

STAR 40TH TREK™

1983 - 2023

FOR USE WITH
FASA
GAME SYSTEM

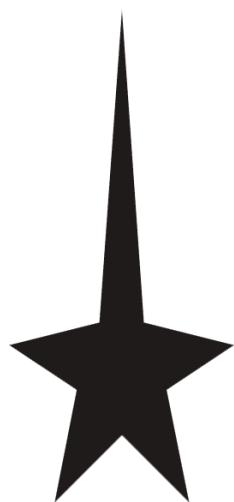
A GAME FOR ROLEPLAYING

ADVENTURES IN THE ORIGINAL SERIES AS WAS BACK WHEN

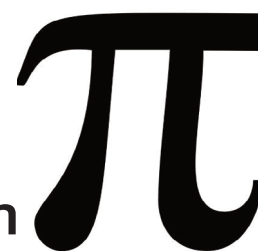


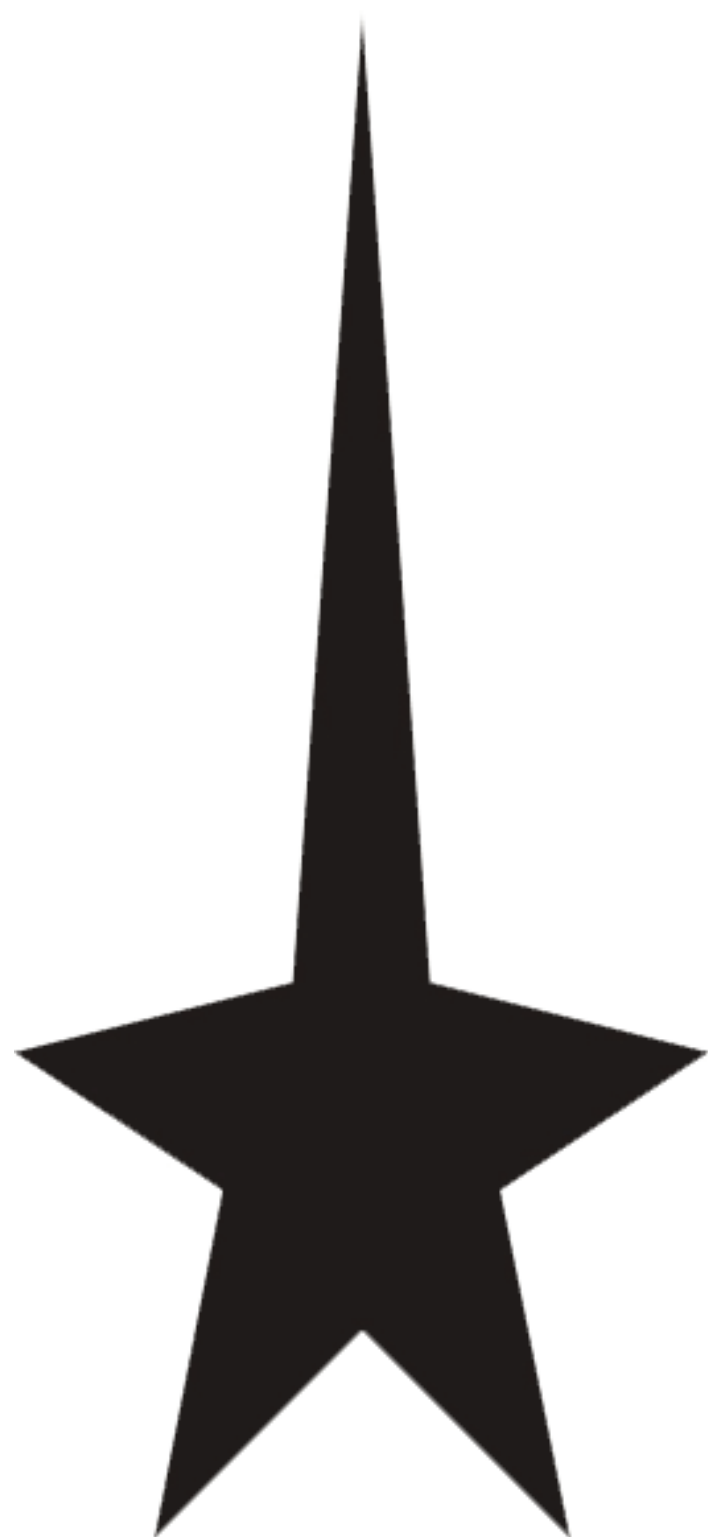
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NPC PACK: COMMAND



Two Admirals
Three Commodores
Five Captains
Three Commanders
Two Lt. Commanders
Four Diplomats
One Intelligence Agent
Five Blanks for your Campaign





Jack Photon's
4.0TH FANTAVERSARY REVISION

STAR 40TH TREK™

THE ROLE PLAYING GAME

FASA Corporation with Fantasimulations Associates

1983 ~ 2023



21st Century

**HOUSE
RULES**

for 23rd Century Gaming

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Notes

Deciding where to draw the line on character particulars was difficult.

On the one hand, I don't want to constrain anyone to hair color and such minimal-to-irrelevant details. At the same time, minutia such as that is just about the last thing you the GM need to concern yourself with -unless it's relevant to your story points.

Thus, as with all gaming items, change what you wish to suit the purposes you need at hand. Raise/lower numbers, change names, heights and identities to your ends.

There are two details that are deliberately left blank. The Date of Birth and Current Assignment are open so that you, dear GM, may backdate the character to your game year and assign the requisite station.

Dreams and history descriptors were off-the-cuff based on comparing life path, term assignments, durations, efficiency ratings, medals and all that to create a simple story. You should be able to look at any given year of a character's life and generate a one-off tale for them to tell (such as the blade on Commodore Earls' cabin wall).

As to artwork, I wasn't going to include any at all as the time for 20 portraits times numerous supplements equals a lot of time or money paid out to an artist. However, my old artist pal T-Pi came across a so-called AI image generator and while the results tended to be on the nightmarish, some portraits were coaxed out of it.

Many if not all are modified slightly to heavily. There are no such things as 'Tellar-ites' for the program to work from, so it gets stuck on details like that and needs work-arounds and post editing. Lots of post-editing. The imagery thus generated is ©you, but there are some terms of service anyone who cares to look into can read. Regardless, all art work contained herein is ©2023 T Pi.

Dice on!
Jack Photon, 2023

PS. If printing this as one tome for binding, print pages 3-106, double-sided.
32lb plain white is this author's preferred paper.

Pages 1, 2 & 107, 108 are inner/outer covers.
Heavy, (48-72 lb) dble-side gloss is suggested. Matte or other work fine too.

Even-pages should print on the left hand side
with odd pages on your right hand side.

Spine labels are available at www.jackphoton.space/html_jp40r/downloads.html

Name Nakla Mas

Personal Notes and Lifepath

Family

Homeworld: Tellar

Family Starfleet/Federation

Parents: Mother, Deceased

Childhood: Large City

Siblings	LIVING	AGE	FEELINGS	STANDING
1. Only Child	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Civilian Friend

Cadet -

Term

- 1 Happy Romance
- 2 Enemy, Relative, Mutual, Lost face*
- 3 Trainer, +2 CHA
- 4 -
- 5 -
- 6 Headache -Ruffled Feathers
- 7 -
- 8 Current Term
- 9
- 10

Areas of Improvement

Skills

Attribute

1 Carousing

STR

2 Leadership

3 Negot/Diplo

Awards and Honors

Cadet

Grad High Honors / -

Term

- 1 Decoration for Conspicuous Gallantry
- 2 -
- 3 -
- 4 -
- 5 -
- 6 Commendation
- 7 -
- 8 Current Term
- 9
- 10

History and Notes

Saw the transition from the old Class J starships to the Constitutions.

Lost his Father over an argument at his Mother's funeral. Never spoke again.

Sole tour in the Military saw ruffled feathers fly. Nevertheless, Mas earned a commendation for performance.

Dreams and Direction

On retirement in 7yrs, will travel the known Federation on deep sea fishing expeditions with like-minded friends. Always has his ear open to a new fishing story.



STARFLEET OFFICER RECORD

	SCHOOL	(T) CONTACT	(C) COMMAND	(D) DEPT. HEAD	
CADET CRUISE	STARSHIP				
	EXPLORATION				
	MILITARY				
	COLONIZATION				
	MERCHANT MARINE				
	STARBASE DUTY				
	ACADEMY INSTRUCTOR				
	Passed				
	Honors				
	High Honors				
1st					
2nd					
3rd					
4th					
5th					
6th					
ACTIVE DUTY					
1st				5	AV
2nd				5	AV
3rd				5	AV
4th				4	PO
5th	C			2	-
6th				5	AV
7th				5	AV
8th				4	-
9th					
10th					

NAME Nakla Mas AGE 55
 SPECIES P.O.B. SEX M
 Tellarite Tellar HT 5'5
 RANK ADMIRAL WT 200
 BRANCH HELM HAIR GRAY
 ASSIGNMENT EYES BLUE
 D.O.B.



