Portrait		Identity			Player In		136 Points								
Name: Shindar					Player: Image					Attributes: 20					
Title: Gypsy				Campaign: Star Trek						Advantages: 0					
Religion: Jindarian				Created On: Jun 6, 2013						Disadvantages: - 20					
Race: Human Hei				Descr	intion					Quirks: 0					
				Description eight: 5' 9" Hair: Black, Curly, Short						5	skills	: 37			
	Gende	Weight: 1			Eyes: Brown		Spells: 0								
				+ 0		Skin: Light I		Seaments		Race: 99					
		ay: March 23		TL: 10		Hand: Right		Earned: 0							
								t Location		Fatigue/Hit Points					
Strength (ST):			lax Load		ove	Dodge	Roll		R	Currer					
Dexterity (DX):		• None (0)	<b>20 I</b>	b	5		-	Eye - 9	0	Bas	c FP	: 10			
Intelligence (IQ):	10	Light (1)	40 II	b	4	7	3-4	Skull - 7	2	1	ired	: 3			
Health (HT):	10	Medium (2)	60 II		3		5	Face - 5 R. Leg - 2	0	Colla					
Will:		Heavy (3)	120 II		2		6-7	0 ι	Unconscious: -1						
Fright Check:		X-Heavy (4)	200 II	b	1	4	8		0 Current HP:						
Basic Speed:		Liftir	ng & Movi	ng Thi	ngs		9-10 Torso 0 0					: 10			
Basic Move:			Basic			20 lb				U Dealing:					
Perception:		One	e-Handed	Lift:		40 lb	0	Callenaa							
Vision:			o-Handed			160 lb						: -10			
Hearing:			& Knock C			240 lb	16	Foot - 4	0			: - 2 0			
Taste & Smell:		Running Shove 8				480 lb	17-18	Neck - 5	0			: - 3 0			
Touch:		(	Carry On E		ack: 300 lb			Vitals - 3	0			- 4 0			
thr: 1d-2 sw	:1d		Shift Slig	htly:		1,000 lb		]	Dead	: - 5 0					
		sadvantages	Pts	Ref			SL	RSL	Pts						
Compulsive C		ng	- 5	B12	28	Astronomy			8		1	B179			
CR: 12 (Quite O						Beam Weap	ons/TL	10 (Pistol)	11	-	1	B179			
Compulsive Spending		- 5	B12	29	Brawling			11	-		B182				
Increase.	CR: 12 (Quite Often), +20% Cost of Living					Climbing			15	5 DX+4	1	B183			
Selfish			- 5	B15	53	Computer (	10		1	B184					
	CR: 12 (Quite Often).			DIC	, <b>3</b>	Electronics		tion/TL10	9	IQ-1	1	B189			
	Stubbornness		- 5	B15	(Communications) Electronics Operation/TL10										
▽ Jindarian			99	99 PD4			Operat	tion/TL10	10	) IQ+0	2	B189			
Cultural Fa	miliarit	y (Jindarian)	0	B2	23	(Scientific)									
Native, -1.							•				-	<b>B</b> 4 8 8			
Language:						Electronics	Operat	tion/TL10	10	) IQ+0	2	B189			
Native, -6; Spoken (Native), +3; Written		an	0	B2	24	Electronics (Security)	-								
	poken (N			B2	24	Electronics (Security) Engineer/TI	_10 (Ele	ectronics)	8	6 IQ-2	1	B190			
(Native), +3.	poken (N	ative), +3; Written	0			Electronics (Security) Engineer/TI Engineer/TI	_10 (Ele _10 (Sta	ectronics) arships)	8	8 IQ-2 ) IQ+0	1 4	B190 B190			
