Portrait

Identity

Name:	**Aura Putar**
Title:	**Ensign**
Religion:	**Unicornarian**

Player Information

Player:	**Alex Childers**
Campaign:	**Star Trek with Mr Image**
Created On:	**Jan 21, 2012**

108 Points

Attributes:	60
Advantages:	28
Disadvantages:	-60
Quirks:	0
Skills:	80
Spells:	0
Race:	0
Earned:	0

Description

Race:	**Human**	Height:	**5' 8"**	Hair:	**Blonde, Straight, Long**
Gender:	**Female**	Weight:	**0 lb**	Eyes:	**Green**
Age:	**22**	Size:	**+ 0**	Skin:	**Average**
Birthday:	**October 27**	TL:	**4**	Hand:	**Right**

Attributes

Strength (ST):	9
Dexterity (DX):	10
Intelligence (IQ):	13
Health (HT):	11
Will:	13
Fright Check:	13
Basic Speed:	5.25
Basic Move:	5
Perception:	13
Vision:	13
Hearing:	13
Taste & Smell:	13
Touch:	13

thr: 1d-2 sw: 1d-1

Encumbrance, Move & Dodge

Level	Max Load	Move	Dodge
• None (0)	16 lb	5	8
Light (1)	32 lb	4	7
Medium (2)	48 lb	3	6
Heavy (3)	96 lb	2	5
X-Heavy (4)	160 lb	1	4

Lifting & Moving Things

Basic Lift:	16 lb
One-Handed Lift:	32 lb
Two-Handed Lift:	128 lb
Shove & Knock Over:	192 lb
Running Shove & Knock Over:	384 lb
Carry On Back:	240 lb
Shift Slightly:	800 lb

Hit Location

Roll	Where	-	DR
-	Eye	-9	0
3-4	Skull	-7	2
5	Face	-5	0
6-7	R. Leg	-2	0
8	R. Arm	-2	0
9-10	Torso	0	0
11	Groin	-3	0
12	L. Arm	-2	0
13-14	L. Leg	-2	0
15	Hand	-4	0
16	Foot	-4	0
17-18	Neck	-5	0
-	Vitals	-3	0

Fatigue/Hit Points

Current FP:	
Basic FP:	11
Tired:	3
Collapse:	0
Unconscious:	-11
Current HP:	
Basic HP:	9
Reeling:	2
Collapse:	0
Check #1:	-9
Check #2:	-18
Check #3:	-27
Check #4:	-36
Dead:	-45

Advantages & Disadvantages

	Pts	Ref
Light Sleeper	-5	B142
Curious CR: 12 (Quite Often).	-5	B129
Trademark (Green "AP" on fixed machinery)	-5	B159
Pacifism: Cannot Harm Innocents	-10	B148
▽ **Star Fleet Academy**	-7	PD43
Code of Honor Starfleet	-10	B163
Cultural Familiarity (Federation) Native, -1.	0	B23
Duty (Starfleet) FR: 15, -15.	-15	B133
Language: English Native, -6; Spoken (Native), +3; Written (Native), +3.	0	B24
Rank 3 O1: Ensign: Military Rank	15	B29
Resistant Disease, +10; +3 to all HT rolls to resist, x0.3.	3	B81
Sense of Duty Federation	-10	B153
Social Regard 1 Respected: Star Fleet Officer	5	B87
Fit +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

Skills

	SL	RSL	Pts	Ref
▽ **SFA General Engineering Degree**				
Computer Operation/TL4	14	IQ+1	2	B184
Current Affairs/TL4 (Science & Technology)	14	IQ+1	3	B186
Electronics Operation/TL4 (Scientific) includes familiaity with Engineering Tricorder	13	IQ+0	2	B189
Engineer/TL4 (Electrical) includes batteries, EPS systems, and shipboard phasers	12	IQ-1	2	B190
Engineer/TL4 (Electronics)	12	IQ-1	3	B190
Engineer/TL4 (Gravitic) artificial gravity, deflector shields, inertial dampers, tractor beams	12	IQ-1	2	Cjoy
Engineer/TL4 (Matter Energy) transporters, replicators	12	IQ-1	2	CJoy
Engineer/TL4 (Nuclear)	12	IQ-1	2	CJoy
Mathematics/TL4 (Applied)	12	IQ-1	2	B207
Mechanic/TL4 (Aerospace)	13	IQ+0	2	B207
Mechanic/TL4 (High-Performance Spacecraft)	13	IQ+0	2	B207
▽ **Star Fleet Academy**				
Astronomy/TL4	11	IQ-2	1	B179
Beam Weapons/TL4 (Pistol)	12	DX+2	4	B179
Computer Operation/TL4	13	IQ+0	1	B184
Electronics Operation/TL4 (Communications)	13	IQ+0	2	B189

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Advantages & Disadvantages	Pts	Ref