ADMIRAL NAKLA MAS

Personal/Family Notes

CREDITS
216k

Awards, Honorifics and Notes

Term Length	Efficiency	Cadet Cruise	Grad High Honors / -
5	AV	SF Dec for Consp Gallantry, Class J Starship	
5	AV	Class J Starship	
5	AV	Constellation, Maiden Voyage	
4	PO	-	
2	-	-	
5	AV	Commendation	
5	AV	-	
4	-	Current Assign, 2yrs into Term	

STR 71	END 75	INT 75	DEX 60	CHA 72	COOL 60	LUC 53	PSI 01
				+2 Trainer			
FOOLIES (CHA+COOL)/2 round down 66		PERCEPTION (INT+LUC)/2 round down 64		FOCUS (INT+COOL)/2 round down 67		PERSEVERANCE (END+LUC)/2 round down 64	

Administration 62	Demolitions	Medicine Tellarite. 10	ST Sensors 40
Anthrop	Disguise		ST Services
	Ecology	Meteorology	ST Weapon Ops . . . 68
Appraisal	Electronics	Negot/Diplomacy. 49	ST Weapons Tech . . .
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
	Federation History . . 56	Pers Wpn Tech	Streetwise
Art	Federation Law . . . 54	Philosophy	Survival
	Forgery		
Astron/Atrophys . . 53	Gaming	Physics 16	Track/Evade.
Biology	Gambling 29	Psych	Trade & Commerce. . .
Botany	Geology		Transporter Ops
Bribery	Hvy Wpns Op/Tech. . .	Scrounge	Transporter Tech. . . .
Burglary	History	Seduction	Trivia 28
Carousing		Shuttle Pilot	
Chemistry	Holotechnology	Shuttle Sys Tech . . .	Variable-G Ops
Combat	Instruction 30	Sm Equip Tech. . . . 20	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	
Knife Armed 10	Intimidate	Sports Deep Sea Fishing. 46	Warp Drive Tech . . . 26
H-T-H 25	Lang Human. 10	Spaceball. 6	Zoology
Modern 25		ST Cbt Tac/Str. . . . 52	
Computer Op 30	Law	ST Comm Proc 31	
Computer Tech		ST Comm Tech	
Culture	Leadership 62	ST Engineering 20	
	Life Support Tech . . .	ST Helm 25	
Dmg Ctrl Proc 18	Materials Science. . .	ST Navigation 60	
Def Shield Tech . . . 30	Mechanics	ST Security 10	

1

2

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10

UNCONSCIOUS

SAVES

NATURAL

75

CURRENT

SAVE (END/2 rd)

37

SAVE (END/4 rd)

18

UNC (END/10 rd)

7

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE... 1d10+5

SKILL BONUS.....+ 1

TOTAL.....= 1d10+6

WEAPON DAMAGE

STR BONUS.....+ 3

SKILL BONUS.....+ 1

TOTAL.....= 4

LUC Pool

53

NATURAL

PSI Vector

49

PSI Pool

NATURAL

((INT+CHA+PSI)/3) rd

Action Point Table

A Opportunity Action

Position Change

A Turn in Place 1

Stand-to-Sit or reverse 1

A Stand-to-Kneel or reverse 1

A Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

A Short Communication 1

Draw and Ready Device 2

A Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

A Quick-Draw and Fire 3

A Fire Ready Weapon 1

A Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

Combat and Emergency Evasion

A Attack min. 3

A Parry/Defend min. 2

A Dodge min. 3

A Duck Thrown Weapon 2

A Hide in Same Square 1

A Hide in Adjacent Square 4

A Roll Sideways 2

A Drop-to-Ready 1

A Drop-to-Prone 0

A Dive to Prone 2

A Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers

Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

Attacker Modifiers

Aiming

Aimed Shot -25

Snapshot 0

Quick-Draw/Shoot +25

Wrong-Hand +20

Simultaneous Attacks +10 each

Movement

Stationary 0

Moving +5

Running +15

Evading +30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares -30

Surprised or Distracted -20

Alert and Aware +20

Aware of the Technique +40

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	Nakla Mas	AGE	55	STR	C	Top Skills 1. ST Wpn Op, D 2. Leadership, D 3. Admin, D 4. ST Helm, D 5. Fed History, D ...			
SPECIES	P.O.B.	SEX	M	END	C				
Tellarite	Tellar	HT	5'5	INT	C				
BRANCH		WT	200	DEX	D				
	HELM	HAIR	GRAY	CHA	C				
RANK	ADMIRAL	EYES	BLUE	COOL	D	Dept Head	Y/N	Cmd School	Y/N
CURRENT ASSIGNMENT		D.O.B.		LUC	D	Contact Team Certified?	Y/N	F	N
				PSI	H				

23010101



Service Record

Honors

Grad High Honors
 Decoration for Consp. Gallantry
 Commendation



Assignments

33 Years Served

Cadet Exploration, 1yr
 Term 1 Class J Starship, 5yrs
 Term 2 Class J Starship, 5yrs
 Term 3 Constellation, Maiden Voyage, 5yrs
 Term 4 Starbase 8, 4yrs
 Term 5 Command School, 2yrs
 Term 6 Military, 5yrs
 Term 7 Starbase 23, 5yrs
 Term 8 Current Assign, 2yrs into 4yr Term
 Term 9
 Term 10

Name Conrad Hamden

Personal Notes and Lifepath

Family

Homeworld: Moralia V
Small Research Biodomes Est. +12yrs prior

Family Common folk, Okay

Parents: Both Alive

Childhood: Confined Biodome

Siblings	LIVING	AGE	FEELINGS	STANDING
1. Only Child	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy -

Cadet -

- Term
- 1 Friend, Like grandparent
 - 2 Fast Times
 - 3 -
 - 4 Happy Romance
 - 5 Enemy, Underling, Mutual, Loss of Friend
 - 6 Windfall +10k!
 - 7 -
 - 8 Enemy, SBStaff, Mutual, Desertion
 - 9 Happy Romance
 - 10 Current Term

Areas of Improvement

Skills Attribute

- 1 Leadership DEX
- 2 ST Cbt/Tac Str
- 3 Negot/Diplo

Awards and Honors

Cadet Grad High Honors / -

- Term
- 1 -
 - 2 Purple Heart, Scratch
 - 3 Purple Heart x 2, Each = Scratch
 - 4 Commendation
 - 5 Grankite Order of Tactics
 - 6 -
 - 7 Purple Heart, Scratch
 - 8 -
 - 9 -
 - 10 Current Term

History and Notes

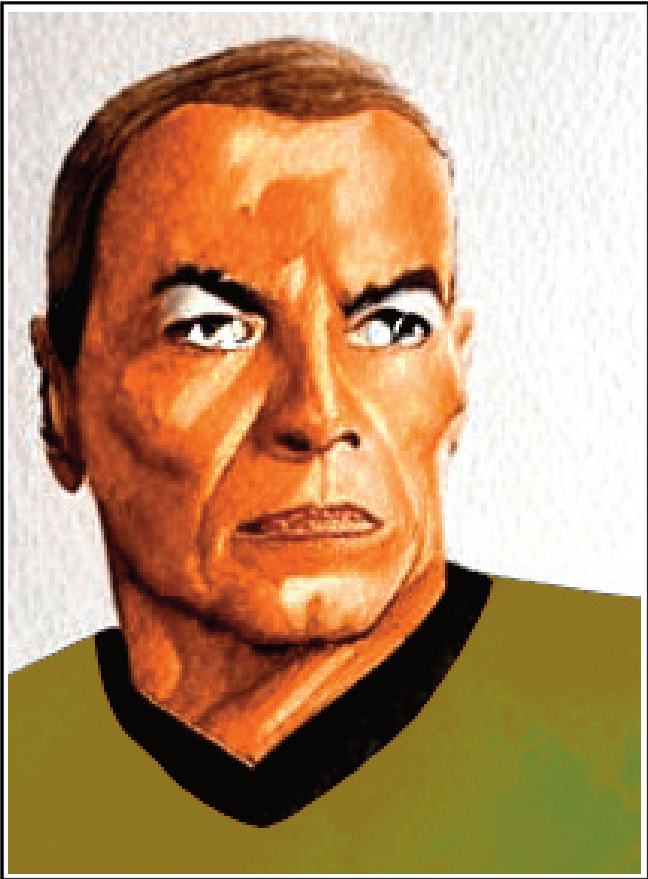
Scrape after scrape, Conrad has the scars to prove where he's been. In term 5 Conrad's Grankite Order was earned at the cost of making an enemy when his command decision killed their mutual friend.

A tough call struck again when Conrad called to abandon stations, stranding several mates, only some of whom were later rescued. Conrad walked away with a Purple Heart and another enemy as news traveled across the Federation.

Dreams and Direction

In Term 4 he met his spouse and their happy romance and marriage has continued for 30+ years now. They look forward to retiring to a quiet life in four years when Conrad's term ends; perhaps teaching local classes of some sort.

Where they settle remains to be seen. The Federation grows larger with every day.



STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT, (C)	COMMAND, (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLORATION	MILITARY	COLONIZATION
			MERCHANT MARINE	STARBASE DUTY
			ACADEMY INSTRUCTOR	Passed
				Honors
				High Honors
1st				
2nd				
3rd				
4th				
5th				
6th				
ACTIVE DUTY				Term Length
1st	C			2
2nd				5
3rd				5
4th				4
5th				5
6th				4
7th				3
8th				4
9th				4
10th				5

NAME Conrad Hamden AGE 58
 SPECIES Human P.O.B. Moralia V SEX M
 RANK ADMIRAL HT 5'10
 BRANCH NAV WT 175
 ASSIGNMENT HAIR BLACK
 EYES GRAY
 D.O.B.



ADMIRAL CONRAD HAMDEN

Personal/Family Notes CREDITS
 106k

Awards, Honorifics and Notes
Cadet Cruise
Grad High Honors / -
2 EX Purple Heart, Scratch
5 OU Purple Heart x 2, Scratch each, Class J Starship
4 AV Commendation, 2yr Shakedown Cruise+2yr Maiden Voyage ST Constellation
5 OU Grankite Order of Tactics
4 PO -
3 AV Purple Heart, Scratch
4 AV ST Republic
4 PO -
5 Current Assign, 1 year into Term