(Native), +3. Absolute D	poken (N Directio	ative), +3; Written		B2 B3		Electronics (Security) Engineer/TI Engineer/TI Expert Skill	_10 (Ele _10 (Sta	ectronics) arships)	8 1 ( 8	8 IQ-2 9 IQ+0 8 IQ-2	1 4 1	B190 B190 B193			
(Native), +3. Absolute D 3D Spatial Se	poken (N <b>)irectio</b> ense, +5.	ative), +3; Written	0	B	34	Electronics (Security) Engineer/TI Engineer/TI Expert Skill Fast-Talk	_10 (Ele _10 (Sta (Xenolo	ectronics) arships)	8 1 ( 8 9	Q-2  Q+0  Q-2  Q-1	1 4 1	B190 B190 B193 B195			
(Native), +3. Absolute D 3D Spatial Se Ambidexte	poken (N Direction ense, +5. erity	ative), +3; Written	0 10 5	B3 B3	34	Electronics (Security) Engineer/TI Engineer/TI Expert Skill Fast-Talk First Aid/T	_10 (Ele _10 (Sta (Xenolo	ectronics) arships)	8 10 8 9 10	IQ-2 IQ+0 IQ-2 IQ-1 IQ-1	1 4 1 1	B190 B190 B193 B195 B195			
(Native), +3. Absolute D 3D Spatial Se Ambidexte Doesn't Bre	poken (N Direction ense, +5. erity eathe	lative), +3; Written	0 10 5 14	B	34	Electronics (Security) Engineer/TI Engineer/TI Expert Skill Fast-Talk First Aid/TI Free Fall	_10 (Ele _10 (Sta (Xenolo	ectronics) arships)	8 1 ( 8 9 1 ( 1 (	i IQ-2 IQ+0 IQ-2 IQ-1 IQ+0 DX+2	1 4 1 1 1 1 2	B190 B190 B193 B195 B195 B197			
(Native), +3. Absolute D 3D Spatial Se Ambidexte Doesn't Bre	poken (N Direction ense, +5. erity eathe age (Can	lative), +3; Written n hold breath 100 tim	0 10 5 14	B3 B3	34	Electronics (Security) Engineer/TI Engineer/TI Expert Skill Fast-Talk First Aid/TI Free Fall Knife	_10 (Ele _10 (Sta (Xenolo	ectronics) arships) ogy)	8 1 ( 8 9 1 ( 1 ( 1 ( 1 (	Q-2   Q+0   Q-2   Q-2   Q-1   Q+0   Q+0   DX+0	1 4 1 1 1 2 1	B190 B190 B193 B195 B195 B197 B208			
(Native), +3. Absolute D 3D Spatial Se Ambidexte Doesn't Bro Oxygen Stora	poken (N Direction ense, +5. erity eathe age (Can prmal), -3	lative), +3; Written n hold breath 100 tim	0 10 5 14	B3 B3 B4	34 39 49	Electronics (Security) Engineer/TI Engineer/TI Expert Skill Fast-Talk First Aid/TI Free Fall Knife Mathematic	_10 (Ele _10 (Sta (Xenolo _10 	ectronics) arships) ogy)	8 1 ( 8 9 1 ( 1 3 1 1 8	i IQ-2 i Q+0 i IQ-2 i IQ-1 i Q+1 i Q+0 i Q+0 i Q+0 i QX+2 i DX+0 i IQ-2	1 4 1 1 1 2 1 1 1	B190 B190 B193 B195 B195 B197 B208 B207			
(Native), +3. Absolute D 3D Spatial Se Ambidexte Doesn't Bro Oxygen Stora as long as no Extra Arm Foot Manipul	poken (N Direction ense, +5. erity eathe age (Can prmal), -3 2 lators, -3	ative), +3; Written n hold breath 100 tim 30%. 0%.	10 10 14 es	B3 B3 B4 B5	34 39 49 53	Electronics (Security) Engineer/TI Engineer/TI Expert Skill Fast-Talk First Aid/TI Free Fall Knife Mathematic Mechanic/T	_10 (Ele _10 (Sta (Xenolo _10 	ectronics) arships) ogy) (Applied)	8 1 ( 8 9 1 ( 1 ( 1 ( 1 (	i IQ-2 i Q+0 i IQ-2 i IQ-1 i Q+1 i Q+0 i Q+0 i Q+0 i QX+2 i DX+0 i IQ-2	1 4 1 1 1 2 1 1 1	B190 B190 B193 B195 B195 B197 B208			
