


Portrait 	Identity		Player Information			180 Points	
	Name:	Broni ch'Zathri	Player:	Cal		Race:	19
	Title:	Ensign	Campaign:	STAR TREK		Attributes:	70
Religion:	Andorian	Created On:	Aug 4, 2019		Advantages:	36	
Description							
Race:	Andorian	Height:	5' 9"	Hair:	White, Straight		
Gender:	Male	Weight:	158 lb	Eyes:	Violet		
Age:	24	Size:	+ 0	Skin:	Pale Blue		
Birthday:		TL:	11	Hand:	Ambidextrous		
						Disadvantages:	- 87
						Quirks:	- 3
						Skills:	144
						Spells:	0
						Unspent:	1

Attributes		Encumbrance, Move & Dodge				Hit Location				Fatigue/Hit Points	
		Level	Max Load	Move	Dodge	Roll	Where	-	DR	Current FP:	
Strength (ST):	11	None (0)	24 lb	5	8	-	Eye	-9	0	Current FP:	11
Dexterity (DX):	11	• Light (1)	48 lb	4	7	3-4	Skull	-7	2	Basic FP:	11
Intelligence (IQ):	12	Medium (2)	72 lb	3	6	5	Face	-5	0	Tired:	3
Health (HT):	11	Heavy (3)	144 lb	2	5	6-7	Right Leg	-2	8	Collapse:	0
Will:	12	X-Heavy (4)	240 lb	1	4	8	Right Arm	-2	8	Unconscious:	- 11
Fright Check:	12	Lifting & Moving Things				9-10	Torso	0	8	Current HP:	11
Basic Speed:	5.5	Basic Lift:		24 lb		11	Groin	-3	8	Basic HP:	11
Basic Move:	5	One-Handed Lift:		48 lb		12	Left Arm	-2	8	Reeling:	3
Perception:	13	Two-Handed Lift:		192 lb		13-14	Left Leg	-2	8	Collapse:	0
Vision:	13	Shove & Knock Over:		288 lb		15	Hand	-4	4	Check #1:	- 11
Hearing:	14	Running Shove & Knock Over:		576 lb		16	Foot	-4	15	Check #2:	- 22
Taste & Smell:	13	Carry On Back:		360 lb		17-18	Neck	-5	0	Check #3:	- 33
Touch:	13	Shift Slightly:		1,200 lb		-	Vitals	-3	8	Check #4:	- 44
thr: 1d-1 sw: 1d+1		Dead: -55									

Melee Weapons		Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural		Kick	9	No		1d cr	C,1	
Natural		Kick w/Boots	9	No		1d+1 cr	C,1	
Natural		Punch	11	8		1d-1 cr	C	
Phaser, Type-2		7: Laser Torch	13			8d(2) burn	C,1	4
Ushaan-tor		Thrust	10	7F	No	1d cut	C	7
Ushaan-tor		Thrust - Side blade	10	7F	No	1d-2 imp	C	5

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	S
Assault Laser 4lb. backpack power cell.		9	12+1	4d(2) burn	700/2,100	1	40(5)	- 5	1	7
Phaser, Type-1		13	3	0			22(r)	- 1	1	3
Phaser, Type-1	1: Base Cycle Stun	0		0 HT-2 aff: stun (sec); 1d-3 burn	10/20	1	1/4@			
Phaser, Type-1	2: Stun	0		0 HT-2 aff: uncs (min); 1d-3 burn	10/30	1	1@			
Phaser, Type-1	3: Light Heat	0		1d burn	100/300	10	1/2@			
Phaser, Type-1	4: Heat	0		2d burn	100/300	10	1@			
Phaser, Type-1	5: Disintegrate	0		2d(3) burn	300/900	10	1@			
Phaser, Type-2		13	6	0			33(3)	- 2	1	4
Phaser, Type-2	1: Base Cycle Stun	0		0 HT-2 aff: stun (sec); 1d-3 burn	10/20	3	1/4@			
Phaser, Type-2	2: Stun	0		0 HT-2 aff: uncs (min); 1d-3 burn	10/30	1	1/2@			
Phaser, Type-2	3: Heavy Sturn	0		0 HT-3 aff: uncs (min); 1d-3 burn	23/70	1	1@			
Phaser, Type-2	4: Light Heat	0		1d burn	178/534	10	1/4@			
Phaser, Type-2	5: Heat	0		2d burn	158/476	10	1/2@			
Phaser, Type-2	6: Heavy Heat	0		3d burn	200/600	10	1@			
Phaser, Type-2	8: Disrupt-A	0		1d cr, exp	256/1068	10	1/4@			
Phaser, Type-2	9: Disrupt-B	0		2d cr, exp	316/952	10	1/2@			
Phaser, Type-2	10: Disrupt-C	0		3d cr, exp	400/1200	10	1@			
Phaser, Type-2	11: Disintigrate-A	0		2d(3) burn	476/1429	10	1/2@			
Phaser, Type-2	12: Disintigrate-B	0		3d(3) burn	600/1800	10	1@			

