


Portrait	Identity	Player Information	136 Points
	Name: Shindar	Player: Image	Attributes: 20
	Title: Gypsy	Campaign: Star Trek	Advantages: 0
	Religion: Jindarian	Created On: Jun 6, 2013	Disadvantages: -20
Description			
Race: Human	Height: 5' 9"	Hair: Black, Curly, Short	Quirks: 0
Gender: Male	Weight: 151 lb	Eyes: Brown	Skills: 37
Age: 18	Size: + 0	Skin: Light Brown Segments	Spells: 0
Birthday: March 23	TL: 10	Hand: Right	Race: 99
			Earned: 0

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 10	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): 11	• None (0) 20 lb 5 8	- Eye -9 0	Basic FP: 10
Intelligence (IQ): 10	Light (1) 40 lb 4 7	3-4 Skull -7 2	Tired: 3
Health (HT): 10	Medium (2) 60 lb 3 6	5 Face -5 0	Collapse: 0
Will: 10	Heavy (3) 120 lb 2 5	6-7 R. Leg -2 0	Unconscious: -10
Fright Check: 10	X-Heavy (4) 200 lb 1 4	8 R. Arm -2 0	Current HP: _____
Basic Speed: 5.25	Lifting & Moving Things	9-10 Torso 0 0	Basic HP: 10
Basic Move: 5	Basic Lift: 20 lb	11 Groin -3 0	Reeling: 3
Perception: 10	One-Handed Lift: 40 lb	12 L. Arm -2 0	Collapse: 0
Vision: 10	Two-Handed Lift: 160 lb	13-14 L. Leg -2 0	Check #1: -10
Hearing: 10	Shove & Knock Over: 240 lb	15 Hand -4 0	Check #2: -20
Taste & Smell: 10	Running Shove & Knock Over: 480 lb	16 Foot -4 0	Check #3: -30
Touch: 10	Carry On Back: 300 lb	17-18 Neck -5 0	Check #4: -40
thr: 1d-2 sw: 1d	Shift Slightly: 1,000 lb	- Vitals -3 0	Dead: -50

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Compulsive Carousing CR: 12 (Quite Often).	- 5	B128	Astronomy/TL10	8	IQ-2	1	B179
Compulsive Spending CR: 12 (Quite Often), +20% Cost of Living Increase.	- 5	B129	Beam Weapons/TL10 (Pistol)	11	DX+0	1	B179
Selfish CR: 12 (Quite Often).	- 5	B153	Brawling	11	DX+0	1	B182
Stubbornness	- 5	B157	Climbing	15	DX+4	1	B183
▼ Jindarian	99	PD41	Computer Operation/TL10	10	IQ+0	1	B184
Cultural Familiarity (Jindarian) Native, -1.	0	B23	Electronics Operation/TL10 (Communications)	9	IQ-1	1	B189
Language: Jindarian Native, -6; Spoken (Native), +3; Written (Native), +3.	0	B24	Electronics Operation/TL10 (Scientific)	10	IQ+0	2	B189
Absolute Direction 3D Spatial Sense, +5.	10	B34	Electronics Operation/TL10 (Security)	10	IQ+0	2	B189
Ambidexterity	5	B39	Engineer/TL10 (Electronics)	8	IQ-2	1	B190
Doesn't Breathe Oxygen Storage (Can hold breath 100 times as long as normal), -30%.	14	B49	Engineer/TL10 (Starships)	10	IQ+0	4	B190
Extra Arm 2 Foot Manipulators, -30%.	14	B53	Expert Skill (Xenology)	8	IQ-2	1	B193
Extended Lifespan 2	4	B53	Fast-Talk	9	IQ-1	1	B195
Filter Lungs Filter CO2 only, -70%.	2	B55	First Aid/TL10	10	IQ+0	1	B195
Flexibility (Double-Jointed)	15	B56	Free Fall	13	DX+2	2	B197
G-Experience (All)	10	B57	Knife	11	DX+0	1	B208
Peripheral Vision	15	B74	Mathematics/TL10 (Applied)	8	IQ-2	1	B207
Radiation Tolerance PF: 20, +20.	20	B79	Mechanic/TL10 (High-Performance Spacecraft)	11	IQ+1	4	B207
Vacuum Support	5	B96	Navigation/TL10 (Space)	11	IQ+1	1	B211
No Degeneration in Zero-G	1	PU2:11	Piloting/TL10 (Aerospace)	11	DX+0	1	B214
Bad Smell -2 Reaction penalty	- 10	B128	Piloting/TL10 (High-Performance Spacecraft)	11	DX+0	1	B214
			Scrounging	10	Per+0	1	B218
			Spacer/TL10	11	IQ+1	2	B185
			Stealth	10	DX-1	1	B222
			Streetwise	9	IQ-1	1	B223
			Throwing	10	DX-1	1	B226
			Vacc Suit/TL10	10	DX-1	1	B192
			Wrestling	10	DX-1	1	B228