(Native), +3. Absolute D 3D Spatial Se Ambidexte Doesn't Bro Oxygen Stora as long as no Extra Arm Foot Manipul Extended L	poken (N Direction ense, +5. erity eathe age (Can ormal), -3 2 lators, -3 _ifespar	ative), +3; Written n hold breath 100 tim 30%. 0%.	0 10 5 14 es 14 4	B3 B3 B4 B5 B5	34 39 49 53	Electronics (Security) Engineer/TI Engineer/TI Expert Skill Fast-Talk First Aid/TI Free Fall Knife Mathematic Mechanic/TI (High-Perfo	_10 (Ele _10 (Sta (Xenolo _10 	ectronics) arships) ogy) (Applied) e Spacecraft)	8 1 ( 8 9 1 ( 1 3 1 1 8 1 1	<ul> <li>IQ-2</li> <li>IQ+0</li> <li>IQ-2</li> <li>IQ-1</li> <li>IQ+0</li> <li>IQ-2</li> <li>IQ-1</li> <li>IQ+0</li> <li>IQ-1</li> <li>IQ+0</li> <li>IQ-2</li> <li>IQ-2</li> <li>IQ+1</li> </ul>	1 4 1 1 2 1 1 4	B190 B193 B193 B195 B195 B197 B208 B207 B207			
(Native), +3. Absolute D 3D Spatial Se Ambidexte Doesn't Bro Oxygen Stora as long as no Extra Arm Foot Manipul Extended L Filter Lung	poken (N Direction ense, +5. erity eathe age (Can ormal), -3 2 lators, -3 _ifespan	hold breath 100 tim 30%. 0%.	0 10 5 14 es 14	B3 B3 B4 B5	34 39 49 53	Electronics (Security) Engineer/TI Engineer/TI Expert Skill Fast-Talk First Aid/TI Free Fall Knife Mathematic Mechanic/T (High-Perfo Navigation/	_10 (Ele _10 (Sta (Xenolo _10 	ectronics) arships) ogy) (Applied) Spacecraft) Space)	8 1 ( 8 9 1 ( 1 3 1 1 8 1 1 8 1 1	<ul> <li>IQ-2</li> <li>IQ+0</li> <li>IQ-2</li> <li>IQ-1</li> <li>IQ+0</li> <li>IQ+0</li> <li>IQ+0</li> <li>IQ-2</li> <li>IQ+1</li> <li>IQ+1</li> </ul>	1 4 1 1 2 1 1 4	B190 B193 B193 B195 B195 B197 B208 B207 B207 B207 B211			
(Native), +3. Absolute D 3D Spatial Se Ambidexte Doesn't Bro Oxygen Stora as long as no Extra Arm Foot Manipul Extended L Filter Lung Filter CO2 or	poken (N Direction ense, +5. erity eathe age (Can bormal), -3 2 lators, -3 lators, -3 Lifespan Is hly, -70%	hold breath 100 tim 0%. 1 2 2 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	0 10 5 14 es 14 4 2	83 83 84 85 85	34       39       49       53       53       55	Electronics (Security) Engineer/TI Engineer/TI Expert Skill Fast-Talk First Aid/TI Free Fall Knife Mathematic Mechanic/T (High-Perfo Navigation/ Piloting/TL	_10 (Ele _10 (Sta (Xenolo _10 	ectronics) arships) ogy) (Applied) Spacecraft) Space)	8 1 ( 8 9 1 ( 1 3 1 1 8 1 1 1 1 1 1	<ul> <li>IQ-2</li> <li>IQ+0</li> <li>IQ-2</li> <li>IQ-1</li> <li>IQ+0</li> <li>DX+2</li> <li>DX+0</li> <li>IQ-2</li> <li>IQ-1</li> <li>IQ+1</li> <li>IQ+1</li> <li>DX+0</li> </ul>	1 4 1 1 2 1 1 4 1 1	B190 B193 B195 B195 B195 B208 B207 B207 B211 B211			