STR 56	END 60	INT 75	DEX 65	CHA 70	COOL 65	LUC 55	PSI 36
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FOOLIES (CHA+COOL)/2 round down 67	PERCEPTION (INT+LUC)/2 round down 65	FOCUS (INT+COOL)/2 round down 70	PERSEVERANCE (END+LUC)/2 round down 57	(INT+LUC)/2 round down 65
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Administration . . . 53	Demolitions	Medicine	ST Sensors 39
Anthrop	Disguise	ST Services
.	Ecology	Meteorology	ST Weapon Ops . . . 54
Appraisal	Electronics	Negot/Diplomacy. 48	ST Weapons Tech . . .
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
.	Federation History . 60	Pers Wpn Tech	Streetwise
Art Appreciation. 25	Federation Law . . . 52	Philosophy	Survival
Glass blowing. 27	Forgery
Astron/Atrophys . 52	Gaming	Physics	Track/Evade.
Biology	Gambling	Psych	Trade & Commerce. . .
Botany	Geology	Transporter Ops . . .
Bribery	Hvy Wpns Op/Tech. . .	Scrounge	Transporter Tech. . .
Burglary	History	Seduction	Trivia
Carousing	Shuttle Pilot 29	Moralian Literature. 29
Chemistry	Holotechnology	Shuttle Sys Tech . . .	Variable-G Ops . . .
Combat	Instruction 39	Sm Equip Tech. . . . 10	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics
Armed 10	Intimidate	Sports Parasailing. 4	Warp Drive Tech . . .
H-T-H 15	Lang Klingon. 10	Zoology
Modern 15	ST Cbt Tac/Str. . . . 78
Computer Op . . . 30	Law	ST Comm Proc 25
Computer Tech	ST Comm Tech
Culture Klingon. 47	Leadership 78	ST Engineering 21
.	Life Support Tech . 15	ST Helm 56
Dmg Ctrl Proc . . . 35	Materials Science. . .	ST Navigation 38
Def Shield Tech . . 15	Mechanics	ST Security 10

1

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UNCONSCIOUS

SAVES

NATURAL

60

CURRENT

SAVE
(END/2 rd)

30

SAVE
(END/4 rd)

15

UNC
(END/10 rd)

6

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool

55

NATURAL

PSI Vector

60

PSI Pool

NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+5

SKILL BONUS.....+ 0

TOTAL.....= 1d10+5

WEAPON DAMAGE

STR BONUS.....+ 2

SKILL BONUS.....+ 0

TOTAL.....= 2

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern..... 15 65 40 ...PER SETTING

H-T-H..... 15 65 40 ... 1d10+5

Club .. 10 65 36 ... 2d10+2

.....

.....

.....

Action Point Table

A Opportunity Action

Position Change

A Turn in Place 1

Stand-to-Sit or reverse 1

A Stand-to-Kneel or reverse 1

A Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

A Short Communication 1

Draw and Ready Device 2

A Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

A Quick-Draw and Fire 3

A Fire Ready Weapon 1

A Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

Combat and Emergency Evasion

A Attack min. 3

A Parry/Defend min. 2

A Dodge min. 3

A Duck Thrown Weapon 2

A Hide in Same Square 1

A Hide in Adjacent Square 4

A Roll Sideways 2

A Drop-to-Ready 1

A Drop-to-Prone 0

A Dive to Prone 2

A Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers

Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

Attacker Modifiers

Aiming

Aimed Shot -25

Snapshot 0

Quick-Draw/Shoot +25

Wrong-Hand +20

Simultaneous Attacks +10 each

Movement

Stationary 0

Moving +5

Running +15

Evading +30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares -30

Surprised or Distracted -20

Alert and Aware +20

Aware of the Technique +40

23010101

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	CONRAD HAMDEN	AGE	58	STR	D	Top Skills 1. St CbtTac, C 2. Leadership, C 3. Fed History, D 4. ST Helm, D 5. Cltr: Klingon, E ...			
SPECIES	P.O.B.	SEX	M	END	D				
Human	Moralia V	HT	5'10	INT	C				
BRANCH	NAV	WT	175	DEX	D				
RANK	ADMIRAL	HAIR	BLACK	CHA	C				
CURRENT ASSIGNMENT		EYES	GRAY	COOL	D	Dept Head	Y/N	Cmd School	Y/N
		D.O.B.		LUC	D	Contact Team Certified?	Y/N	F	N
				PSI	F				

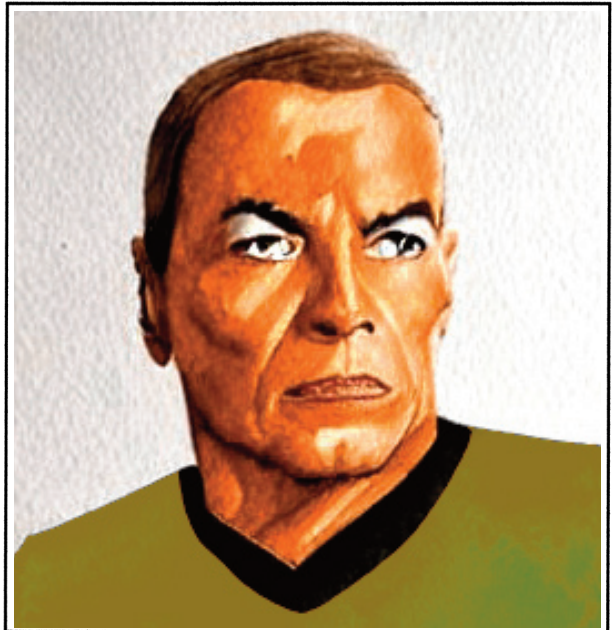
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Service Record

Honors

Grad High Honors
 Grankite Order of Tactics
 Purple Heart
 Purple Heart
 Purple Heart
 Purple Heart
 Commendation



Assignments

36 Years Served

Cadet Military, 1yr
 Term 1 Command School, 2yrs
 Term 2 Starship, Class J, 5yrs
 Term 3 Starship, Class J, 5yrs
 Term 4 Constellation, 2yr Shakedown + 2yr Maiden Voyage
 Term 5 Exploration, 5yrs
 Term 6 Exploration, 4yrs
 Term 7 Colonization, 3yrs
 Term 8 Republic, 4yrs
 Term 9 Military, 4yrs
 Term 10 Current Assign, 1 year into 5yr Term

Family

Homeworld: Timidity, Sm Colony World, Terraformed

Family Common Folk, Okay

Parents: Both Alive

Childhood: On the Street

Siblings	LIVING	AGE	FEELINGS	STANDING
1. Only Child	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Romance w/Probs, Bill is jealous

Cadet -

Term

1 -

2 Happy Romance

3 Fast Times

4 Romance, Probs, Bill's friends hate

5 " " " " " " seek split

6 Romance, Incompatible

7 Current Term

8

9

10

History and Notes

Bad luck in love, time after time. After the break-up in Term 6, Bill began traveling with personal staff and has become known for his indulgence in epicurean extravagances. There is no dish in the Federation that Bill's personal chef's can't bring to his table.

Dreams and Direction

Live large and generously by sharing enjoyment while it is to be availed upon.

Areas of Improvement

SkillsAttribute

1 CarousingDEX

2 Negot/Diplo

3 Fed Gourmet

Awards and Honors

CadetGrad High Honors, Commendation

Term

1 Dec for Consp Valor

2 Citation for Valor

3 -

4 -

5 -

6 -

7 Current Assign, 4yrs into Term

8

9

10



STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT (C)	COMMAND (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLOSION	MILITARY	COLONIZATION
	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed
			Honors	High Honors
	1st			
	2nd			
	3rd			
	4th			
	5th			
	6th			
	ACTIVE DUTY			
				Efficiency
1st				5 AV
2nd				4 AV
3rd		C		2
4th				2 AV
5th				4 AV
6th				2 AV
7th				5
8th				

NAME Bill Ravvers AGE 47
 SPECIES HUMAN P.O.B. Timidity SEX M
 RANK COMMODORE HT 6'0
 BRANCH HELM WT 225
 ASSIGNMENT MINOR COMM HAIR PEPPER
 EYES GREEN
 D.O.B.



COMMODORE WILLIAM "BILL" RAVVERS

Personal/Family Notes	CREDITS 252k
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Awards, Honorifics and Notes	
Cadet Cruise	Grad High Honors, Commendation, Farragut
5	AV Dec for Consp Valor
4	AV Cit for Valor
2	-
2	AV -
4	AV -
2	AV -
5	Current Assign, 4yrs into Term

STR 65	END 70	INT 75	DEX 65	CHA 70	COOL 65	LUC 92	PSI 13
FOOLIES (CHA+COOL)/2 round down 67		PERCEPTION (INT+LUC)/2 round down 83		FOCUS (INT+COOL)/2 round down 70		PERSEVERANCE (END+LUC)/2 round down 81	

Administration	40	Demolitions		Medicine Human	15	ST Sensors	30
Anthrop		Disguise				ST Services	5
		Ecology		Meteorology		ST Weapon Ops	35
Appraisal		Electronics	5	Negot/Diplomacy	58	ST Weapons Tech	
Archaeo		Enviosuit Ops		Oceanography		Stealth/Hide	
		Federation History	30	Pers Wpn Tech		Streetwise	45
Art		Federation Law	40	Philosophy		Survival	
		Forgery					
Astron/Atrophys	25	Gaming		Physics		Track/Evade	
Biology		Gambling		Psych		Trade & Commerce	57
Botany		Geology				Transporter Ops	15
Bribery		Hvy Wpns Op/Tech		Scrounge		Transporter Tech	
Burglary		History		Seduction		Trivia	
Carousing	48			Shuttle Pilot	35		
Chemistry	16	Holotechnology		Shuttle Sys Tech		Variable-G Ops	
Combat		Instruction	30	Sm Equip Tech	10	Vehicle Op	
Archaic		Interrogation		Sm Unit Tactics	15		
Baton Armed	10	Intimidate		Sports		Warp Drive Tech	
H-T-H	15	Lang Andorian	12			Zoology	
Modern	30	Tellarite	13	ST Cbt Tac/Str	46		
Computer Op	30	Law		ST Comm Proc	15		
Computer Tech				ST Comm Tech	12		
Culture Fed Gourmet	40	Leadership	46	ST Engineering			
		Life Support Tech		ST Helm	40		
Dmg Ctrl Proc	17	Materials Science		ST Navigation	31		
Def Shield Tech		Mechanics		ST Security	10		

1

2

3

4

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6

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10

NATURAL

70

CURRENT

SAVE

(END/2 rd)

35

SAVE

(END/4 rd)

17

UNC

(END/10 rd)

