

Portrait	Identity		Player Information		216 Points	
	Name:	<b>Tony Patrick</b>	Player:	<b>Captain Joy</b>	Race:	<b>0</b>
	Title:	<b>Ensign</b>	Campaign:	<b>Star Trek</b>	Attributes:	<b>75</b>
	Religion:	<b>Command</b>	Created On:	<b>Sep 26, 2017</b>	Advantages:	<b>132</b>
<b>Description</b>						
Race:	<b>Human</b>	Height:	<b>6' 1"</b>	Hair:	<b>Dark Brown, Straight, Short</b>	
Gender:	<b>Male</b>	Weight:	<b>175 lb</b>	Eyes:	<b>hazel</b>	
Age:	<b>24</b>	Size:	<b>+ 0</b>	Skin:	<b>Light Tan</b>	
Birthday:	<b>1 March 2246</b>	TL:	<b>12</b>	Hand:	<b>Right</b>	
					Disadvantages:	<b>- 52</b>
					Quirks:	<b>- 5</b>
					Skills:	<b>63</b>
					Spells:	<b>0</b>
					Earned:	<b>3</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:	
Dexterity (DX):	<b>12</b>	• None (0)	<b>20 lb</b>	<b>5</b>	<b>8</b>	-	Eye	- 9	<b>0</b>	Basic FP:	<b>12</b>
Intelligence (IQ):	<b>11</b>	Light (1)	<b>40 lb</b>	<b>4</b>	<b>7</b>	3-4	Skull	- 7	<b>2</b>	Tired:	<b>3</b>
Health (HT):	<b>12</b>	Medium (2)	<b>60 lb</b>	<b>3</b>	<b>6</b>	5-5	Face	- 5	<b>0</b>	Collapse:	<b>0</b>
Will:	<b>12</b>	Heavy (3)	<b>120 lb</b>	<b>2</b>	<b>5</b>	6-7	Right Leg	- 2	<b>8</b>	Unconscious:	<b>- 12</b>
Fright Check:	<b>12</b>	X-Heavy (4)	<b>200 lb</b>	<b>1</b>	<b>4</b>	8-8	Right Arm	- 2	<b>14</b>	Current HP:	
Basic Speed:	<b>5.75</b>	<b>Lifting &amp; Moving Things</b>				9-10	Torso	0	<b>14</b>	Basic HP:	<b>10</b>
Basic Move:	<b>5</b>	Basic Lift:				11-11	Groin	- 3	<b>8</b>	Reeling:	<b>3</b>
Perception:	<b>10</b>	One-Handed Lift:				12-12	Left Arm	- 2	<b>14</b>	Collapse:	<b>0</b>
Vision:	<b>10</b>	Two-Handed Lift:				13-14	Left Leg	- 2	<b>8</b>	Check #1:	<b>- 10</b>
Hearing:	<b>10</b>	Shove & Knock Over:				15-15	Hand	- 4	<b>0</b>	Check #2:	<b>- 20</b>
Taste & Smell:	<b>10</b>	Running Shove & Knock Over:				16-16	Foot	- 4	<b>0</b>	Check #3:	<b>- 30</b>
Touch:	<b>10</b>	Carry On Back:				17-18	Neck	- 5	<b>0</b>	Check #4:	<b>- 40</b>
thr: 1d-2 sw: 1d		Shift Slightly:				-	Vitals	- 3	<b>14</b>	Dead:	<b>- 50</b>