(Native), +3. Absolute D 3D Spatial Se Ambidexte Doesn't Bre Oxygen Stora as long as no Extra Arm Foot Manipul Extended L Filter Lung Filter CO2 or Flexibility	poken (N Direction ense, +5. Frity eathe age (Can bormal), -3 2 lators, -3 Lifespan Is hly, -70% (Double	ative), +3; Written  hold breath 100 tim 30%. 0%. 12	0 0 10 5 14 es 14 4 2 2 15	83 83 84 85 85 85 85 85	34       39       49       53       53       55       56	Electronics (Security) Engineer/TI Engineer/TI Expert Skill Fast-Talk First Aid/TI Free Fall Knife Mathematic Mechanic/T (High-Perfo Navigation/ Piloting/TL Piloting/TL	_10 (Ele _10 (Sta (Xenolo _10 _10 _10 _10 _10 (Aero 10	ectronics) arships) ogy) (Applied) e Spacecraft) Space) ospace)	8 1 ( 8 9 1 ( 1 3 1 1 8 1 1 1 1 1 1	<ul> <li>IQ-2</li> <li>IQ+0</li> <li>IQ-2</li> <li>IQ-1</li> <li>IQ+0</li> <li>IQ+0</li> <li>IQ+0</li> <li>IQ-2</li> <li>IQ+1</li> <li>IQ+1</li> </ul>	1 4 1 1 2 1 1 4 1 1	B190 B193 B193 B195 B195 B197 B208 B207 B207 B207 B211			
(Native), +3. Absolute D 3D Spatial Se Ambidexte Doesn't Bro Oxygen Stora as long as no Extra Arm Foot Manipul Extended L Filter Lung Filter CO2 or Flexibility G-Experier	poken (N Direction ense, +5. erity eathe age (Can ormal), -3 2 lators, -3 -ifespar s hly, -70% (Double nce (All	ative), +3; Written  hold breath 100 tim 30%. 0%. 12	0 0 10 5 14 es 14 4 2 2 15 10	B3 B3 B4 B5 B5 B5 B5 B5 B5	34       39       49       53       55       55       56       57	Electronics (Security) Engineer/TI Engineer/TI Expert Skill Fast-Talk First Aid/TI Free Fall Knife Mathematic Mechanic/T (High-Perfo Navigation/ Piloting/TL (High-Perfo	_10 (Ele _10 (Sta (Xenolo _10 _10 _10 (Sta (Xenolo _10 _10 (Aero 10 _10 _10	ectronics) arships) ogy) (Applied) Spacecraft) Space)	8 1 ( 8 9 1 ( 1 3 1 1 8 1 1 1 1 1 1 1 1	<ul> <li>IQ-2</li> <li>IQ-1</li> <li>IQ-1</li> <li>IQ-1</li> <li>IQ+0</li> <li>DX+2</li> <li>DX+0</li> <li>IQ-2</li> <li>IQ+1</li> <li>IQ+1</li> <li>DX+0</li> <li>DX+0</li> <li>DX+0</li> <li>DX+0</li> </ul>	1 4 1 1 1 2 1 1 4 1 1 1	B190 B193 B195 B195 B197 B208 B207 B207 B207 B211 B214 B214			
(Native), +3. Absolute D 3D Spatial Se Ambidexte Doesn't Bro Oxygen Stora as long as no Extra Arm Foot Manipul Extended L Filter Lung Filter CO2 or Flexibility G-Experier Peripheral	poken (N Direction ense, +5. erity eathe age (Can brmal), -3 2 lators, -3 Lifespan s hly, -70% (Double nce (All Vision	lative), +3; Written hold breath 100 tim 30%. 0%. 