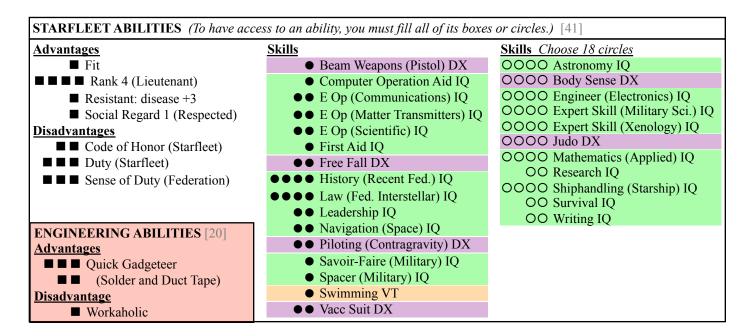
Vitality (VT) 8 9 9 10 11 12 13 14 Punch 1d-5 1d-4 1d-3 1d-2 1d-1 1d 1d+1 Dexterity (DX) 9 10 11 12 13 14 Basic Speed =	ATTRIBUTES	The s	um of y	our thre	e attribi	utes mu	st be 3	84 .[80]
Dexterity (DX) 9 10 11 12 13 14	Vitality (VT)		-					
	Punch	1d-5	1 d- 4	1d-3	1d-2	1 d- 1	1d	1d+1
	Dexterity (D	X)	9	10	11	12	13	14
Intelligence (IQ) 9 10 11 12 13 14 = (VT+DX)/4	• ``		9		11			14

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.*



EQUIPM	ENT						_
PHASER	- Beam Weapons (Pistol) skill (see	table at right)	ΤY	PE 2 PHASER			
			7	#: Setting	Damage	Acc	
	NICATOR — E Op (Communicatio		1: Base Cycle Stun	VT-8 sec. stun	6		
<u>Use</u>	<u>Range</u> *			2: Stun	VT-2 min. stun	6	
person-to-p				3: Heavy Stun	VT-3 min. stun	6	
person-to-ship 30,000 miles				4: Light Heat	2d4-1 burn	6	
TRICORI	DER — E Op (Scientific) skill	4	5: Heat	d6+d8-1 burn	6		
<u>Mode</u>	Purpose	<u>Range*</u>		6: Heavy Heat	d8+d10 burn	6	
Imaging	shape and location of objects	100 miles	,	7: Laser Torch	8d6(x2) burn	6	
Search	track moving objects	100 miles	8	8: Disrupt-A	2d4-1 cr, exp	6	2
Radscan Scan	detect radiation and magnetism composition of nonliving objects	n/a 2000 warda	9	9: Disrupt-B	d6+d8-1 cr, exp	6	í
Scan Bioscan	vital signs and biochemical info	2000 yards 2000 yards	1): Disrupt-C	d8+d10 cr, exp	6	4
Dioscall	vital signs and biochemical into	2000 yarus	1	1: Disintegrate-A	d6+d8-1(x3) burn	6	4
* Range +/	- 10% based on margin of success		12	2: Disintegrate-B	d8+d10(x3) burn	6	6