7

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE... 1d10+5

SKILL BONUS.....+ 0

TOTAL.....= 1d10+5

WEAPON DAMAGE

STR BONUS.....+ 3

SKILL BONUS.....+ 0

TOTAL.....= 3

LUC

Pool

92

NATURAL

PSI Vector

52

PSI Pool

NATURAL

((INT+CHA+PSI)/3) rd

Action Point Table

▲ Opportunity Action

Position Change

▲ Turn in Place 1

▲ Stand-to-Sit or reverse 1

▲ Stand-to-Kneel or reverse 1

▲ Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

▲ Short Communication 1

▲ Draw and Ready Device 2

▲ Operate Familiar Device 2

▲ Draw and Ready Weapon 2

▲ Aim Weapon 2

▲ Quick-Draw and Fire 3

▲ Fire Ready Weapon 1

▲ Throw Ready Weapon 1

▲ Adjust Weapon Settings 2

▲ Reload Weapon 2

Combat and Emergency Evasion

▲ Attack min. 3

▲ Parry/Defend min. 2

▲ Dodge min. 3

▲ Duck Thrown Weapon 2

▲ Hide in Same Square 1

▲ Hide in Adjacent Square 4

▲ Roll Sideways 2

▲ Drop-to-Ready 1

▲ Drop-to-Prone 0

▲ Dive to Prone 2

▲ Dive Roll 4

▲ Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers

Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

Attacker Modifiers

Aiming

Aimed Shot -25

Snapshot 0

Quick-Draw/Shoot +25

Wrong-Hand +20

Simultaneous Attacks +10 each

Movement

Stationary 0

Moving +5

Running +15

Evading +30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares -30

Surprised or Distracted -20

Alert and Aware +20

Aware of the Technique +40

23010101

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME William "Bill" Ravvers		AGE 47	STR D	Top Skills 1. Negot/Diplo, D 2. Trade&Cmm, D 3. Carousing, E 4. ST Cbt Tac, E 5. ST WpnOp, F ...
SPECIES P.O.B.	SEX M	END C		
Human Timidity	HT 6'0	INT C		
BRANCH	WT 225	DEX D		
HELM, MINOR COMM	HAIR PEPPER	CHA C		
RANK COMMODORE	EYES GREEN	COOL D	Dept Head <input checked="" type="radio"/> Y <input type="radio"/> N	Cmd School <input checked="" type="radio"/> Y <input type="radio"/> N
CURRENT ASSIGNMENT	D.O.B.	LUC A	Contact Team Y <input checked="" type="radio"/> F <input type="radio"/> N Certified? <input checked="" type="radio"/> Y <input type="radio"/> N	
		PSI G		

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Service Record

Honors

Grad High Honors
 Commendation
 Dec. for Consp Valor
 Cit. for Valor



Assignments

24 Years Served

Cadet USS Farragut ,1yr
 Term 1 Military, 5yrs
 Term 2 Colonization, 4yrs
 Term 3 Command School, 2yrs
 Term 4 Merchant Marines, 2yrs
 Term 5 Colonization, 4yrs
 Term 6 Military, 2yrs
 Term 7 Current Assign, 4yrs into 5yr Term
 Term 8
 Term 9
 Term 10

Name Armida Earls

Personal Notes and Lifepath

Family

Homeworld: Manark II
Large Colony World, Open, Natural
Family Merchants

Parents: Both Alive, Lost all to mis-management

Childhood: Utopia

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Fast Times
Cadet -

- Term
- 1 Friend, Local Base
 - 2 -
 - 3 -
 - 4 Happy Romance
 - 5 -
 - 6 Friend in SFC
 - 7 -
 - 8 Enemy, Ex-lover, Mutual Rival
 - 9 -
 - 10 Trainer, +4 CHA
 - 11 Current Assign, 2yrs into 5yr Term

History and Notes

Graduating top 1/10th percentile, Armida was sent straight to Contact Team leading straight to the last of the Class J starships to the early Constitutions. Aboard the Constellation she met fate in hand to hand combat with a Klingon warrior. Spending the balance of her term in Hospital, the encounter only added fuel to her fire; driving her to ever-greater self-disciplines and successes.

Dreams and Direction

Has achieved most every dream set after. An initial assignment on the early Constitution Class program set her to the seat of her own Connie these years later. Armida's intent is to romp around the galaxy for as long as Command allows. The fierce support and loyalty of her crews ensures her command is secure for years to come.

Areas of Improvement	
Skills	Attribute
1 Leadership	CHA
2 Fed Law	
3 Negot/Diplo	

Awards and Honors

- Cadet Grad H.Honors
- Term
- 1 -
 - 2 SF Honor Roll
 - 3 -
 - 4 -
 - 5 Commendation
 - 6 P.H, Mjr, -9 CHA!
 - 7 Commendation
 - 8 -
 - 9 -
 - 10 Dec for Valor
 - 11 Current Assign

Purple Heart Therapy	
Year	Att+die mod
1	62+2
2	64+3
3	67+3
4	70+0
5	70+0
6	70+0
7	70+0
8	70+0
9	70+3
10	73+0
11	73+0
12	73+0
13	73+0
14	73+2
15	75+0
16	75+4
17	79+0 (+4 Trainer)
18	83+5
19	88+?

Has spent every spare moment of everyday for the last 18 years in therapeutic re-training of not only her previously lost CHA, but intense focus on making it the best humanly possible no matter how long it takes.

Current yr, Roll pending LUC 46= 15pt mod for 73+ on dice to achieve CHA 90=Personal Max



STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT, (C)	COMMAND, (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLORATION	MILITARY	COLONIZATION
			MERCHANT MARINE	STARBASE DUTY
			ACADEMY INSTRUCTOR	Passed
				Honors
				High Honors
1st				
2nd				
3rd				
4th				
5th				
6th				
ACTIVE DUTY				Term Length
1st	T			1
2nd				3
3rd				5
4th	C			2
5th				5
6th				5
7th				3
8th				5
9th				4
10th				2

NAME Armida Earls AGE 61
SPECIES HUMAN P.O.B. MANARK II SEX F
RANK COMMODORE WT 125
BRANCH HELM HAIR Silver
ASSIGNMENT MINOR SEC EYES GREEN
CAPTAIN, USS KONGO D.O.B.



COMMODORE ARMIDA EARLS

Personal/Family Notes Has retained neck/face scars from D'Ktahg that wounded her in the Four Year War. Will take it from off her wall to tell the tale of how she pulled it from out of her own skull to kill the Klingon that left her for dead.

First female Commodore to captain a Constitution.

CREDITS
54k

Awards, Honorifics and Notes

Cadet Cruise Grad High Honors / -

SF Honor Roll
Class J Starship
Commendation, USS Constitution
Purple Heart, Major, -9 CHA, USS Constellation, Four Year War, Klingon Dagger to throat/face
Commendation
Cpt Kongo, Shakedown Cruise, Dec for Valor // TERM 11 = ST Kongo, 5yr Maiden Voyage, 2yrs in.

STR 65	END 61	INT 75	DEX 70	CHA 71/62 -9/90 +4 Trainer	COOL 65	LUC 46	PSI 02
FOOLIES (CHA+COOL)/2 round down	76	PERCEPTION (INT+LUC)/2 round down	60	FOCUS (INT+COOL)/2 round down	70	PERSEVERANCE (END+LUC)/2 round down	53
							round down 60

Administration 40	Demolitions 15	Medicine Human 10	ST Sensors 40
Anthrop	Disguise		ST Services
	Ecology 16	Meteorology	ST Weapon Ops . . . 25
Appraisal	Electronics	Negot/Diplomacy . . 68	ST Weapons Tech . . .
Archaeo Earth . . . 23	Enviosuit Ops . . . 25	Oceanography	Stealth/Hide 33
	Federation History . 30	Pers Wpn Tech	Streetwise 31
Art Sculpture . . . 34	Federation Law . . . 41	Philosophy Earth, Survey . 7	Survival Temperate . 17
	Forgery		
Astron/Atrophys . . 41	Gaming	Physics	Track/Evade
Biology	Gambling	Psych Klingon 5	Trade & Commerce . .
Botany	Geology		Transporter Ops . . .
Bribery	Hvy Wpns Op/Tech . 25	Scrounge	Transporter Tech . . .
Burglary	History	Seduction	Trivia
Carousing		Shuttle Pilot 45	
Chemistry	Holotechnology . . .	Shuttle Sys Tech . . .	Variable-G Ops . . .
Combat	Instruction 66	Sm Equip Tech . . . 30	Vehicle Op Grav . . 34
Archaic	Interrogation 25	Sm Unit Tactics . . . 41	
D'KTahg Armed . . . 25	Intimidate	Sports	Warp Drive Tech . . .
H-T-H 82	Lang Klingon 10		Zoology
Modern 65		ST Cbt Tac/Str . . . 80	
Computer Op . . . 30	Law	ST Comm Proc . . . 15	
Computer Tech . . .		ST Comm Tech . . .	
Culture Klingon . . 15	Leadership 65	ST Engineering	
	Life Support Tech . . .	ST Helm 60	
Dmg Ctrl Proc . . . 30	Materials Science . .	ST Navigation 40	
Def Shield Tech . .	Mechanics	ST Security 30	

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11

UNCONSCIOUS SAVES

NATURAL
61

CURRENT

SAVE
(END/2 rd)
30

SAVE
(END/4 rd)
15

UNC
(END/10 rd)
6

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE... 1d10+5

SKILL BONUS.....+ 4

TOTAL.....= 1d10+9

WEAPON DAMAGE

STR BONUS.....+ 3

SKILL BONUS.....+ 1

TOTAL.....= 4

LUC Pool 46

NATURAL

PSI Vector 55

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

Action Point Table

A Opportunity Action

Position Change

A Turn in Place 1

Stand-to-Sit or reverse 1

A Stand-to-Kneel or reverse 1

A Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

A Short Communication 1

Draw and Ready Device 2

A Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

A Quick-Draw and Fire 3

A Fire Ready Weapon 1

A Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

Combat and Emergency Evasion

A Attack min. 3

A Parry/Defend min. 2

A Dodge min. 3

A Duck Thrown Weapon 2

A Hide in Same Square 1

A Hide in Adjacent Square 4

A Roll Sideways 2

A Drop-to-Ready 1

A Drop-to-Prone 0

A Dive to Prone 2

A Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers

Dice Mod

Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

Attacker Modifiers

Aiming

Aimed Shot -25

Snapshot 0

Quick-Draw/Shoot +25

Wrong-Hand +20

Simultaneous Attacks +10 each

Movement

Stationary 0

Moving +5

Running +15

Evading +30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares -30

Surprised or Distracted -20

Alert and Aware +20

Aware of the Technique +40

23010101

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	ARMIDA EARLS	AGE	61	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	F	END	D	1. St CBT, B	
	Human	HT	5'6	INT	C	2. Cbt, HTH, B	
BRANCH	HELM, MINOR SEC	WT	125	DEX	C	3. Leadership, D	
RANK	COMMODORE	HAIR	Silver	CHA	B	4. Negot/Dip, D	
CURRENT ASSIGNMENT	Captain, USS Kongo	EYES	GREEN	COOL	D	5. Instruction, D	
		D.O.B.		LUC	E	...	
				PSI	H	Dept Head	Y <input checked="" type="radio"/> N <input type="radio"/>
						Cmd School	Y <input checked="" type="radio"/> N <input type="radio"/>
						Contact Team Certified?	Y <input checked="" type="radio"/> F <input type="radio"/>