1 2 - -Jointed)	0 0 10 5 14 es 14 4 2 2 15 10 15	B3 B3 B4 B5 B5 B5 B5 B5 B7	34       39       49       53       53       55       56       57       74	Electronics (Security) Engineer/TI Engineer/TI Expert Skill Fast-Talk First Aid/TI Free Fall Knife Mathematic Mechanic/TI (High-Perfo Navigation/ Piloting/TL (High-Perfo Scrounging	_10 (Ele _10 (Sta (Xenolo _10 _10 _10 TL10 TL10 (S 10 (Aero 10 rmance	ectronics) arships) ogy) (Applied) e Spacecraft) Space) ospace)	8 1 ( 8 9 1 ( 1 3 1 1 1 1 1 1 1 1 1 1 1 1 1 1	<ul> <li>IQ-2</li> <li>IQ+0</li> <li>IQ-2</li> <li>IQ-1</li> <li>IQ+0</li> <li>DX+2</li> <li>DX+0</li> <li>IQ-2</li> <li>IQ+1</li> <li>IQ+1</li> <li>DX+0</li> <li>DX+0</li> <li>DX+0</li> <li>DX+0</li> <li>DX+0</li> <li>Per+0</li> </ul>	1 4 1 1 1 2 1 1 4 1 1 1 1 1 1 1	B190 B193 B193 B195 B195 B197 B208 B207 B207 B207 B207 B211 B214 B214 B214			
(Native), +3. Absolute D 3D Spatial Se Ambidexte Doesn't Bro Oxygen Stora as long as no Extra Arm Foot Manipul Extended L Filter Lung Filter CO2 or Flexibility G-Experier Peripheral Radiation	poken (N Direction ense, +5. erity eathe age (Can brmal), -3 2 lators, -3 2 lators, -3 -ifespan s hly, -70% (Double nce (All Vision Foleran	lative), +3; Written hold breath 100 tim 30%. 0%. 1 2 - -Jointed)	0 0 10 5 14 es 14 4 2 2 15 10	B3 B3 B4 B5 B5 B5 B5 B5 B5	34       39       49       53       53       55       56       57       74	Electronics (Security) Engineer/TI Engineer/TI Expert Skill Fast-Talk First Aid/TI Free Fall Knife Mathematic Mechanic/TI (High-Perfo Navigation/ Piloting/TL (High-Perfo Scrounging Spacer/TL1	_10 (Ele _10 (Sta (Xenolo _10 _10 _10 TL10 TL10 (S 10 (Aero 10 rmance	ectronics) arships) ogy) (Applied) e Spacecraft) Space) ospace)	8 1 ( 8 9 1 ( 1 3 1 1 1 3 1 1 1 1 1 1 1 1 1 1 1 1 1 1	<ul> <li>IQ-2</li> <li>IQ+0</li> <li>IQ-2</li> <li>IQ-1</li> <li>IQ+0</li> <li>IQ-2</li> <li>IQ-1</li> <li>IQ+0</li> <li>DX+2</li> <li>DX+0</li> <li>IQ+1</li> <li>IQ+1</li> <li>DX+0</li> <li>Per+0</li> <li>IQ+1</li> </ul>	1 4 1 1 1 2 1 1 4 1 1 1 1 1 2	B190 B193 B195 B195 B197 B208 B207 B207 B207 B211 B214 B214 B214 B218 B185			
(Native), +3. Absolute D 3D Spatial Se Ambidexte Doesn't Bro Oxygen Stora as long as no Extra Arm Foot Manipul Extended L Filter Lung Filter CO2 or Flexibility G-Experier Peripheral Radiation PF: 20, +20.	poken (N Direction ense, +5. erity eathe age (Can brmal), -3 2 lators, -3 2 lators, -3 2 lators, -3 1 fespan s lators, -3 2 lators, -3 (Can brmal), -70% (Double nce (All) Vision Toleran	lative), +3; Written hold breath 100 tim 30%. 0%. 