


Portrait	Identity	Miscellaneous	168 Points
	Name Issac Manheim	Created Nov 10, 2021 at 12:42 AM	13 Unspent
	Title _____	Modified Nov 10, 2021 at 1:34 AM	0 Race
	Organization _____	Player Gareth	0 Attributes
Description			163 Advantages
Gender Male	Height 6'	Hair Brown, Wavy, Short	-85 Disadvantages
Age 28	Weight 146lb	Eyes Brown	-1 Quirks
Birthday January 23	Size +0	Skin White	78 Skills
Religion _____	TL 11	Hand Right	0 Spells

Primary Attributes	Secondary Attributes	Humanoid	Encumbrance, Move & Dodge			
[0] 10 Strength (ST)	[0] 14 Will	Roll Where Penalty DR	Level Max Load Move Dodge			
[0] 10 Dexterity (DX)	[0] 14 Fright Check	- Eyes -9 0	• 0 None 20 lb 5 8			
[0] 14 Intelligence (IQ)	[0] 14 Perception (Per)	3-4 Skull -7 2	1 Light 40 lb 4 7			
[0] 10 Health (HT)	[0] 14 Vision	5 Face -5 0	2 Medium 60 lb 3 6			
1d-2 Basic Thrust	[0] 14 Hearing	6-7 Right Leg -2 0	3 Heavy 120 lb 2 5			
1d Basic Swing	[0] 14 Taste & Smell	8 Right Arm -2 0	4 X-Heavy 200 lb 1 4			
	[0] 14 Touch	9-10 Torso 0 0	Lifting & Moving Things			
	[0] 5 Basic Speed	11 Groin -3 0	20lb Basic Lift			
	[0] 5 Basic Move	12 Left Arm -2 0	40lb One-Handed Lift			
		13-14 Left Leg -2 0	160lb Two-Handed Lift			
		15 Hand -4 0	240lb Shove & Knock Over			
		16 Foot -4 0	480lb Running Shove & Knock Over			
		17-18 Neck -5 0	300lb Carry On Back			
		- Vitals -3 0	1,000lb Shift Slightly			

Modifier	Reaction	Modifier	Condition
+4	from others	+1	to all HT rolls to stay conscious, avoid death, resist disease, or resist poison
+1	from those who hold you in high regard for being a , in a way		

Advantages & Disadvantages	Pts	Icon	Skills	SL	RSL	Pts	Icon
Language: Andorian Spoken (Accented); Written (Accented)	4	B24	Administration	13	IQ-1	1	B174
Language: English Native; Spoken (Native); Written (Native)	0	B24	Area Knowledge (Andoria; Lived there) Location of its major cities and important sites; awareness of its major customs, ethnic groups, and languages (but not necessarily expertise); names of folk of Status 7+; and a general understanding of the economic and political situation	14	IQ+0	1	B176
Cultural Familiarity (Andorian) Do not suffer the normal -3 penalty for unfamiliarity	1	B23	Beam Weapons/TL11 (Pistol)	11	DX+1	2	B179
Cultural Familiarity (Human) Native Do not suffer the normal -3 penalty for unfamiliarity	0	B23	Body Language	13	Per-1	1	B181
Advantages	158		Body Sense	8	DX-2	1	B181
Appearance Very Handsome (Androgynous)	16	B21	Carousing	10	HT+0	1	B183
Eidetic Memory Photographic	10	B51	Computer Operation/TL11	14	IQ+0	1	B184
Fit Recover FP at twice the normal rate (but not FP spent for spells or psi powers)	5	B55	Current Affairs/TL11 (Science & Technology)	14	IQ+0	1	B186
Flexibility May ignore up to -3 in penalties for close quarters	5	B56	Diagnosis/TL11 (Human) Default: Physician/TL11 (Human) - 2	16	IQ+2	1	B187
High Manual Dexterity 1	5	B59	Electronics Operation/TL11 (Communications)	13	IQ-1	1	B189
Higher Purpose	5	B59	Electronics Operation/TL11 (Scientific)	13	IQ-1	1	B189
Increased Intelligence 4	80	B15	Electronics Operation/TL11 (Matter Transmitters)	13	IQ-1	1	B189
Less Sleep 4 Require 1 hour/level less sleep for a full night's rest (max 4)	8	B65	Electronics Operation/TL11 (Medical)	14	IQ+0	2	B189
Rank 3	15	B29	Engineer/TL11 (Electronics)	12	IQ-2	1	B190
Resistant ; +3 to all HT rolls to resist	3	B81	Expert Skill (Xenology)	12	IQ-2	1	B193
Social Regard 1 :	5	B87	Fast-Talk	14	IQ+0	2	B195
Status 1	0	B28	First Aid/TL11 Default: Physician/TL11 (Human)	18	IQ+4	1	B195
Temperature Tolerance 1	1	B93	Free Fall	9	DX-1	1	B197
			Gesture	14	IQ+0	1	B198
			History (Recent Federation)	12	IQ-2	1	B200

