


Portrait	Identity	Player Information	150 Points
	Name: <b>Thumi</b>	Player: <b>Image</b>	Attributes: <b>60</b>
	Title: <b>Commander</b>	Campaign: <b>Star Trek</b>	Advantages: <b>47</b>
	Religion: <b>Pirate</b>	Created On: <b>Jun 7, 2013</b>	Disadvantages: <b>-42</b>
Description			
Race: <b>Orions</b>	Height: <b>5' 8"</b>	Hair: <b>Brown, Straight, Short</b>	Quirks: <b>0</b>
Gender: <b>Male</b>	Weight: <b>158 lb</b>	Eyes: <b>Grey</b>	Skills: <b>85</b>
Age: <b>35</b>	Size: <b>+0</b>	Skin: <b>Green</b>	Spells: <b>0</b>
Birthday: <b>January 23</b>	TL: <b>11</b>	Hand: <b>Left</b>	Race: <b>0</b>
			Earned: <b>0</b>

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): <b>9</b>	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): <b>11</b>	• None (0) <b>16 lb</b> <b>5</b> <b>8</b>	- Eye -9 0	Basic FP: <b>12</b>
Intelligence (IQ): <b>12</b>	Light (1) <b>32 lb</b> <b>4</b> <b>7</b>	3-4 Skull -7 2	Tired: <b>3</b>
Health (HT): <b>12</b>	Medium (2) <b>48 lb</b> <b>3</b> <b>6</b>	5 Face -5 0	Collapse: <b>0</b>
Will: <b>11</b>	Heavy (3) <b>96 lb</b> <b>2</b> <b>5</b>	6-7 R. Leg -2 0	Unconscious: <b>-12</b>
Fright Check: <b>11</b>	X-Heavy (4) <b>160 lb</b> <b>1</b> <b>4</b>	8 R. Arm -2 0	Current HP: _____
Basic Speed: <b>5.75</b>	Lifting & Moving Things	9-10 Torso 0 0	Basic HP: <b>9</b>
Basic Move: <b>5</b>	Basic Lift: <b>16 lb</b>	11 Groin -3 0	Reeling: <b>2</b>
Perception: <b>11</b>	One-Handed Lift: <b>32 lb</b>	12 L. Arm -2 0	Collapse: <b>0</b>
Vision: <b>11</b>	Two-Handed Lift: <b>128 lb</b>	13-14 L. Leg -2 0	Check #1: <b>-9</b>
Hearing: <b>11</b>	Shove & Knock Over: <b>192 lb</b>	15 Hand -4 0	Check #2: <b>-18</b>
Taste & Smell: <b>11</b>	Running Shove & Knock Over: <b>384 lb</b>	16 Foot -4 0	Check #3: <b>-27</b>
Touch: <b>11</b>	Carry On Back: <b>240 lb</b>	17-18 Neck -5 0	Check #4: <b>-36</b>
thr: <b>1d-2</b> sw: <b>1d-1</b>	Shift Slightly: <b>800 lb</b>	- Vitals -3 0	Dead: <b>-45</b>

Advantages & Disadvantages	Pts	Ref
<b>Fashion Sense</b>	<b>5</b>	<b>B21</b>
<b>Pirate</b>	<b>6</b>	
<b>Cultural Familiarity (Federation)</b> Alien, +1.	<b>2</b>	<b>B23</b>
<b>Language: English</b> Spoken (Native), +3; Written (Native), +3.	<b>6</b>	<b>B24</b>
<b>Patron</b> Orion Syndicate, +30; Appears quite rarely (6-), x0.5; Equipment (Stolen tech from multiple species), +100%; Minimal Interventions, -50%; Unwilling, -50%.	<b>15</b>	<b>B72</b>
<b>Duty (Orion Syndicate)</b> FR: 6, -2; Extremely Hazardous, -5; Involuntary, -5.	<b>-12</b>	<b>B133</b>
<b>Social Stigma (Known Criminal)</b> -1 Reaction, -2 for cops & judges after public denouncement or visible sign	<b>-5</b>	<b>BS186</b>
<b>Orion</b>	<b>-10</b>	
<b>Cultural Familiarity (Orion)</b> Native, -1.	<b>0</b>	<b>B23</b>
<b>Language: Orion</b> Native, -6; Spoken (Native), +3; Written (Native), +3.	<b>0</b>	<b>B24</b>
<b>Charisma 1</b> +1/level to Influence rolls	<b>5</b>	<b>B41</b>
<b>Radiation Tolerance</b> PF: 2, +5.	<b>5</b>	<b>B79</b>
<b>Resistant</b> Disease, +10; +8 to all HT rolls to resist, x0.5.	<b>5</b>	<b>B81</b>
<b>Compulsive Spending</b> CR: 12 (Quite Often), +20% Cost of Living Increase.	<b>-5</b>	<b>B129</b>
<b>Greed</b> CR: 12 (Quite Often).	<b>-15</b>	<b>B137</b>