1 2 - -Jointed)	0       10       5       14       14       14       15       10       15       20	B3 B4 B5 B5 B5 B5 B7 B7 B7	34       39       49       53       53       55       56       57       74       79	Electronics (Security) Engineer/TI Engineer/TI Expert Skill Fast-Talk First Aid/TI Free Fall Knife Mathematic Mechanic/TI (High-Perfo Navigation/ Piloting/TL Piloting/TL (High-Perfo Scrounging Spacer/TL1 Stealth	_10 (Ele _10 (Sta (Xenolo _10 _10 _10 TL10 TL10 (S 10 (Aero 10 rmance	ectronics) arships) ogy) (Applied) e Spacecraft) Space) ospace)	8 1 ( 8 9 1 ( 1 3 1 1 1 3 1 1 1 1 1 1 1 1 1 1 1 1 1 1	<ul> <li>IQ-2</li> <li>IQ-2</li> <li>IQ-1</li> <li>IQ-1</li> <li>IQ+0</li> <li>DX+0</li> <li>DX+0</li> <li>IQ-2</li> <li>IQ-1</li> <li>IQ+1</li> <li>IQ+1</li> <li>DX+0</li> <li>Per+0</li> <li>IQ+1</li> <li>DX-1</li> </ul>	1 4 1 1 1 1 2 1 1 4 1 1 1 1 1 2 1 1 2 1	B190 B193 B195 B195 B197 B208 B207 B207 B207 B211 B214 B214 B214 B218 B185 B222			
(Native), +3. Absolute D 3D Spatial Se Ambidexte Doesn't Bro Oxygen Stora as long as no Extra Arm Foot Manipul Extended L Filter Lung Filter CO2 or Flexibility G-Experier Peripheral Radiation T PF: 20, +20. Vacuum Su	poken (N Direction ense, +5. erity eathe age (Can brmal), -3 2 lators, -3 _ifespan s lators, -1 _ifespan s lators, -1 _ifespan s	hold breath 100 tim hold breath 100 tim 30%. 0%. 1 2 e-Jointed)	0 0 10 5 14 es 14 4 2 15 10 15 20 5	B3 B3 B4 B5 B5 B5 B5 B7 B7 B7 B7 B5	34       39       49       53       53       55       56       57       74       79       96	Electronics (Security) Engineer/TI Engineer/TI Expert Skill Fast-Talk First Aid/TI Free Fall Knife Mathematic Mechanic/T (High-Perfo Navigation/ Piloting/TL Piloting/TL (High-Perfo Scrounging Spacer/TL1 Stealth Streetwise	_10 (Ele _10 (Sta (Xenolo _10 _10 _10 TL10 TL10 (S 10 (Aero 10 rmance	ectronics) arships) ogy) (Applied) e Spacecraft) Space) ospace)	8 1 ( 8 9 1 ( 1 3 1 1 1 3 1 1 1 1 1 1 1 1 1 1 1 1 1 1	<ul> <li>IQ-2</li> <li>IQ+0</li> <li>IQ-2</li> <li>IQ-1</li> <li>IQ+0</li> <li>DX+0</li> <li>DX+0</li> <li>IQ-2</li> <li>IQ+1</li> <li>IQ+1</li> <li>DX+0</li> <li>IQ+1</li> <li>DX+0</li> <li>IQ+1</li> <li>DX+0</li> <li>IQ+1</li> <li>DX+1</li> <li>IQ-1</li> </ul>	1 4 1 1 1 1 2 1 1 1 4 1 1 1 1 1 2 1 1 1 1	B190 B193 B195 B195 B197 B208 B207 B207 B211 B214 B214 B214 B218 B185 B222 B223			
(Native), +3. Absolute D 3D Spatial Se Ambidexte Doesn't Bro Oxygen Stora as long as no Extra Arm Foot Manipul Extended L Filter Lung Filter CO2 or Flexibility G-Experier Peripheral Radiation T PF: 20, +20. Vacuum Su No Degene	poken (N Direction ense, +5. erity eathe age (Can brmal), -3 2 lators, -3 _ifespan s lators, -1 _ifespan s lators, -1 _ifespan s	hold breath 100 tim hold breath 100 tim 30%. 0%. 