Skills	SL	RSL	Pts	Ref
Electronics Operation/TL4 (Matter Transmitters)	13	IQ+0	2	B189
Electronics Operation/TL4 (Scientific)	13	IQ+0	3	B189
Engineer/TL4 (Electronics)	12	IQ-1	2	B190
Expert Skill (Military Science)	12	IQ-1	3	B193
First Aid/TL4	14	IQ+1	2	B195
Free Fall	9	DX-1	1	B197
History (Recent Federation)	11	IQ-2	1	B200
Judo	9	DX-1	3	B203
Law (Federation Interstellar)	12	IQ-1	2	B204
Leadership	13	IQ+0	2	B204
Mathematics/TL4 (Applied)	12	IQ-1	2	B207
Navigation/TL4 (Hyperspace)	12	IQ-1	1	B211
Piloting/TL4 (Aerospace)	9	DX-1	1	B214
Research/TL4 When TL8+	12	IQ-1	1	B217
Savoir-Faire (Military)	14	IQ+1	2	B218
Shiphandling/TL4 (Starship)	11	IQ-2	1	B220
Spacer/TL4	13	IQ+0	1	B185
Vacc Suit/TL4	9	DX-1	1	B192
Starfleet Academy Degree Lens choose a 15 point S.F.A. Degree Lens				
TL11 Everyman				
Area Knowledge (Other)	9	IQ-4	0	B176
Computer Operation/TL4	14	IQ+1	2	B184
Current Affairs/TL4 (Popular Culture)	13	IQ+0	1	B186
Current Affairs/TL4 (Regional)	10	IQ-3	0	B186
Hobby (3-D Chess)	13	IQ+0	1	B200
Hobby Skill (Computer Game)	11	DX+1	2	B200
Piloting/TL4 (Vertol)	9	DX-1	1	B214
Swimming	7	HT-4	0	B224
Physics/TL4	10	IQ-3	1	B213
Communications Certification These point costs assume a score of 12 in the relevant attribute(s).				
Electronics Repair/TL4 (Computer)	13	IQ+0	2	B190
Computer Programming/TL4	12	IQ-1	2	B184
Computer Operation/TL4	13	IQ+0	1	B184
Engineer/TL4 (Electronics)	12	IQ-1	2	B190
Saber	10	DX+0	2	B208

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural	Kick	8	No		1d-2 cr	C,1	
Natural	Kick w/Boots	8	No		1d-1 cr	C,1	

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Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural	**Punch**	**10**	**8**		**1d-3 cr**	**C**	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	S
Phaser, Type-2		**12**	**3**				**22(r)**	**-1**	**1**	**3**
Phaser, Type-2	**1: Base Cycle Stun**	**0**		**HT-2 aff: stun (sec); 2d2-2 burn**	**10/20**	**1**	**1/4@**			
Phaser, Type-2	**2: Stun**	**0**		**HT-2 aff: uncs (min); 2d2-2 burn**	**10/30**	**1**	**1@**			
Phaser, Type-2	**3: Light Heat**	**0**		**2d4-1 burn**	**100/300**	**10**	**1/2@**			
Phaser, Type-2	**4: Heat**	**0**		**d6+d8-1 burn**	**100/300**	**10**	**1@**			
Phaser, Type-2	**5: Kill**	**0**		**d6+d8-1(3) burn**	**300/900**	**10**	**1@**			

Equipment (2 lb; $10,000)	?	#	$	W	$	W	Ref
Landing Party Loadout	**E**	**1**	**0**	**0 lb**	**10,000**	**2 lb**	
Communicator Range: 1000 miles. 2B/10 hr.	**E**	**1**	**5,000**	**0.5 lb**	**5,000**	**0.5 lb**	**UT45**
Phaser, Type-2	**E**	**1**	**3,000**	**0.5 lb**	**3,000**	**0.5 lb**	**Web**
Tricorder - Science B/4 hr. +2 to any scientific skill.	**E**	**1**	**2,000**	**1 lb**	**2,000**	**1 lb**	**UT66**
Green Permanent Marker Needed for Putar's Trademark.	**C**	**1**	**0**	**0 lb**	**0**	**0 lb**	

Notes

STARFLEET ACADEMY
The zero point cost for Cultural Familiarity (Federation) and Language: English assume these are your native culture and language.
If this is not the case, you will need remove the Native modifier to these advantages and then add your native culture and language
(which should be part of any Species Template). Note that Survival skill requires you to choose a specialty.

Starfleet Ensigns should be made with 100 points. Due to the thorough screening of candidates and rigors training of cadets, Star

Fleet Academy graduates are only allowed a maximum of -55 disadvantage points. This maximum does not include disadvantage
points from a racial template. It does include the -35 disadvantage points from this template as well as any disadvantage points you
might choose from the required TL11 Everyman Lens.

Survival Specialties (required)
Land-dwelling Species: Arctic, Desert, Island/Beach, Jungle, Mountain, Plains, Swampland, Woodlands
Aquatic Species: Bank, Deep Ocean Vent, Fresh-Water Lake, Open Ocean, Reef, River/Stream, Salt-Water Sea, Tropical Lagoon

TL11 EVERYMAN LENS
You were not raised by wolves; you live and breath in a TL11 society.

The user will need to delete one or both of the Apperance and/or Sense of Duty Advantages/Disadvantages. All the Advantages/Disadvantages in this lens are optional.

At least 1 point must be spent on Area Knowledge or Current affairs. The user should modify the specializations of all these skills to suit their tastes, although VERTOL, i.e. aircar is recommended for Piloting skill).

This is a 5 point lens. After the spending the required minimum of 1 point on Area Knowledge or Current Affairs, remaining points should be spent on Attractive Appearance and/or adding/improving Skills. Note that if some of the optional disadvantages are choosen, you will have more that 4 points to spend on Appearnce and/or Skills.

COMPUTER TECHNICIAN PROFESSIONAL CERTIFICATION
Skill Level Minimums: El Repair (Computers)-12, Computer Programming-12, Comp Op-12, Engineer (Electronics)-10
Expert: El Repair (Computers)-14, Computer Programming-12, Comp Op-13, Engineer (Electronics)-11

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Notes (continued)

Lt. J.G.: El Repair (Computers)-16, Computer Programming-13, Comp Op-14, Engineer (Electronics)-12

Aura Putar

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