Skills	SL	RSL	Pts	Ref
<b>Acting</b>	<b>12</b>	<b>IQ+0</b>	<b>2</b>	<b>B174</b>
<b>Area Knowledge (Terilek System)</b>	<b>12</b>	<b>IQ+0</b>	<b>1</b>	<b>B176</b>
<b>Area Knowledge (The Corporate Region)</b>	<b>12</b>	<b>IQ+0</b>	<b>1</b>	<b>B176</b>
<b>Beam Weapons/TL11 (Pistol)</b>	<b>11</b>	<b>DX+0</b>	<b>1</b>	<b>B179</b>
<b>Body Language (Human)</b>	<b>10</b>	<b>Per-1</b>	<b>1</b>	<b>B181</b>
<b>Body Language (Orion)</b>	<b>10</b>	<b>Per-1</b>	<b>1</b>	<b>B181</b>
<b>Boxing</b>	<b>10</b>	<b>DX-1</b>	<b>1</b>	<b>B182</b>
<b>Carousing</b>	<b>12</b>	<b>HT+0</b>	<b>1</b>	<b>B183</b>
<b>Climbing</b>	<b>10</b>	<b>DX-1</b>	<b>1</b>	<b>B183</b>
<b>Criminology/TL11</b>	<b>12</b>	<b>IQ+0</b>	<b>2</b>	<b>B186</b>
<b>Cryptography/TL11 (Code Breaking)</b> Code Making at -2	<b>12</b>	<b>IQ+0</b>	<b>2</b>	<b>B186</b>
<b>Current Affairs/TL11 (Headline News)</b>	<b>12</b>	<b>IQ+0</b>	<b>1</b>	<b>B186</b>
<b>Current Affairs/TL11 (People)</b>	<b>12</b>	<b>IQ+0</b>	<b>1</b>	<b>B186</b>
<b>Current Affairs/TL11 (Politics)</b>	<b>12</b>	<b>IQ+0</b>	<b>1</b>	<b>B186</b>
<b>Current Affairs/TL11 (Popular Culture)</b>	<b>12</b>	<b>IQ+0</b>	<b>1</b>	<b>B186</b>
<b>Detect Lies (Human)</b>	<b>9</b>	<b>Per-2</b>	<b>1</b>	<b>B187</b>
<b>Detect Lies (Orion)</b>	<b>10</b>	<b>Per-1</b>	<b>2</b>	<b>B187</b>
<b>Diplomacy</b>	<b>11</b>	<b>IQ-1</b>	<b>2</b>	<b>B187</b>
<b>Disguise/TL11 (Human)</b>	<b>11</b>	<b>IQ-1</b>	<b>1</b>	<b>B187</b>
<b>Electronics Operation/TL11 (Communications)</b>	<b>11</b>	<b>IQ-1</b>	<b>1</b>	<b>B189</b>
<b>Electronics Operation/TL11 (Security)</b>	<b>11</b>	<b>IQ-1</b>	<b>1</b>	<b>B189</b>
<b>Electronics Operation/TL11 (Surveillance)</b>	<b>12</b>	<b>IQ+0</b>	<b>2</b>	<b>B189</b>
<b>Expert Skill (Xenology)</b>	<b>10</b>	<b>IQ-2</b>	<b>1</b>	<b>B193</b>
<b>Fast-Draw (Pistol)</b>	<b>11</b>	<b>DX+0</b>	<b>1</b>	<b>B194</b>