Advantages & Disadvantages	Pts	Ref	Skills				
<b>Personal</b>	<b>65</b>		<b>Acting</b>	<b>10</b>	<b>IQ-1</b>	<b>1</b>	<b>B174</b>
<b>Cultural Familiarity (Human)</b> Native, -1.	<b>0</b>	<b>B23</b>	<b>Area Knowledge (Romulan Border)</b> Location of major planets; familiarity with all known races (but not necessarily expertise); knowledge of people of Status 7+; general understanding of the economic and political situation	<b>11</b>	<b>IQ+0</b>	<b>1</b>	<b>B176</b>
<b>Cultural Familiarity (Vulcan)</b>	<b>1</b>	<b>B23</b>	<b>Astronomy/TL12</b>	<b>9</b>	<b>IQ-2</b>	<b>1</b>	<b>B179</b>
<b>Appearance</b> Attractive, +4.	<b>4</b>	<b>B21</b>	<b>Beam Weapons/TL12 (Pistol)</b>	<b>12</b>	<b>DX+0</b>	<b>1</b>	<b>B179</b>
<b>Charisma 1</b> +1/level to Influence rolls	<b>5</b>	<b>B41</b>	<b>Carousing</b>	<b>13</b>	<b>HT+1</b>	<b>2</b>	<b>B183</b>
<b>ESP Talent 1</b>	<b>5</b>	<b>PSI19</b>	<b>Climbing</b>	<b>11</b>	<b>DX-1</b>	<b>1</b>	<b>B183</b>
<b>ESP Power</b> Power Modifier (Psionic), -10%.	<b>14</b>	<b>P7</b>	<b>Computer Operation/TL12</b>	<b>11</b>	<b>IQ+0</b>	<b>1</b>	<b>B184</b>
<b>Psychic Hunches 1</b> Psychic Hunches_1 (As intuition, p. B63), +15. Divination ability. You have a knack for guessing correctly.	<b>14</b>	<b>PSI42</b>	<b>Computer Programming/TL12</b>	<b>9</b>	<b>IQ-2</b>	<b>1</b>	<b>B184</b>
<b>Language: English</b> Native, -6; Spoken (Native), +3; Written (Native), +3.	<b>0</b>	<b>B24</b>	<b>Connoisseur (fermented drinks)</b> Romulan Ale, Klingon Blood Wine; but not distilled	<b>10</b>	<b>IQ-1</b>	<b>1</b>	<b>B185</b>
<b>Fashion Sense</b>	<b>5</b>	<b>B21</b>	<b>Current Affairs/TL12 (People)</b>	<b>11</b>	<b>IQ+0</b>	<b>1</b>	<b>B186</b>
<b>Luck</b> Usable once per hour of play	<b>15</b>	<b>B66</b>	<b>Diplomacy</b>	<b>9</b>	<b>IQ-2</b>	<b>1</b>	<b>B187</b>
<b>Talent (Starfleet Helmsman) 2</b> Reaction Bonus (Audiences and Critics), +0%.	<b>10</b>	<b>Cal-Joy</b>	<b>Driving/TL12 (Automobile)</b>	<b>11</b>	<b>DX-1</b>	<b>1</b>	<b>B188</b>
<b>Talent (Jack of All Trades) 1</b> Bonus to all defaults from attributes	<b>10</b>	<b>PU3:11</b>	<b>Electronics Operation/TL12 (Force Shields)</b>	<b>13</b>	<b>IQ+2</b>	<b>2</b>	<b>B189</b>
<b>Unusual Background</b> Human ESPer	<b>10</b>	<b>B96</b>	<b>Electronics Operation/TL12 (Matter Transmitters)</b>	<b>11</b>	<b>IQ+0</b>	<b>2</b>	<b>B189</b>
<b>Hands Free (Driving)</b>	<b>1</b>	<b>PU2:16</b>	<b>Electronics Operation/TL12 (Scientific)</b>	<b>11</b>	<b>IQ+0</b>	<b>2</b>	<b>B189</b>
<b>Looks Good in Uniform</b>	<b>1</b>	<b>PU2:14</b>	<b>Electronics Operation/TL12 (Security)</b>	<b>11</b>	<b>IQ+0</b>	<b>2</b>	<b>B189</b>
<b>Penetrating Voice</b>	<b>1</b>	<b>PU2:14</b>	<b>Electronics Operation/TL12 (Sensors)</b>	<b>12</b>	<b>IQ+1</b>	<b>1</b>	<b>B189</b>
<b>Compulsive Carousing</b> CR: 15 (Resist Almost All The Time).	<b>- 2</b>	<b>B128</b>	<b>Expert Skill (Military Science)</b>	<b>9</b>	<b>IQ-2</b>	<b>1</b>	<b>B193</b>
			<b>Expert Skill (Xenology)</b>	<b>9</b>	<b>IQ-2</b>	<b>1</b>	<b>B193</b>