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Service Record

Honors

Graduated High Honors
SF Honor Roll
Commendation
Purple Heart
Commendation
Decoration for Valor



Assignments

38 Years Served

Cadet Military, 1yr
Term 1 Contact Team, 1yr
Term 2 Academy Instructor, 3yrs
Term 3 Class J Starship, 5yrs
Term 4 Command School, 2yrs
Term 5 Constitution, 5yrs
Term 6 Constellation, 5yrs
Term 7 Merchant Marine, 3yrs
Term 8 Exploration, 5yrs
Term 9 Academy Instructor, 4yrs
Term 10 USS Kongo, Cpt, Shakedown Cruise, 2yr
Term 11, USS Kongo, Cpt, Maiden Voyage, 2yrs into 5yr term

Name Sylonn

Personal Notes and Lifepath

Family
Homeworld: Vulcan

Family Merchant, Okay

Parents: Both Alive

Childhood: Restricted Zones

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A, P, E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A, P, E

Lifepath

Academy Trainer, +1 CHA
Cadet Call on Locals for Favor

- Term
- 1 -
 - 2 Friend, like a Grandmother
 - 3 Trainer, +2 CHA
 - 4 -
 - 5 Civilian Friend, Local Base
 - 6 Friend, Former Rival
 - 7 -
 - 8 -
 - 9 -
 - 10 Current Assign, just begun

History and Notes

From a merchant family operating under various restrictions, Sylonn was more open to Star fleet service than most Vulcanians. While earning various awards over the years, Sylonn's career has been that of steady, middle-of-road performance, reliability and perseverance.

Dreams and Direction

Sylonn sees his role in the upper ranks as that of the voice of peaceful calls, to elevate the most down-trodden of the Federation's society, to bring health and knowledge to all living creatures. To this end, he sees no end to his time with Starfleet.

Areas of Improvement	
Skills	Attribute
1 Negot/Diplo	CHA
2 ST CBT/TacSTR	
3 Fed Law	

Awards and Honors

- Cadet Grad High Honors, Gold Palms, Citation Valor
Class J Starship
- Term
- 1 SF Honor Roll, Class J Starship
 - 2 -
 - 3 -
 - 4 -
 - 5 -
 - 6 Silver Palms
 - 7 - / USS Intrepid
 - 8 -
 - 9 -
 - 10 Current Assign, Just starting Term



STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT, (C)	COMMAND, (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLORATION	MILITARY	COLONIZATION
			MERCHANT MARINE	STARBASE DUTY
			ACADEMY INSTRUCTOR	Passed
				Honors
				High Honors
1st				
2nd				
3rd				
4th				
5th				
6th				
ACTIVE DUTY				Term Length
1st				Efficiency
2nd				3 AV
3rd				5 AV
4th				4 OU
5th				4 AV
6th				4 AV
7th				3 AV
8th	C			2
9th				3 AV
10th				3

NAME Sylonn AGE 79
 SPECIES VULCANIAN P.O.B. VULCAN SEX M
 RANK COMMODORE HT 220
 BRANCH NAV, MINOR SCI WT 6'2
 ASSIGNMENT HAIR BLACK
 EYES GRAY
 D.O.B.



COMMODORE SYLONN

Personal/Family Notes	CREDITS 48k
Awards, Honorifics and Notes	
Cadet Cruise Grad High Honors, Gold Palms, Cit for Valor, Class J Starship	
3 AV SF Honor Roll, Class J Starship	
2 PO	
5 AV	
4 OU	
4 AV	
4 AV Silver Palms	
3 AV / USS Intrepid	
2	
3 AV	
Current Assign, Just starting Term	

STR 81	END 72	INT 90	DEX 60	CHA 56	COOL 90	LUC 01	PSI 81
FOOLIES (CHA+COOL)/2 round down 63		PERCEPTION (INT+LUC)/2 round down 55		FOCUS (INT+COOL)/2 round down 99		PERSEVERANCE (END+LUC)/2 round down 46	

Administration . . . 40	Demolitions	Medicine	ST Sensors 44
Anthrop	Disguise	ST Services
.	Ecology 26	Meteorology 25	ST Weapon Ops . . . 20
Appraisal	Electronics	Negot/Diplomacy . 41	ST Weapons Tech . . .
Archaeo	Enviosuit Ops . . . 28	Oceanography . . . 25	Stealth/Hide
.	Federation History . 30	Pers Wpn Tech . . .	Streetwise
Art	Federation Law . . . 30	Philosophy	Survival
.	Forgery
Astron/Atrophys . 40	Gaming 46	Physics 25	Track/Evade
Biology	Gambling	Psych	Trade & Commerce . .
Botany	Geology 26	Transporter Ops . . . 25
Bribery	Hvy Wpns Op/Tech . .	Scrounge	Transporter Tech . . .
Burglary	History	Seduction	Trivia
Carousing	Shuttle Pilot
Chemistry 13	Holotechnology . . .	Shuttle Sys Tech . .	Variable-G Ops
Combat	Instruction 65	Sm Equip Tech . . . 15	Vehicle Op
.	Interrogation	Sm Unit Tactics
Baton Armed . . . 10	Intimidate	Sports	Warp Drive Tech . . . 25
H-T-H 15	Lang Human 25	Zoology 25
Modern 15	ST Cbt Tac/Str . . . 50
Computer Op . . . 50	Law	ST Comm Proc . . . 25
Computer Tech . . 25	ST Comm Tech
Culture	Leadership 40	ST Engineering
.	Life Support Tech . . 5	ST Helm 40
Dmg Ctrl Proc . . . 29	Materials Science . . 8	ST Navigation 60
Def Shield Tech . . 25	Mechanics 8	ST Security 10

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	SYLONN	AGE	79	STR	B	Top Skills 1. Instruction, D 2. ST Nav, D 3. Comp Op, D 4. ST Sensors, C 5. Gaming, C ...
SPECIES	P.O.B.	SEX	M	END	C	
VULCANIAN	VULCAN	HT	220	INT	A	
BRANCH	NAV, MINOR SCI	WT	6'2	DEX	D	
RANK	COMMODORE	HAIR	BLACK	CHA	D	
CURRENT ASSIGNMENT		EYES	GRAY	COOL	A	Dept Y <input checked="" type="radio"/> N Head <input checked="" type="radio"/> N
		D.O.B.		LUC	H	Cmd <input checked="" type="radio"/> Y School <input checked="" type="radio"/> N
				PSI	B	Contact Team Y <input checked="" type="radio"/> F Certified? <input checked="" type="radio"/> N

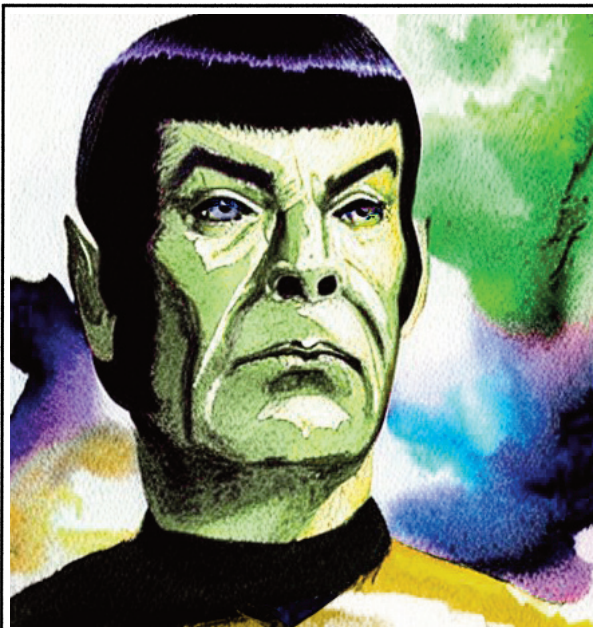
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Service Record

Honors

Graduated High Honors
 Gold Palms
 Cit for Valor
 Silver Palms



Assignments 31 Years Served

Cadet Class J Starship, 1yr
 Term 1 Class J Starship, 3yrs
 Term 2 Colonization, 2yrs
 Term 3 Academy Instructor, 5yrs
 Term 4 Starbase Duty, 4yrs
 Term 5 Starbase Duty, 4yrs
 Term 6 Colonization, 4yrs
 Term 7 USS Intrepid, 3yrs
 Term 8 Command School, 2yrs
 Term 9 Colonization, 3yrs
 Term 10 Current Assign, Just starting 3yr Term

Name Jannik Marston

Personal Notes and Lifepath

Family

Homeworld: Rala III

Family Common Folk, in danger, imprisoned,
Only I escaped

Parents: Separated, Both Alive

Childhood: On the Sea

Siblings	LIVING	AGE	FEELINGS	STANDING
1. Only Child	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Romance, Probs, Apart for long time

Cadet Enemy, Locals, Hate them, Loss of Friend

Term

- 1 Happy Romance
- 2 Enemy, Locals, Hate me, Betrayal
- 3 Friend in SFC
- 4 Enemy, Boss, Hate them, Romantic Rival
- 5 Friend, Colleague
- 6 -
- 7 Friendly Locals owe a Favor
- 8 Headache, Trusted Ally Turns, Personal
- 9 Headache, Ruffled Feathers
- 10 Windfall, 2kcr

Areas of Improvement

Skills

1 St CBT/TacSTR

2 Fed Law

3 Combat, Sword

Attribute

DEX

Awards and Honors

Cadet

Purple Heart, Serious, -3 Cool, Excalibur

Term

1 -
2 Gold Palms, Purple Heart, Serious -2 Dex / Lexington
3 Citation for Gallantry
4 -
5 -
6 -
7 -
8 Current Assign, 2yrs into Term
9
10

History and Notes

Purple Heart Therapy, Cool

Year	Att+die mod
1	62+4
2	66+0
3	66+0
4	66+4
5	70+4
6	74+4
7	78+0
8	78+0
9	78+3
10	78+3
11	81+0
12	81+3
13	84+0
14	84+0
15	84+3
16	87+0
17	87+3 = Cool 90/Done
18	DEX 68+ Current year's Roll pending

Dreams and Direction

Captain of a Destroyer harkens back to his dreams of youth at sea, something of a natural transition for Jannik. The accident aboard Excalibur awoke him to the seriousness of the dangers around him; since working every day to train his nerves to that of cool steel under the most stressful of circumstances. With his share of loves lost and won, ups and downs, Jannik is barely half through his career with great highlights ahead.



