electronics Operation/TL11 (Communications)</b>		10	IQ-1	1	B189
<b>Electronics Operation/TL11 (Scientific)</b>		10	IQ-1	1	B189
<b>Electronics Operation/TL11 (Matter Transmitters)</b>		10	IQ-1	1	B189
<b>Expert Skill (Xenology)</b>		9	IQ-2	1	B193
<b>First Aid/TL9</b>		11	IQ+0	1	B195
<b>Free Fall</b>		9	DX-1	1	B197
<b>History (Recent Federation)</b>		9	IQ-2	1	B200
<b>Law (Federation Interstellar)</b>		9	IQ-2	1	B204
<b>Leadership</b>		10	IQ-1	1	B204
<b>Navigation/TL11 (Space)</b>		10	IQ-1	1	B211
<b>Piloting/TL11 (Contragravity)</b>		9	DX-1	1	B214
<b>Savoir-Faire (Military)</b>		11	IQ+0	1	B218

Skills				SL	RSL	Pts	Ref
<b>Spacer/TL11</b>				11	IQ+0	1	B185
<b>Vacc Suit/TL11</b>				9	DX-1	1	B192
<b>Swimming</b>				10	HT+0	1	B224
<b>Body Sense</b> Default: Acrobatics - 3				8	DX-2	1	B181
<b>Shiphandling/TL11 (Starship)</b> Default: Spacer/TL11 - 5				9	IQ-2	1	B220
<b>Judo</b> Allows parrying two different attacks per turn, one with each hand.				8	DX-2	1	B203
<b>Research/TL11</b> Default: Writing - 3				10	IQ-1	1	B217
▼ <b>Psychology Degree</b>						12	
<b>Psychology (Human)</b> Default: Sociology (Human) - 4				14	IQ+3	4	B216
<b>Body Language (Human)</b> Default: Psychology (Human) - 4				11	Per+0	2	B181
<b>Detect Lies (Human)</b> Default: Body Language (Human) - 4				13	Per+2	2	B187
<b>Sociology (Human)</b>				10	IQ-1	2	B221
<b>Observation</b>				10	Per-1	1	B211
<b>Hypnotism</b>				9	IQ-2	1	B201
▼ <b>Ensign-Level Counseling-Department Certification: Communications</b>						11	
<b>Diplomacy</b>				13	IQ+2	4	B187
<b>Performance</b> Default: Public Speaking - 2				12	IQ+1	1	B212
<b>Public Speaking</b>				12	IQ+1	1	B216
<b>Makeup/TL11</b>				11	IQ+0	1	B206
<b>Writing</b>				11	IQ+0	2	B228
<b>Singing</b>				12	HT+2	1	B220
<b>Electronics Operation/TL11 (Media)</b>				10	IQ-1	1	B189
▼ <b>Extracurricular Activities</b>						6	
<b>Holdout</b>				10	IQ-1	1	B200
<b>Streetwise</b>				10	IQ-1	1	B223
<b>Rapier</b>				11	DX+1	4	B208
▼ <b>Bonus Points</b>						4	
<b>Fast-Draw (Sword)</b>				11	DX+1	1	B194
<b>Climbing</b>				12	DX+2	1	B183
<b>Escape</b>				11	DX+1	1	B192
<b>Erotic Art</b>				12	DX+2	1	B192

Melee Weapons		Usage	Lvl	Parry	Block	Damage	Reach	ST
<b>Edged Rapier (Champion's Blade SG 30k)</b> Superfine, Vibroblade (C-100 seconds)		Swung	11	9F	No	1d+2(2) cut	1,2	10
<b>Edged Rapier (Champion's Blade SG 30k)</b> Superfine, Vibroblade (C-100 seconds)		Swung (Vibro on)	11	9F	No	2d+3(5) cut	1,2	10
<b>Edged Rapier (Champion's Blade SG 30k)</b> Superfine, Vibroblade (C-100 seconds)		Thrust	11	9F	No	1d+1(2) imp	1,2	10
<b>Edged Rapier (Champion's Blade SG 30k)</b> Superfine, Vibroblade (C-100 seconds)		Thrust (Vibro on)	11	9F	No	1d+2(5) imp	1,2	10
<b>Natural</b>		Kick	8	No		1d-2 cr	C,1	
<b>Natural</b>		Kick w/Boots	8	No		1d-1 cr	C,1	
<b>Natural</b>		Punch	10	9		1d-3 cr	C	

#	?	Equipment (10.5 lb; \$1,130)	\$	W	\$	W	Ref
10	E	C cell	10	0.5 lb	100	5 lb	UT19
10	E	B cell	3	0.05 lb	30	0.5 lb	UT19

#	?	Equipment (10.5 lb; \$1,130)	\$	W	\$	W	Ref
1	E	<b>Power Holster (Edged Rapier)</b> B/100 uses.	1,000	2 lb	1,000	2 lb	UT151
1	E	<b>Edged Rapier (Champion's Blade SG 30k)</b> Superfine, Vibroblade (C-100 seconds)	0	3 lb	0	3 lb	LT61

Notes

**Background: Artistic, Gifted**  
**Degree: Psychology**  
**Extracurricular Activities: Fencing, Partying, Underworld**  
**Fencing School: La Verdadera Destreza**  
**Officer Division: Counseling**  
**Counseling Department Certification: Communications**

▶ **Bonus Point Material**