1 2 e-Jointed)	0 0 10 5 14 es 14 2 15 10 15 20 5 1	B3 B3 B4 B5 B5 B5 B5 B5 B7 B7 B7 B7 B7 B7 B9 PU2:1	34       39       49       53       55       56       57       74       79       96       11	Electronics (Security) Engineer/TI Engineer/TI Expert Skill Fast-Talk First Aid/TI Free Fall Knife Mathematic Mechanic/T (High-Perfo Navigation/ Piloting/TL (High-Perfo Scrounging Spacer/TL1 Stealth Streetwise Throwing	_10 (Ele _10 (Sta (Xenolo _10 _10 	ectronics) arships) ogy) (Applied) e Spacecraft) Space) ospace)	8 1 ( 8 9 1 ( 1 3 1 1 1 3 1 1 1 1 1 1 1 1 1 1 1 1 1 1	<ul> <li>iQ-2</li> <li>iQ+0</li> <li>iQ-2</li> <li>iQ-1</li> <li>iQ+0</li> <li>iQ-2</li> <li>iQ+0</li> <li>DX+0</li> <li>iQ-2</li> <li>iQ+1</li> <li>iQ+1</li> <li>DX+0</li> <li>iQ+1</li> <li>DX+0</li> <li>iQ+1</li> <li>iQ+1</li> <li>iQ+1</li> <li>iQ-1</li> <li>iQ-1</li> <li>iQ-1</li> </ul>	1 4 1 1 1 2 1 1 1 4 1 1 1 1 1 2 1 1 1 1	B190 B193 B195 B195 B197 B208 B207 B207 B211 B214 B214 B214 B214 B218 B185 B222 B223 B226			
(Native), +3. Absolute D 3D Spatial Se Ambidexte Doesn't Bro Oxygen Stora as long as no Extra Arm Foot Manipul Extended L Filter Lung Filter CO2 or Flexibility G-Experier Peripheral Radiation T PF: 20, +20. Vacuum Su No Degene Bad Smell	poken (N Direction ense, +5. erity eathe age (Can brmal), -3 2 lators, -3 Lifespan s hly, -70% (Double nce (All Vision Toleran upport eration	hold breath 100 tim hold breath 100 tim 30%. 0%. 1 2 e-Jointed)	0 0 10 5 14 es 14 4 2 15 10 15 20 5	B3 B3 B4 B5 B5 B5 B5 B7 B7 B7 B7 B5	34       39       49       53       55       56       57       74       79       96       11	Electronics (Security) Engineer/TI Engineer/TI Expert Skill Fast-Talk First Aid/TI Free Fall Knife Mathematic Mechanic/TI (High-Perfo Navigation/ Piloting/TL (High-Perfo Scrounging Spacer/TL1 Stealth Streetwise Throwing Vacc Suit/T	_10 (Ele _10 (Sta (Xenolo _10 _10 	ectronics) arships) ogy) (Applied) e Spacecraft) Space) ospace)	8 1 () 8 9 1 () 1 () 1 () 1 () 1 () 1 () 1 () 9 1 () 1 () 1 () 1 ()	<ul> <li>IQ-2</li> <li>IQ-1</li> <li>IQ-1</li> <li>IQ-1</li> <li>IQ-1</li> <li>IQ-1</li> <li>IQ-1</li> <li>IQ+0</li> <li>DX+2</li> <li>DX+0</li> <li>IQ-2</li> <li>IQ+1</li> <li>IQ+1</li> <li>DX+0</li> <li>IQ+1</li> <li>DX+0</li> <li>IQ+1</li> <li>DX+0</li> <li>IQ+1</li> <li>DX+0</li> <li>IQ-1</li> <li>DX-1</li> <li>DX-1</li> <li>DX-1</li> </ul>	1 1 1 1 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1	B190 B193 B195 B195 B197 B208 B207 B207 B207 B211 B214 B214 B214 B214 B214 B214 B213 B222 B223 B222 B223 B226 B192			