230101.01

NAME	Jannik Marston	AGE	45
SPECIES	P.O.B.	SEX	M
HUMAN	RALA III	HT	5'8
RANK	CAPTAIN	WT	160
BRANCH	HELM	HAIR	BROWN
ASSIGNMENT		EYES	GREEN
		D.O.B.	

230101.01



CAPTAIN JANNIK MARSTON

		SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD															
		STARSHIP		EXPLORATION		MILITARY		COLONIZATION		MERCHANT MARINE		STARBASE DUTY		ACADEMY INSTRUCTOR			
CADET CRUISE												Passed		Honors			
												High		Honors			
1st																	
2nd																	
3rd																	
4th																	
5th																	
6th																	
ACTIVE DUTY												Term Length		Efficiency		Cadet	
1st												3	EX	-			
2nd												2	AV	-	Gold Palms, Purple		
3rd												4	AV	-	Citation Gallantry		
4th												5	AV	-			
5th	C											2	/	-			
6th	T											1	/	-			
7th												3	AV	-			
8th												4		-	Current Assign, 2y		
9th																	
10th																	

Personal/Family Notes	CREDITS 39k
<u>Awards, Honorifics and Notes</u>	
Cadet Cruise	Purple Heart, Serious, -3 Cool, USS Excalibur
Imms, Purple Heart, Serious -2 Dex, USS Lexington	
Gallantry	
Assign, 2yrs into Term	

STR	66	END	68	INT	77	DEX	70/68	CHA	73	COOL	65/62	LUC	30	PSI	15			
						-2 Serious							-3 Serious					
FOOLIES (CHA+COOL)/2 round down			81	PERCEPTION (INT+LUC)/2 round down			53	FOCUS (INT+COOL)/2 round down			83	PERSEVERENCE (END+LUC)/2 round down			49	(INT+LUC)/2 round down		53

Administration	40	Demolitions		Medicine <u>Caitan</u>	10	ST Sensors	30
Anthrop		Disguise				ST Services	
		Ecology	27	Meteorology		ST Weapon Ops	51
Appraisal		Electronics		Negot/Diplomacy	50	ST Weapons Tech	
Archaeo <u>Cait</u>	15	Enviosuit Ops	10	Oceanography		Stealth/Hide	
		Federation History	30	Pers Wpn Tech		Streetwise	
Art		Federation Law	30	Philosophy		Survival <u>Tropic</u>	20
		Forgery				<u>Arctic</u>	11
Astron/Atrophys	40	Gaming	29	Physics	15	Track/Evade	
Biology		Gambling		Psych		Trade & Commerce	
Botany		Geology				Transporter Ops	
Bribery		Hvy Wpns Op/Tech		Scrounge		Transporter Tech	
Burglary		History		Seduction		Trivia <u>Famous Cait</u> s	13
Carousing	45			Shuttle Pilot	60		
Chemistry		Holotechnology		Shuttle Sys Tech		Variable-G Ops	
Combat		Instruction	35	Sm Equip Tech	30	Vehicle Op	
Archaic		Interrogation		Sm Unit Tactics	25		
<u>Sword</u> Armed	37	Intimidate		Sports <u>Swimming</u>	10	Warp Drive Tech	
H-T-H	55	Lang <u>Cait</u>	10			Zoology	
Modern	60			ST Cbt Tac/Str	55		
Computer Op	30	Law		ST Comm Proc	30		
Computer Tech				ST Comm Tech			
Culture		Leadership	60	ST Engineering			
		Life Support Tech		ST Helm	58		
Dmg Ctrl Proc	10	Materials Science		ST Navigation	33		
Def Shield Tech		Mechanics		ST Security	10		

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NATURAL

68

CURRENT

SAVE
(END/2 rd)

34

SAVE
(END/4 rd)

17

UNC
(END/10 rd)

6

WOUND

FATIGUE

STUN

ATTRIBUTE

FATIGUE

EFFECTS

LUC

Pool

30

NATURAL

PSI Vector

55

PSI Pool

NATURAL

TO HIT TABLE

(SKILL + DEX)/2=TOHIT

DMG

Modern.....60.....68.....64...PER SETTING

H-T-H.....55.....68.....61...1d10+7

Sword...37.....68.....57...4d10+4

BARE HAND DAMAGE...1d10+5

SKILL BONUS.....+2

TOTAL.....=1d10+7

WEAPON DAMAGE

STR BONUS.....+3

SKILL BONUS.....+1

TOTAL.....=4

Action Point Table

Position Change

Turn in Place1

Stand-to-Sit or reverse1

Stand-to-Kneel or reverse1

Kneel-to-Prone or reverse1

Movement

Walk 1sq orthogonal1

diagonal1.5

Evade 1sq orthogonal2

diagonal3

Crawl 1sq orthogonal2

diagonal3

Run for full Turn1/2 all AP

Climb Stairs or Ladder2x AP

Climb Rope3x AP

Swim2x AP

Equipment and Weapon Use

Short Communication1

Draw and Ready Device2

Operate Familiar Device2

Draw and Ready Weapon2

Aim Weapon2

Quick-Draw and Fire3

Fire Ready Weapon1

Throw Ready Weapon1

Adjust Weapon Settings2

Reload Weapon2

Combat and Emergency Evasion

Attackmin. 3

Parry/Defendmin. 2

Dodgemin. 3

Duck Thrown Weapon2

Hide in Same Square1

Hide in Adjacent Square4

Roll Sideways2

Drop-to-Ready1

Drop-to-Prone0

Dive to Prone2

Dive Roll4

Flying Tacklemin. 4

Terrain Modifiers

Clear, Road or Path1x AP

Hills, Light Vegetation2x AP

Swampy, Rocky, Hvy Veg3x AP

Cliffs, Rough Terrain2x - 4x AP

To-Hit Modifiers

Target Modifiers

Range

Point-Blank-15

Short0

Medium+15

Long+30

Extreme+45

Size

Very Small+30

Small+15

Man-size0

Large-15

Specific Location+15

Position

Standing0

Crouched+5

Prone-10

Concealment

≤ 1/30

1/3 - 2/3+10

2/3 ≥+30 or more

Movement

Stationary-15

Moving0

Running+5

Attacker Modifiers

Aiming

Aimed Shot-25

Snapshot0

Quick-Draw/Shoot+25

Wrong-Hand+20

Simultaneous Attacks+10 each

Movement

Stationary0

Moving+5

Running+15

Evading+30

Vulcan Nerve Pinch

Target is:

Totally Unawares-30

Surprised or Distracted-20

Alert and Aware+20

Aware of the Technique+40

UNCONSCIOUS

SAVES

23010101

((INT+CHA+PSI)/3) rd

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	JANNIK MARSTON	AGE	45	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	M	END	D	1. Shuttle Pilot, D	
HUMAN	RALA III	HT	5'8	INT	C	2. Leadership, D	
BRANCH		WT	160	DEX	D	3. ST CBT, D	
	HELM	HAIR	BROWN	CHA	C	4. CBT, Mod, D	
RANK	CAPTAIN	EYES	GREEN	COOL	A	5. CBT, HTH, D	
CURRENT ASSIGNMENT		D.O.B.		LUC	F	...	
				PSI	G	Dept Head	Y <input checked="" type="radio"/> N <input type="radio"/>
						Cmd School	Y <input checked="" type="radio"/> N <input type="radio"/>
						Contact Team Certified?	Y <input checked="" type="radio"/> F <input type="radio"/>

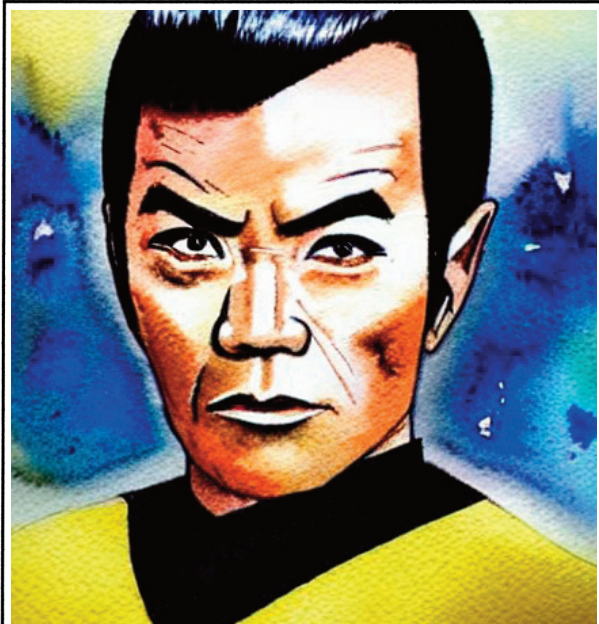
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Service Record

Honors

Purple Heart
Purple Heart
Gold Palms
Citation for Gallantry



Assignments 23 Years Served

Cadet Excalibur, 1yr
Term 1 Merchant Marine, 3yrs
Term 2 Lexington, 2yrs
Term 3 Military, 4yrs
Term 4 Starbase 4, 5yrs
Term 5 Command School, 2yrs
Term 6 Contact Team, 1yr
Term 7 Academy Instructor, 3yrs
Term 8 Current Assign, 2yrs into 4yr Term
Term 9
Term 10

Name Mariek Nevensa

Personal Notes and Lifepath

Family

Homeworld: Andor

Family Diplomats, Okay

Parents: Separated, Both Alive

Childhood: Military Zones

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N?	Y/O/T	Ht / Dis / N / Lk / L	A/P/E
2.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Friend in SFC

Cadet Happy Romance

Term

- 1 Enemy, Colleague, Hate them, Foiled plans
- 2 Headache, Illness
- 3 -
- 4 -
- 5 Enemy, Underling, Mutual, Betrayal
- 6 Fast Times
- 7 -
- 8 Current Assign
- 9
- 10

History and Notes

Starfleet was a natural for Mariek, combining the Diplomatic experience with the military lifestyle as the Andorian people transition from Empire to Federation over the coming generations. It was Mariek's quick actions as a helmsman who, upon the combat death of her captain, assumed command of the ship and won the battle. earned an award and immediate induction to command school and a later captaincy in Merchant Marines.

