ATTRIBUTES *The sum of your three attributes must be 34.*[80]

Vitality (VT)	8♀	9	10	11	12	13	14
Punch	1d-5	1d-4	1d-3	1d-2	1d-1	1d	1d+1
Dexterity (DX)		9	10	11	12	13	14
Intelligence (IQ)		9	10	11	12	13	14

NAME: _____

Description: _____

_____

_____

Basic Speed = _____   **Dodge** = _____
= (VT+DX)/4   = BS (round down) + 3

Engineering! Wildcard Skill [24-2-1 = 24-3 = 21]

Engineering lieutenants are expected to maintain and repair ship's systems, especially the power and drive systems, but also life support, transporters, sensors, etc. As quickly getting to critical systems is vital to effective damage control, the Engineering! skill includes overcoming barriers via technological finesse and brute force. The proper care and handling of dangerous materials is also included. With the exception of the transporter, Engineering! does not cover the *use* of any ship's systems; but note that Electronics Operation/TL skills default to Engineering!-4. *Engineering! skill already includes Engineer (Electronics) and Mathematics (Applied), so you can bubble those skills in for free.*

STARFLEET ABILITIES *(To have access to an ability, you must fill all of its boxes or circles.)* [41]

Advantages
- ■ Fit
- ■ ■ ■ Rank 4 (Lieutenant)
- ■ Resistant: disease +3
- ■ Social Regard 1 (Respected)

Disadvantages
- ■ ■ Code of Honor (Starfleet)
- ■ ■ ■ Duty (Starfleet)
- ■ ■ ■ Sense of Duty (Federation)

ENGINEERING ABILITIES [20]
Advantages
- ■ ■ ■ Quick Gadgeteer
- ■ ■ (Solder and Duct Tape)

Disadvantage
- ■ Workaholic

Skills
- ● Beam Weapons (Pistol) DX
- ● Computer Operation Aid IQ
- ● ● E Op (Communications) IQ
- ● ● E Op (Matter Transmitters) IQ
- ● ● E Op (Scientific) IQ
- ● First Aid IQ
- ● ● Free Fall DX
- ● ● ● ● History (Recent Fed.) IQ
- ● ● ● ● Law (Fed. Interstellar) IQ
- ● ● Leadership IQ
- ● ● Navigation (Space) IQ
- ● ● Piloting (Contragravity) DX
- ● Savoir-Faire (Military) IQ
- ● Spacer (Military) IQ
- ● Swimming VT
- ● ● Vacc Suit DX

Skills *Choose 18 circles*
- ○ ○ ○ ○ Astronomy IQ
- ○ ○ ○ ○ Body Sense DX
- ○ ○ ○ ○ Engineer (Electronics) IQ
- ○ ○ ○ ○ Expert Skill (Military Sci.) IQ
- ○ ○ ○ ○ Expert Skill (Xenology) IQ
- ○ ○ ○ ○ Judo DX
- ○ ○ ○ ○ Mathematics (Applied) IQ
- ○ ○ Research IQ
- ○ ○ ○ ○ Shiphandling (Starship) IQ
- ○ ○ Survival IQ
- ○ ○ Writing IQ

EQUIPMENT

PHASER — Beam Weapons (Pistol) skill (*see table at right*)

COMMUNICATOR — E Op (Communications) skill

Use	Range*
person-to-person	1,000 miles
person-to-ship	30,000 miles

TRICORDER — E Op (Scientific) skill

Mode	Purpose	Range*
Imaging	shape and location of objects	100 miles
Search	track moving objects	100 miles
Radscan	detect radiation and magnetism	n/a
Scan	composition of nonliving objects	2000 yards
Bioscan	vital signs and biochemical info	2000 yards

* Range +/- 10% based on margin of success

TYPE 2 PHASER

#: Setting	Damage	Acc	Range
1: Base Cycle Stun	VT-8 sec. stun	6	40/80
2: Stun	VT-2 min. stun	6	14/44
3: Heavy Stun	VT-3 min. stun	6	23/70
4: Light Heat	2d4-1 burn	6	178/534
5: Heat	d6+d8-1 burn	6	158/476
6: Heavy Heat	d8+d10 burn	6	200/600
7: Laser Torch	8d6(x2) burn	6	C,1
8: Disrupt-A	2d4-1 cr, exp	6	256/1068
9: Disrupt-B	d6+d8-1 cr, exp	6	316/952
10: Disrupt-C	d8+d10 cr, exp	6	400/1200
11: Disintegrate-A	d6+d8-1(x3) burn	6	476/1429
12: Disintegrate-B	d8+d10(x3) burn	6	600/1800