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Dependency (micro-gravity) Rarity: Very Common, -5; Frequency: Monthly (Lose 1 HP per day after missing a monthly dose), x1.	- 5	B130					
Acceleration Weakness	- 1	B165					

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Large Knife	Swung	11	7	No	1d-2 cut	C,1	6
Large Knife	Thrust	11	7	No	1d-2 imp	C	6
Natural	Kick	9	No		1d-2 cr	C,1	
Natural	Kick w/Boots	9	No		1d-1 cr	C,1	
Natural	Punch	11	8		1d-3 cr	C	
Phaser, Type-2	7: Laser Torch	11			8d(2) burn	C,1	4

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Large Knife	Thrown	7	+ 0	1d-2 imp	8/15	1	T(1)	- 2		6
Phaser, Type-2		11	6				33(3)	- 2	1	4
Phaser, Type-2	1: Base Cycle Stun	0		HT-4 aff: stun (sec); 2d2-2 burn	40/80	3	1/4 @			
Phaser, Type-2	2: Stun	0		HT-2 aff: uncs (min); 2d2-2 burn	14/44	1	1/2 @			
Phaser, Type-2	3: Heavy Stun	0		HT-3 aff: uncs (min); 2d2-2 burn	23/70	1	1 @			
Phaser, Type-2	4: Light Heat	0		2d4-1 burn	178/534	10	1/4 @			
Phaser, Type-2	5: Heat	0		d6+d8-1 burn	158/476	10	1/2 @			
Phaser, Type-2	6: Heavy Heat	0		d8+d10 burn	200/600	10	1 @			
Phaser, Type-2	8: Disrupt-A	0		2d4-1 cr, exp	256/1068	10	1/4 @			
Phaser, Type-2	9: Disrupt-B	0		d6+d8-1 cr, exp	316/952	10	1/2 @			
Phaser, Type-2	10: Disrupt-C	0		d8+d10 cr, exp	400/1200	10	1 @			
Phaser, Type-2	11: Disintegrate-A	0		d6+d8-1(3) burn	476/1429	10	1/2 @			
Phaser, Type-2	12: Disintegrate-B	0		d8+d10(3) burn	600/1800	10	1 @			

Equipment (2.7 lb; \$14,040)	? #	\$	W	\$	W	Ref
Phaser, Type-2	E 1	14,000	1.7 lb	14,000	1.7 lb	CJoy
Large Knife	E 1	40	1 lb	40	1 lb	B272

Notes

Shindar was a disappointment to his family and an embarrassment to his caravan. Instead of his species' Miserliness, Shindar was possessed of an irresistible urge to spend and carouse. It was a surprise to no one when he informed his caravan that he was leaving them to join a team of Orion Pirates. Too late, he learned that a pirate's life was not nearly so glamorous. Upon blowing through the credit his father gave him when he left, Shindar found himself friendless.

Shindar is little more than a slave. His knowledge of his ship and its systems are the only thing keeping him alive. Shindar desperately wants to return to his family and caravan. He believes that if he returns with his ship and the bio-mimetic gel, the caravan will have to take him back.

JINDARIAN TEMPLATE

<http://www.federationcommander.com/jindarian.shtml>

The Jindarians have been in space for perhaps 100,000 years, while the other empires of the Star Fleet Universe have been in space (more correctly, traveling between stars) for as little as two centuries. This history, plus their nomadic lifestyle and their long individual lives, gives them a decidedly disinterested view toward events around them. They do not form alliances or take part in wars simply because they consider all such affairs to be transitory in nature and of no real relevance to their lives.

The Jindarians have no known homeworld (or indeed, no known "national government") and have been encountered throughout known space. To some extent, the Jindarians appear to operate as "Gypsies", establishing themselves in a system's asteroid field and later moving on.

The larger Jindarian ships are built from asteroids, riddled with tunnels and fitted with warp engines and other systems. These asteroid ships are virtually indistinguishable from other asteroids, at least until they start moving or fighting. The Jindarians appear to operate in groupings referred to as "caravans", which can be anywhere from 3 to 12 of their asteroid ships. Without bases or a true homeworld, Jindarian asteroid ships carry complete family units.

Notes (continued)

The Jindarians conduct mining operations in asteroid belts of planetary systems (or sometimes the Oort clouds). This is virtually their only activity and is the basis of their economy. The Jindarians use much of their processed ores themselves, but are not unwilling to trade some of the extracted minerals to outsiders. Most Jindarian caravans operate in systems that are not inhabited, and hence their activities go on almost unnoticed. When they move into an inhabited system, however, problems quickly result.

All Jindarian ships use a seven-dot emblem, but the colors vary from caravan to caravan.