(Native), +3. Absolute D 3D Spatial Se Ambidexte Doesn't Bro Oxygen Stora as long as no Extra Arm Foot Manipul Extended L Filter Lung Filter CO2 or Flexibility G-Experier Peripheral Radiation T PF: 20, +20. Vacuum Su No Degene	poken (N Direction ense, +5. erity eathe age (Can brmal), -3 2 lators, -3 Lifespan s hly, -70% (Double nce (All Vision Toleran upport eration	hold breath 100 tim hold breath 100 tim 30%. 0%. 1 2 e-Jointed)	0 0 10 5 14 es 14 2 15 10 15 20 5 1	B3 B3 B4 B5 B5 B5 B5 B5 B7 B7 B7 B7 B7 B7 B9 PU2:1	34       39       49       53       55       56       57       74       79       96       11	Electronics (Security) Engineer/TI Engineer/TI Expert Skill Fast-Talk First Aid/TI Free Fall Knife Mathematic Mechanic/T (High-Perfo Navigation/ Piloting/TL (High-Perfo Scrounging Spacer/TL1 Stealth Streetwise Throwing	_10 (Ele _10 (Sta (Xenolo _10 _10 	ectronics) arships) ogy) (Applied) e Spacecraft) Space) ospace)	8 1 ( 8 9 1 ( 1 3 1 1 1 3 1 1 1 1 1 1 1 1 1 1 1 1 1 1	<ul> <li>IQ-2</li> <li>IQ-2</li> <li>IQ-1</li> <li>IQ-1</li> <li>IQ-1</li> <li>IQ+0</li> <li>DX+2</li> <li>DX+0</li> <li>DX+0</li> <li>IQ-2</li> <li>IQ+1</li> <li>IQ+1</li> <li>DX+0</li> <li>Per+0</li> <li>IQ+1</li> <li>DX-1</li> <li>DX-1</li> <li>DX-1</li> </ul>	1 1 1 1 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1	B190 B193 B195 B195 B197 B208 B207 B207 B211 B214 B214 B214 B214 B218 B185 B222 B223 B226			

Dependency Rarity: Very Co		ing a	Pts - 5 - 1		Skill	S				SL R	SL F	Pts	Ref
	Melee Weapons	6			Usage	Lvl	Parry	Bloc	k 📃	Damag	e F	Reach	n ST
Large Knife					Swung	11	7	No	1	d-2 cu	t C	;,1	6
Large Knife					Thrust	11	7	No	1	d-2im	np C	;	6
Natural					Kick	9	No		_	d-2 cr		;,1	
Natural	Kick w/Boots		No		1	d-1 cr		;,1					
Natural					Punch	11	8		_	d-3 cr		-	
Phaser, Type-2					7: Laser Torch	11			8	d(2) bu	urn C	;,1	4
Ranged Weapons	Usage	Lvl A	cc	Da	amage		Rang	e	RoF	Shots	Bul	k Rc	I ST
Large Knife	Thrown	7 +	0 10	d-2 imp			8/15		1	T(1)	- 2		6
Phaser, Type-2		116								33(3)	) - 2	1	4
Phaser, Type-2	1: Base Cycle Stun	0	H	T-4 aff: stun	(sec); 2d2-2 bur	n	40/80		3	1/4@	<u>}</u>		
Phaser, Type-2	2: Stun	0	Η.	T-2 aff: uncs	(min); 2d2-2 bu	rn	14/44		1	1/2@	2		
Phaser, Type-2	3: Heavy Sturn	0	Η.	T-3 aff: uncs	(min); 2d2-2 bu	rn	23/70		1	1@			
Phaser, Type-2	4: Light Heat	0	20	14-1 burn			178/53	34	10	1/4@	2		
Phaser, Type-2	5: Heat	0	de	6+d8-1 burn			158/47	76	10	1/2@	2		
Phaser, Type-2	6: Heavy Heat	0	d	8+d10 burn			200/60	00	10	1@			
Phaser, Type-2	8: Disrupt-A	0	20	l4-1 cr, exp		_	256/10	068	10	1/4@			
Phaser, Type-2	9: Disrupt-B	0	de	6+d8-1 cr, ex	(p	_	316/95	-	10	1/2@	)		
Phaser, Type-2	10: Disrupt-C	0	d	3+d10 cr, exp	)	_	400/12			1@			
Phaser, Type-2	11: Disintigrate-A	0		6+d8-1(3) bu		_	476/14	-	-	1/2@	)		
Phaser, Type-2	12: Disintigrate-B	0	d	3+d10(3) bur	n		600/18	800	10	1@			
Phaser, Type-2 Large Knife	Equipment (2.7	7 lb; \$´	14,04	0)	? E E	1	\$ 14,000 40			\$ 14,000 40	-	lb	Ref CJoy 3272

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.