Advantages & Disadvantages	Pts	Ref
<b>Intolerance (Legal System)</b> Scope: Common, -5.	- 5	B140
<b>Cryptanalysis Certification</b>	4	
<b>Language: Kzinti</b> Spoken (Broken), +1; Written (Accented), +2.	3	B24
<b>Extra Option (partial Level 4 Security Clearance)</b> Allows access to intelligence information on a need to know basis	1	PU2:20

Skills	SL	RSL	Pts	Ref
Filch	10	DX-1	1	B195
First Aid/TL11	12	IQ+0	1	B195
Forensics/TL11	11	IQ-1	2	B196
Forgery/TL11	10	IQ-2	1	B196
Gesture	12	IQ+0	1	B198
Hiking	11	HT-1	1	B200
History (Recent Federation)	10	IQ-2	1	B200
Holdout	11	IQ-1	1	B200
Housekeeping	12	IQ+0	1	B200
Intelligence Analysis/TL11	12	IQ+0	4	B201
Interrogation	12	IQ+0	2	B202
Intimidation	10	Will-1	1	B202
Knife	11	DX+0	1	B208
Lockpicking/TL11	11	IQ-1	1	B206
Mathematics/TL11 (Cryptology)	11	IQ-1	2	B207
Mimicry (Speech)	12	IQ+0	4	
Observation	11	Per+0	2	B211
Piloting/TL11 (High-Performance Spaecraft)	10	DX-1	1	B214
Propaganda/TL11	11	IQ-1	1	B216
Psychology (Human)	10	IQ-2	1	B216
Psychology (Orion)	12	IQ+0	4	B216
Search	11	Per+0	2	B219
Shadowing	11	IQ-1	1	B219
Sleight of Hand	10	DX-1	2	B221
Smuggling	13	IQ+1	4	B221
Sociology (Human)	10	IQ-2	1	B221
Sociology (Orion)	10	IQ-2	1	B221
Stealth	10	DX-1	1	B222
Strategy (Space)	10	IQ-2	1	B222
Streetwise	13	IQ+1	4	B223
Sumo Wrestling	10	DX-1	1	B223
Theology (Human)	10	IQ-2	1	B226
Throwing	10	DX-1	1	B226
Vacc Suit/TL11	10	DX-1	1	B192

Melee Weapons		Usage	Lvl	Parry	Block	Damage	Reach	ST
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	
Small Knife		Swung	11	7	No	1d-4 cut	C,1	5
Small Knife		Thrust	11	7	No	1d-3 imp	C	5

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Phaser, Type-1		11	3				22(r)	- 1	1	3
Phaser, Type-1	1: Base Cycle Stun	0		HT-2 aff: stun (sec); 2d2-2 burn	10/20	1	1/4@			
Phaser, Type-1	2: Stun	0		HT-2 aff: uncs (min); 2d2-2 burn	10/30	1	1@			
Phaser, Type-1	3: Light Heat	0		2d4-1 burn	100/300	10	1/2@			
Phaser, Type-1	4: Heat	0		d6+d8-1 burn	100/300	10	1@			
Phaser, Type-1	5: Kill	0		d6+d8-1(3) burn	300/900	10	1@			
Small Knife	Thrown	7	+ 0	1d-3 imp	4/9	1	T(1)	- 1		5

Equipment (1.34 lb; \$3,030)		? #	\$	W	\$	W	Ref
Phaser, Type-1		E 1	2,000	0.34 lb	2,000	0.34 lb	CJoy
Communicator	Range: 1000 miles. 2B/10 hr.	E 1	1,000	0.5 lb	1,000	0.5 lb	UT45
Small Knife		E 1	30	0.5 lb	30	0.5 lb	B272

#### Notes

Thumi has been tasked with monitoring an Orion safe-house on Terilek Prime. Has as also recently come into some

bio-mimetic gel, which should increase his bottom-line nicely.

About four month ago, Shindar, a naive Jindarian asked to join his crime team--offering his astroid ship as incentive. Thumi agreed. As soon as his crime team has a full understanding of Shindar's asteroid ship, the smelly alien will not longer be needed.

Thumi and his crime team will destroy the ship to protect the secrets of the Orion Synidates.