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Vow (Protect the Innocent)</b> Major, -10.	- 10	B161	<b>First Aid/TL12 (Human)</b>	11	IQ+0	1	B195
<b>Intolerance (Romulans)</b> Scope: Rare, -1.	- 1	B140	<b>Free Fall</b>	11	DX-1	1	B197
<b>Lecherousness</b> Lecherousness (17)	- 1	PU6:10	<b>Gesture</b>	11	IQ+0	1	B198
<b>Likes (Tranya)</b>	- 1	PU6:26	<b>Hiking</b>	11	HT-1	1	B200
<b>Likes games of chance</b> Compulsive Gambling (17)	- 1	PU6:10	<b>History (Federation)</b>	9	IQ-2	1	B200
<b>Obsession (Hook Up with Lt. Vanni)</b>	- 1	PU6:29	<b>Judo</b> Allows parrying two different attacks per turn, one with each hand.	10	DX-2	1	B203
▼ <b>Starfleet Academy Template</b>	10	wiki	<b>Law (Federation)</b>	9	IQ-2	1	B204
<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>Leadership</b>	12	IQ+1	2	B204
<b>Rank 3</b> Starfleet: LtJG	15	B29	<b>Mathematics/TL12 (Applied)</b>	9	IQ-2	1	B207
<b>Resistant</b> Disease, +15; +3 to all HT rolls to resist, x0.33.	5	B81	<b>Mechanic/TL12 (Aerospace)</b>	10	IQ-1	1	B207
<b>Security Clearance</b> Narrow Clearance on a "Need to Know" Basis (Starfleet), +5.	5	B82	<b>Navigation/TL12 (Hyperspace)</b> Default: Astronomy/TL12 - 4 counts as Space specialty as well	13	IQ+2	2	B211
<b>Seniority 10</b>	10	PD	<b>Observation</b>	9	Per-1	1	B211
<b>Social Regard 1</b> Respected: Starfleet	5	B87	<b>Physics/TL12</b>	8	IQ-3	1	B213
<b>Status 1</b> Starfleet LtJG	5	B28	<b>Piloting/TL12 (Aerospace)</b>	15	DX+3	4	B214
<b>Code of Honor</b> Starfleet	- 15	wiki	<b>Piloting/TL12 (Contragravity)</b>	11	DX-1	1	B214
<b>Duty (Starfleet)</b> FR: 15, -15.	- 15	B133	<b>Piloting/TL12 (High-Performance Spacecraft)</b> Default: Piloting/TL12 (Aerospace) - 4	14	DX+2	2	B214
<b>Sense of Duty</b> Federation, -10.	- 10	B153	<b>Psychic Hunches</b>	12	IQ+1	4	PSI42
			<b>Savoir-Faire (High Society)</b>	11	IQ+0	1	B218
			<b>Savoir-Faire (Military)</b>	11	IQ+0	1	B218
			<b>Search</b>	9	Per-1	1	B219
			<b>Sex Appeal</b>	12	HT+0	2	B219
			<b>Shiphandling/TL12 (Starship)</b> Default: Piloting/TL12 (High-Performance Spacecraft) - 5	12	IQ+1	2	B220
			<b>Spacer/TL12</b>	11	IQ+0	1	B185
			<b>Stealth</b>	11	DX-1	1	B222
			<b>Strategy (Space)</b>	9	IQ-2	1	B222
			<b>Survival (Island/Beach)</b>	9	Per-1	1	B223
			<b>Swimming</b>	12	HT+0	1	B224
			<b>Vacc Suit/TL12</b>	11	DX-1	1	B192

Melee Weapons		Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural		Kick	10	No		1d-2 cr	C,1	
Natural		Kick w/Boots	10	No		1d-1 cr	C,1	
Natural		Punch	12	9		1d-3 cr	C	

Ranged Weapons		Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Phaser-2	C/100 shots	1: Stun-1	12	5	HT-1	200/500	3	x1 (2)	- 2	1	4
Phaser-2	C/100 shots	2: Stun-2	12	5	HT-2	200/500	3	x2 (2)	- 2	1	4
Phaser-2	C/100 shots	3: Kill-1	12	5	1d burn	200/500	3	x1 (2)	- 2	1	4
Phaser-2	C/100 shots	4: Kill-2	12	5	2d burn	200/500	3	x2 (2)	- 2	1	4
Phaser-2	C/100 shots	5: Disint-1	12	5	4d burn (3)	200/500	3	x2 (2)	- 2	1	4

#	?	Equipment (11.25 lb; \$11,350)	\$	W	\$	W	Ref
1	E	<b>Communicator</b> 250-mile range. 2B/10hr?. Value?	1,000	0.25 lb	1,000	0.25 lb	PD140.3ed

#	?	Equipment (11.25 lb; \$11,350)	\$	W	\$	W	Ref
1	E	<b>Tricorder (Data)</b> holds three IRD chips	4,000	1 lb	4,000	1 lb	PD115.3ed
1	-	<b>Phaser-1</b> B/100 shots.	2,000	0.5 lb	2,000	0.5 lb	PD148
1	E	<b>Phaser-2</b> C/100 shots	3,000	1 lb	3,000	1 lb	
1	-	<b>Paser Rifle</b> 2C/100 shots	0	4 lb	0	4 lb	
1	E	<b>Ablative Nanoplas Jacket</b> DR 36 vs. laser burning or crushing. Flexible.	450	3 lb	450	3 lb	UT174
1	E	<b>Monocris Bodysuit</b> DR 24 vs. piercing and cutting. Flexible.	900	6 lb	900	6 lb	UT172

### Notes

#### DISADVANTAGES

- 10 Attribute Reductions (-1 Per, -1 B.S.)
- 40 Starfleet Academy Template
- 19 Personal
- 4 Quirks
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- 73 TOTAL (within the 150/-75 limit)

#### PSIONIC ABILITIES

Cal: I'm thinking of capping human psi talent as well: up to 20% of total character points sounds fair to me. It allows one to start with up to 20 points of super-fun psi-power + 10 points of UB. (Yes, I am including the cost of UB when I calculate/consider the potential cap.)

- 5 pts: ESP Talent
- 14 pts: Psychic Hunches 1
- 1 pts: Psychic Hunches-10 (includes +1 from ESP Talent)
- 10 pts: Unusual Background (Human ESPer)
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- 30 pts: TOTAL (=20% of 150)