Dreams and Direction

While Mariek has always performed best in the Merchant Marines, the Military division is hoped for with next term's assignment.

Areas of Improvement

Skills

Attribute

- 1 Negot/Diplo
- 2 Carousing
- 3 Leadership

-

Awards and Honors

Cadet

Grad Honors / -

Term

- 1 Decoration for Gallantry
- 2 Silver Palms
- 3 -
- 4 Grankite Order of Tactics, saved ship on death of Cpt.
- 5 -
- 6 -
- 7 Commendation
- 8 Current Assign, 4yrs into Term
- 9
- 10



STARFLEET OFFICER RECORD

NAME **Mariek Nevensa** AGE **64**
 SPECIES **P.O.B.** SEX **F**
ANDORIAN **ANDOR** HT **5'9**
 RANK **CAPTAIN** WT **125**
 BRANCH **HELM** HAIR **WHITE**
 ASSIGNMENT EYES **BLUE**
 D.O.B.



CAPTAIN MARIEK NEVENSA

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR
CADET CRUISE							
1st							
2nd							
3rd							
4th							
5th							
6th							
ACTIVE DUTY							
1st							
2nd							
3rd							
4th							
5th							
6th							
7th							
8th							
9th							
10th							

Personal/Family Notes	CREDITS 66k
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Awards, Honorifics and Notes
Cadet Cruise
Grad Honors / -
5 AV Dec for Gallantry
3 AV Silver Palms
3 OU -
4 OU Grankite Order Tactics, Saved ship on combat death of Captain
2 -
3 AV -
2 AV Commendation
4 Current Assign, 4yrs into 4yr Term

STR 76	END 76	INT 75	DEX 70	CHA 70	COOL 74	LUC 01	PSI 31
FOOLIES (CHA+COOL)/2 round down 72	PERCEPTION (INT+LUC)/2 round down 48	Andorian +10	FOCUS (INT+COOL)/2 round down 84	Andorian +10	PERSEVERENCE (END+LUC)/2 round down 38	(INT+LUC)/2 round down 38	

Administration . . . 51	Demolitions	Medicine Andor. 10	ST Sensors 40
Anthrop	Disguise		ST Services
	Ecology	Meteorology . . . 15	ST Weapon Ops . . 55
Appraisal	Electronics	Negot/Diplomacy. 36	ST Weapons Tech . .
Archaeo	Enviosuit Ops	Oceanography . . . 17	Stealth/Hide
	Federation History 30	Pers Wpn Tech . . .	Streetwise
Art Appreciation 15	Federation Law . . 30	Philosophy	Survival Desert. 25
	Forgery		Arctic. 7
Astron/Atrophys . 25	Gaming	Physics	Track/Evade.
Biology	Gambling 25	Psych	Trade & Commerce. .
Botany	Geology		Transporter Ops . . 25
Bribery	Hvy Wpns Op/Tech. .	Scrounge	Transporter Tech. . .
Burglary	History	Seduction	Trivia Great Fed Literature. 20
Carousing 22		Shuttle Pilot 25	
Chemistry	Holotechnology . . .	Shuttle Sys Tech . .	Variable-G Ops . . .
Combat	Instruction 30	Sm Equip Tech. . . 10	Vehicle Op Tracked. 11
Archaic	Interrogation	Sm Unit Tactics . . .	
Armed 10	Intimidate	Sports Ice Slalom. 19	Warp Drive Tech . . 40
H-T-H 15	Lang Human. 10	Skiing. 9	Zoology
Modern 15		ST Cbt Tac/Str. . . 50	
Computer Op . . . 30	Law	ST Comm Proc . . . 25	
Computer Tech . .		ST Comm Tech . . .	
Culture	Leadership 40	ST Engineering . . .	
	Life Support Tech . .	ST Helm 50	
Dmg Ctrl Proc . . . 10	Materials Science. .	ST Navigation 42	
Def Shield Tech . .	Mechanics	ST Security 10	

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11

NATURAL
76

CURRENT

SAVE
(END/2 rd)
38

SAVE
(END/4 rd)
19

UNC
(END/10 rd)
7

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE... 2d10

SKILL BONUS.....+ 0

TOTAL.....= 2d10

WEAPON DAMAGE

STR BONUS.....+ 3

SKILL BONUS.....+ 0

TOTAL.....= 3

LUC Pool 01
NATURAL

PSI Vector
58

PSI Pool
NATURAL

((INT+CHA+PSI)/3) rd

Action Point Table

An Opportunity Action

Position Change

Turn in Place1

Stand-to-Sit or reverse1

Stand-to-Kneel or reverse1

Kneel-to-Prone or reverse1

Movement

Walk 1sq orthogonal1

diagonal1.5

Evade 1sq orthogonal2

diagonal3

Crawl 1sq orthogonal2

diagonal3

Run for full Turn1/2 all AP

Climb Stairs or Ladder2x AP

Climb Rope3x AP

Swim2x AP

Equipment and Weapon Use

Short Communication1

Draw and Ready Device2

Operate Familiar Device2

Draw and Ready Weapon2

Aim Weapon2

Quick-Draw and Fire3

Fire Ready Weapon1

Throw Ready Weapon1

Adjust Weapon Settings2

Reload Weapon2

Combat and Emergency Evasion

Attackmin. 3

Parry/Defendmin. 2

Dodgemin. 3

Duck Thrown Weapon2

Hide in Same Square1

Hide in Adjacent Square4

Roll Sideways2

Drop-to-Ready1

Drop-to-Prone0

Dive to Prone2

Dive Roll4

Flying Tacklemin. 4

Terrain Modifiers

Clear, Road or Path1x AP

Hills, Light Vegetation2x AP

Swampy, Rocky, Hwy Veg3x AP

Cliffs, Rough Terrain2x - 4x AP

To-Hit Modifiers

Target Modifiers

Dice Mod

Range

Point-Blank-15

Short0

Medium+15

Long+30

Extreme+45

Size

Very Small+30

Small+15

Man-size0

Large-15

Specific Location+15

Position

Standing0

Crouched+5

Prone-10

Concealment

≤ 1/30

1/3 - 2/3+10

2/3 ≥+30 or more

Movement

Stationary-15

Moving0

Running+5

Attacker Modifiers

Aiming

Aimed Shot-25

Snapshot0

Quick-Draw/Shoot+25

Wrong-Hand+20

Simultaneous Attacks+10 each

Movement

Stationary0

Moving+5

Running+15

Evading+30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares-30

Surprised or Distracted-20

Alert and Aware+20

Aware of the Technique+40

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	MARIEK NEVENSA	AGE	64	STR	C	Top Skills	
SPECIES	P.O.B.	SEX	F	END	C	1. Admin, D	
ANDORIAN	ANDOR	HT	5'9	INT	C	2. ST CBT, D	
BRANCH		WT	125	DEX	C	3. ST Helm, D	
	HELM	HAIR	WHITE	CHA	C	4. ST WpnOp, D	
RANK	CAPTAIN	EYES	BLUE	COOL	C	5. Leadership, E	
CURRENT ASSIGNMENT		D.O.B.		LUC	H	...	
				PSI	F	Dept Head	Y/N
						Cmd School	Y/N
						Contact Team Certified?	Y/N

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Service Record

Honors

Graduated Honors
 Decoration for Gallantry
 Silver Palms
 Grankite Order of Tactics
 Commendation



Assignments

28 Years Served

Cadet Starbase 15, 1yr
 Term 1 Military, 5yrs
 Term 2 Exploration, 3yrs
 Term 3 Merchant Marine, 3yrs
 Term 4 Merchant Marine, 4yrs
 Term 5 Command School, 2yrs
 Term 6 Colonization, 3yrs
 Term 7 Merchant Marine, 3yrs
 Term 8 Current Assign, 4yrs into 4yr Term
 Term 9
 Term 10

Family
Homeworld: Shipwrecked 3yrs earliest childhood,
Raised on Antares, Open Air, Natural
Family Local Leadership, Okay
Parents: Both Alive
Childhood: Ruins to utopian

Siblings	LIVING	AGE	FEELINGS	STANDING
1. Only Child	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath
Academy Enemy, Planetary Official
Cadet Big Cred, 30k!