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Increased Strength 1	3	B14	Administration	11	IQ-1	1	B174
Reputation 4 People Affected (Crew of USS Farragut), x0.33; Recognized occasionally (7-), x0.33	2	B26	Area Knowledge (Andoria; Lived there)	12	IQ+0	1	B176
▼ Andorian	19		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				
▼ Andorian Antennae ▼ Easy to Hit (-6 to target), -20% shock x2, major wound knockdown -5	9	CJoy	Area Knowledge (Galaxy)	13	IQ+1	2	B176
Acute Hearing 1	2	B35	Location of the capitals of interplanetary states and the homeworlds of major races; general awareness of all major races; knowledge of individuals of Status 8; general understanding of relations between interplanetary states				
Increased Perception 1	4	B16	Armoury/TL11 (Heavy Weapons)	11	IQ-1	1	B178
Parabolic Hearing 1	4	B72	Astronomy/TL11	12	IQ+0	4	B179
Cost adjustment for Andorian antennae	-1		Beam Weapons/TL11 (Pistol)	13	DX+2	4	B179
Cultural Familiarity (Andorian) Native, -1	0	B23	Climbing	10	DX+0	2	B183
Language: Andorian Native, -6; Spoken (Native), +3; Written (Native), +3	0	B24	Computer Operation/TL11	12	IQ+0	1	B184
Temperature Tolerance 10 "centered" on 35.5 °F, results in -2° - 153°F for HT 10	10	B93	Connoisseur (Music)	11	IQ-1	1	B185
▼ Starfleet Officer	-9		Connoisseur (Visual Arts)	11	IQ-1	1	B185
Cultural Familiarity (Federation) Alien, +1	2	B23	Current Affairs/TL11 (Science & Technology)	12	IQ+0	1	B186
▼ Disadvantages (Starfleet)	-40		Diplomacy	10	IQ-2	1	B187
Code of Honor (Starfleet)	-10	B127	Electrician/TL11	12	IQ+0	2	B189
Duty (Starfleet) FR: 15, -15	-15	B133	Electronics Operation/TL11 (Communications)	11	IQ-1	1	B189
Sense of Duty Federation	-15	B153	Electronics Operation/TL11 (Electronic Warfare)	11	IQ-1	1	B189
Language: English Spoken (Native), +3; Written (Native), +3	6	B24	Electronics Operation/TL11 (Force Shields)	12	IQ+0	2	B189
Rank 3 Military: Ensign	15	B29	Electronics Operation/TL11 (Matter Transmitters)	11	IQ-1	1	B189
Resistant Disease, +10; +3 to all HT rolls to resist, x0.3	3	B81	Electronics Operation/TL11 (Scientific)	12	IQ+0	2	B189
Social Regard 1 Respected: Starfleet	5	B87	Electronics Operation/TL11 (Security)	12	IQ+0	2	B189
Status 1 respect from Starfleet rank	0	B28	Electronics Operation/TL11 (Sensors)	12	IQ+0	2	B189
▼ Disadvantages	-47		Electronics Repair/TL11 (Sensors) Default: Electronics Operation/TL11 (Sensors) - 3	12	IQ+0	2	B190
Easy to Read	-10	B134	Engineer/TL11 (Nuclear) Default: Armoury/TL11 (Heavy Weapons) - 6	11	IQ-1	2	B190
Honesty CR: 6 (Resist Rarely)	-20	B138	Engineer/TL11 (Starships)	12	IQ+0	4	B190
Impulsiveness CR: 15 (Resist Almost All The Time)	-5	B139	Expert Skill (Military Science)	10	IQ-2	1	B193
Truthfulness CR: 9 (Resist Fairly Often)	-7	B159	First Aid/TL11	12	IQ+0	1	B195
Workaholic	-5	B162	Free Fall	10	DX-1	1	B197
▼ Quirks	-3		Games (Chess)	12	IQ+0	1	B197
Chauvinistic	-1	B163	Gunner/TL11 (Beams)	11	DX+0	1	B198
Expressive Antennae	-1		Hazardous Materials/TL11 (Nuclear)	11	IQ-1	1	B199
Proud	-1	B164					