Advantages & Disadvantages	Pts	📄	Skills	SL	RSL	Pts	📄
▼ Disdvantages	-86		Musical Instrument (Andorian Fiddle)	12	IQ-2	1	B211
Code of Honor Starfleet	-10	B163	Housekeeping	14	IQ+0	1	B200
Duty (Starfleet) FR: 15	-15	B133	Judo Allows parrying two different attacks per turn, one with each hand.	8	DX-2	1	B203
Sense of Duty (Federation)	-15	B153	Law (Federation Interstellar)	12	IQ-2	1	B204
Sense of Duty (Family)	-1	B153	Leadership	13	IQ-1	1	B204
Code of Honor (Professional) Adhere to the ethics of your profession; always do your job to the best of your ability; support your guild, union, or professional association.	-5	B127	Mathematics/TL11 (Applied)	12	IQ-2	1	B207
Selfless CR: 12 (Resist Quite Often) You must make a self-control roll to put your needs – even survival – before those of someone else.	-5	B153	Navigation/TL11 (Space) Default: Mathematics/TL11 (Applied) - 4	13	IQ-1	1	B211
Workaholic	-5	B162	Physician/TL11 (Human)	18	IQ+4	20	B213
Pacifism: Cannot Harm Innocents You may fight – you may even start fights – but you may only use deadly force on a foe that is attempting to do you serious harm. Capture is not “serious harm” unless you are already under penalty of death or have a Code of Honor that would require suicide if captured. You never intentionally do anything that causes, or even threatens to cause, injury to the uninvolved – particularly if they are “ordinary folks.”	-10	B148	Physiology/TL11 (Andorian) Default: Physician/TL11 (Human) - 5	14	IQ+0	1	B213
Vow Major Refuse No Request for Medical Aid	-10	B161	Piloting/TL11 (Contragravity)	9	DX-1	1	B214
Xenophilia CR: 12 (Resist Quite Often)	-10	B162	Research/TL11 Default: Writing - 3	13	IQ-1	1	B217
			Savoir-Faire (Military)	14	IQ+0	1	B218
			Spacer/TL11	14	IQ+0	1	B185
			Surgery/TL11 Default: Physician/TL11 (Human) - 5	14	IQ+0	1	B223
			Swimming	10	HT+0	1	B224
			Vacc Suit/TL11	9	DX-1	1	B192
			Writing	13	IQ-1	1	B228
			Intern Physician Certification Andorian	14	IQ+0	3	
			Intern Physician Certification Vulcan	14	IQ+0	3	
			Intern Physician Certification Orion	14	IQ+0	3	
			Diagnosis Andorian,Orion,Vulcan Default: Physician/TL11 (Human) - 4	14	IQ+0	0	
			Physician Andorian,Orion,Vulcan Default: Physician/TL11 (Human) - 3	15	IQ+1	0	
			Surgery Andorian,Orion,Vulcan Default: Physician/TL11 (Human) - 4	14	IQ+0	0	
			Gambling	13	IQ-1	1	B197
			Erotic Art	12	DX+2	1	B192
			Naturalist (Earthlike)	12	IQ-2	1	B211
			Pharmacy/TL11 (Herbal)	12	IQ-2	1	B213
			Pharmacy/TL11 (Synthetic) Default: Physician/TL11 (Human) - 5	13	IQ-1	1	B213
			Hazardous Materials/TL11 (Chemical)	13	IQ-1	1	B199
			Hazardous Materials/TL11 (Biological)	13	IQ-1	1	B199
			Hazardous Materials/TL11 (Nuclear)	13	IQ-1	1	B199
			Streetwise	13	IQ-1	1	B223
			Poisons/TL11 Default: Physician/TL11 (Human) - 3	15	IQ+1	1	B214