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
			Hiking	10	HT-1	1	B200
			History (Recent Federation)	10	IQ-2	1	B200
			Housekeeping	12	IQ+0	1	B200
			Intelligence Analysis/TL11	11	IQ-1	2	B201
			Judo	9	DX-1	2	B203
			Karate	10	DX+0	4	B203
			Knife	11	DX+0	1	B208
			Law (Federation Interstellar)	10	IQ-2	1	B204
			Leadership	12	IQ+0	2	B204
			Mathematics/TL11 (Applied) Default: Engineer/TL11 (Starships) - 5	10	IQ-2	1	B207
			Mechanic/TL11 (Antimatter Reactor)	12	IQ+0	2	B207
			Mechanic/TL11 (Contragravity)	12	IQ+0	2	B207
			Mechanic/TL11 (Fusion Reactor)	11	IQ-1	1	B207
			Mechanic/TL11 (High-Performance Spacecraft) Default: Engineer/TL11 (Starships) - 4	13	IQ+1	4	B207
			Mechanic/TL11 (Impulse Engines)	11	IQ-1	1	B207
			Mechanic/TL11 (Stardrive)	11	IQ-1	1	B207
			Navigation/TL11 (Space) Default: Astronomy/TL11 - 4	14	IQ+2	8	B211
			NBC Suit/TL11 Default: Vacc Suit/TL11 - 2	10	DX-1	1	B192
			Observation	13	Per+0	2	B211
			Piloting/TL11 (Contragravity) Default: Piloting/TL11 (Vertol) - 3	14	DX+3	12	B214
			Piloting/TL11 (High-Performance Spacecraft)	13	DX+2	8	B214
			Piloting/TL11 (Vertol)	11	DX+0	3	B214
			Professional Skill (Reactor Operator)	11	IQ-1	1	B215
			Savoir-Faire (Military)	12	IQ+0	1	B218
			Shiphandling/TL11 (Starship) Default: Spacer/TL11 - 5	13	IQ+1	8	B220
			Soldier/TL11	11	IQ-1	1	B221
			Spacer/TL11	13	IQ+1	2	B185
			Strategy (Land) Default: Tactics - 6	11	IQ-1	2	B222
			Strategy (Space) Default: Tactics - 6	12	IQ+0	4	B222
			Survival (Arctic)	12	Per-1	1	B223
			Swimming	9	HT+0	1	B224
			Tactics	14	IQ+2	12	B224
			Traps/TL11	12	IQ+0	2	B226
			Vacc Suit/TL11	10	DX-1	1	B192

E #	Carried Equipment (26.04 lb; \$30,125)	Uses	\$	W	\$	W	Ref
1	Assault Boots DR+15 vs. piercing and cutting.		150	3 lb	150	3 lb	UT173
1	Assault Laser 4lb. backpack power cell.		10,000	10 lb	10,000	10 lb	UT115
1	Communicator Range: 1000 miles. 2B/10 hr.		1,000	0.5 lb	1,000	0.5 lb	UT45

E #	Carried Equipment (26.04 lb; \$30,125)	Uses	\$	W	\$	W	Ref
1	Monocrys Bodysuit 24 DR against piercing and cutting attacks		900	6 lb	900	6 lb	UT 172
1	Phaser, Type-1		2,000	0.34 lb	2,000	0.34 lb	CJoy
1	Phaser, Type-2		14,000	1.7 lb	14,000	1.7 lb	CJoy
1	Tricorder - Engineering B/4 hr. +2 follow-up to Mechanic skill. Hardened against EMPs.		2,000	3 lb	2,000	3 lb	UT66
1	Ushaan-tor		75	1.5 lb	75	1.5 lb	LT58

Notes

▼ CERTIFICATIONS

AUXILIARY SPACE VESSELS

Piloting/TL11 (Contragravity) DX/A 13/15/17
 E Op/TL11 (Force Shields) IQ/A 11/11/13
 E Op/TL11 (Security) IQ/A 11/11/13
 Mechanic/TL11 (Contragravity) IQ/A 10/10/11
 Piloting/TL11 (High-Performance Spacecraft) DX/A 10/10/11

SPACE TACTICS

Tactics (Space) IQ/A 12/14/16
 Strategy (Space) IQ/H 12/12/14
 Intelligence Analysis/TL11 IQ/H 11/12/14

▼ CERTIFICATIONS (IN PROGRESS)

ANTIMATTER REACTOR TECHNICIAN

Mechanic/TL11 (Antimatter Reactor) IQ/A 12/14/16
 Electrician/TL11 IQ/A 12/12/13
 Hazardous Materials/TL11 (Nuclear) IQ/A 11/12/13
 NBC Suit/TL11 DX/A 11/12/13 --> use Vacc Suit default?
 Profession Skill (Reactor Operator) IQ/A 10/10/12
 Engineer/TL11 (Nuclear) IQ/H 10/10/11

WARP DRIVE TECHNICIAN

Mechanic/TL11 (Stardrive) IQ/A 12/14/16
 Electrician/TL11 IQ/A 12/12/13
 Hazardous Materials/TL11 (Nuclear) IQ/A 11/12/13
 NBC Suit/TL11 DX/A 11/12/13
 Profession Skill (Reactor Operator) IQ/A 10/10/12
 Engineer/TL11 (Starships) IQ/H 10/10/11

▶ PERSONAL HISTORY