Term 1 Fast Times!
2 -
3 -
4 -
5 -
6 Current Assign
7
8
9
10

Areas of Improvement
Skills
1 ST CBT
2 Gaming
3 Dmg Ctrl Proc
Attribute
COOL

Awards and Honors
Cadet Grad High Honors, SF Honor Roll
Term 1 -
2 Dec for Gallantry
3 Prantares Ribbon Excellence, Purple Heart
4 -
5 -
6 Current Assign
7
8
9
10

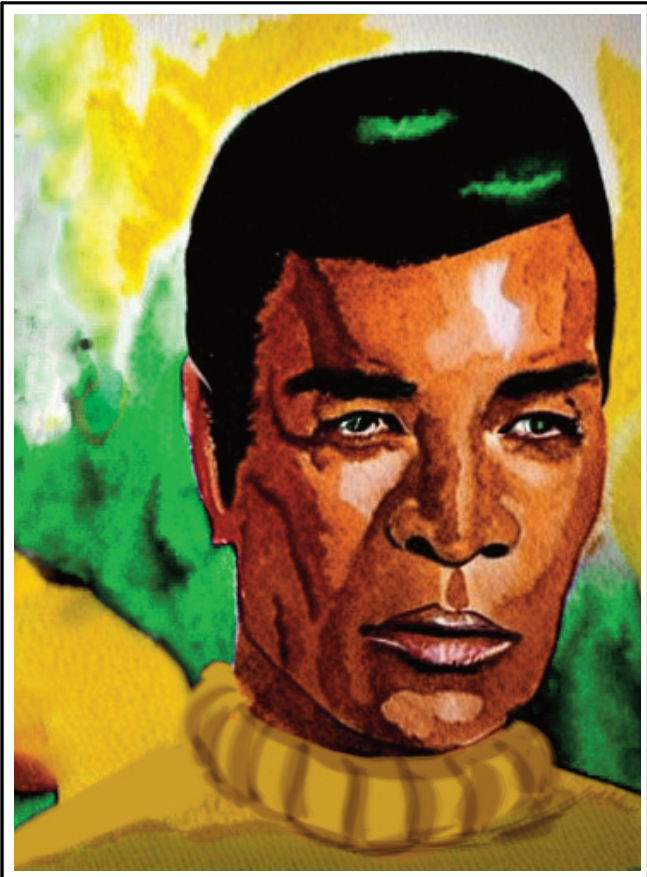
History and Notes

Perhaps it was those few years shipwrecked as a child where he would play amongst the wreck and local ruins, pretending to be a Star fleet officer exploring a new world and eventually rescuing his own self in pretend. Whatever it was, Kisembo is beyond driven and excels at everything he's been presented with. From High Honors of the Academy, straight into Contact Team and now joining those few to achieve Captaincy by their '30's. Certainly not the youngest to captain a ship, Jasso embodies all that Star fleet and the Federation are; vibrant and dedicated, willing to go the extra distance for the least amongst them.

Dreams and Direction

With this frosh tour as Captain nearing completion, the future is wide open in all directions. The Captaincy is certainly something that will occupy much of the next decade of his life. What types of ships, sizes of crew, areas of responsibility all remain to be seen.

In the near term, certainly getting a ship's band together is on his list wherever he lands while continuous study in all those areas that make a good captain occupy much of his waking time.



STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT, (C)	COMMAND, (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLORATION	MILITARY	COLONIZATION
			MERCHANT MARINE	STARBASE DUTY
			ACADEMY INSTRUCTOR	Passed
				Honors
				High Honors
1st				
2nd				
3rd				
4th				
5th				
6th				
ACTIVE DUTY				Term Length
1st	T			Efficiency
2nd				3 EX
3rd				3 OU
4th				4 OU
5th	C			2
6th				2
7th				
8th				
9th				
10th				

NAME Kisembo Jasso AGE 39
 SPECIES HUMAN P.O.B. ANTARES SEX M
 RANK CAPTAIN HT 5'9
 BRANCH HELM WT 190
 ASSIGNMENT MINOR ENG HAIR BLACK
 EYES GREEN
 D.O.B.



CAPTAIN KISEMBO JASSO

Personal/Family Notes
 Current Assign = Frosh tour as Captain
 Scout Design competition with inter-ship rivalry

CREDITS
 111k

Awards, Honorifics and Notes
 Cadet Cruise Graduated High Honors, SF Honor Roll, Potemkin

STR 64	END 60	INT 77	DEX 65	CHA 70	COOL 66	LUC 87	PSI 70
FOOLIES (CHA+COOL)/2 round down 68	PERCEPTION (INT+LUC)/2 round down 82	FOCUS (INT+COOL)/2 round down 71	PERSEVERENCE (END+LUC)/2 round down 73	(INT+LUC)/2 round down 82			

Administration 40	Demolitions	Medicine Human 10	ST Sensors 40
Anthrop	Disguise		ST Services
	Ecology 10	Meteorology	ST Weapon Ops 40
Appraisal	Electronics 7	Negot/Diplomacy 50	ST Weapons Tech 10
Archaeo	Enviosuit Ops 15	Oceanography	Stealth/Hide
	Federation History 30	Pers Wpn Tech	Streetwise 30
Art Music, Drums 25	Federation Law 30	Philosophy	Survival Arctic 25
	Forgery		Tropical 25
Astron/Atrophys 45	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology		Transporter Ops 30
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech 25
Burglary	History	Seduction	Trivia
Carousing 20		Shuttle Pilot 60	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction 30	Sm Equip Tech 41	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics 15	
Baton Armed 10	Intimidate	Sports	Warp Drive Tech 15
H-T-H 50	Lang K'Zinti 10		Zoology
Modern 41		ST Cbt Tac/Str 58	
Computer Op 30	Law	ST Comm Proc 40	
Computer Tech 13		ST Comm Tech	
Culture K'Zinti 16	Leadership 40	ST Engineering 20	
	Life Support Tech 10	ST Helm 70	
Dmg Ctrl Proc 15	Materials Science	ST Navigation 40	
Def Shield Tech 17	Mechanics 7	ST Security 10	

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UNCONSCIOUS

SAVES

NATURAL

60

CURRENT

SAVE
(END/2 rd)

30

SAVE
(END/4 rd)

15

UNC
(END/10 rd)

6

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool

87

NATURAL

PSI Vector

72

PSI Pool

NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+5

SKILL BONUS.....+ 2

TOTAL.....= 1d10+7

WEAPON DAMAGE

STR BONUS.....+ 3

SKILL BONUS.....+ 0

TOTAL.....= 3

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern..... 41 65 53 ...PER SETTING

H-T-H..... 50 65 57 ... 1d10+7

Baton .. 10 65 37 ... 2d10+3

.....

.....

.....

Action Point Table

A Opportunity Action

Position Change

A Turn in Place 1

Stand-to-Sit or reverse 1

A Stand-to-Kneel or reverse 1

A Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

A Short Communication 1

Draw and Ready Device 2

A Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

A Quick-Draw and Fire 3

A Fire Ready Weapon 1

A Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

Combat and Emergency Evasion

A Attack min. 3

A Parry/Defend min. 2

A Dodge min. 3

A Duck Thrown Weapon 2

A Hide in Same Square 1

A Hide in Adjacent Square 4

A Roll Sideways 2

A Drop-to-Ready 1

A Drop-to-Prone 0

A Dive to Prone 2

A Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers

Dice Mod

Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

Attacker Modifiers

Aiming

Aimed Shot -25

Snapshot 0

Quick-Draw/Shoot +25

Wrong-Hand +20

Simultaneous Attacks +10 each

Movement

Stationary 0

Moving +5

Running +15

Evading +30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares -30

Surprised or Distracted -20

Alert and Aware +20

Aware of the Technique +40

23010101

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	KISEMBO JASSO	AGE	39	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	M	END	D	1. ST Helm, C	
HUMAN	ANTARES	HT	5'9	INT	C	2. ST CBT, D	
BRANCH	HELM, MINOR ENG	WT	190	DEX	D	3. Shuttle Pilot, D	
RANK	CAPTAIN	HAIR	BLACK	CHA	C	4. Leadership, E	
CURRENT ASSIGNMENT		EYES	GREEN	COOL	D	5. Astron/Astro, E	
		D.O.B.		LUC	B	...	
				PSI	C	Dept Head	Y <input checked="" type="radio"/> N <input type="radio"/>
						Cmd School	Y <input checked="" type="radio"/> N <input type="radio"/>
						Contact Team Certified?	Y <input checked="" type="radio"/> F <input type="radio"/>

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Service Record

Honors

Graduated High Honors
Dec for Consp Gallantry
Prantares Ribbon of Excellence
Purple Heart



Assignments

17 Years Served

Cadet Potemkin, 1yr
Term 1 Contact Team, 1yr
Term 2 Military, 3yrs
Term 3 Excalibur, 3yrs
Term 4 Potemkin, 4yrs
Term 5 Command School, 2yrs
Term 6 Current Assign, Frosh Tour as Captain, 2yrs into 2yr Term
Term 7
Term 8
Term 9
Term 10

Name Eiryn Siginq

Personal Notes and Lifepath

Family

Homeworld: Canaris
Lone Outpost Est. 10yrs prior birth
Family Common Folk, Okay

Parents: Both Alive, Separated

Childhood: Military Zone

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A / P / E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A / P / E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A / P / E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A / P / E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A / P / E

Lifepath

Academy Friend, Colleague
Cadet Enemy, Planetary Official

Term 1 -
2 Mentor, +3 ST CBT
3 Romance, Probs, She's messing around
4 Enemy, Boss, Hates me, Rivalry
5 Current Assign
6
7
8
9
10

Areas of Improvement	
Skills	Attribute
1 Leadership	DEX
2 Negot/Diplo	
3 St Wpns Op	

Awards and Honors

Cadet - / - / -
Term 1 -
2 -
3 Dec for Consp Gallantry
4 -
5 Current Assign
6
7
8
9
10

History and Notes

Growing up in isolating conditions, Eiryn had no other children to play with and consequently has a brusque attitude that makes instant enemies or friends of all he meets. There are few middle-ground opinions. It's difficult to say what one thing Eiryn is as good at as he holds one Masters degree and nears several others, from Ship sensors to deflectors to combat and even to holding crew loyalty. Cool under fire, well spoken enough when speaking and you'll have trouble finding a more well-rounded and hardier officer in all Star Fleet. Love or hate him, on good side or bad, Eiryn is a force to contend.

Dreams and Direction

Only 2yrs into his frosh tour as Captain, Eiryn is solely focused on the task at hand. Eiryn's upbringing has led him to focus on one thing at a time, excel at it and then move on to another. Eiryn is close to several Master's Degrees and spends a little time here and there on each.



STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT (C)	COMMAND (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLOSION	MILITARY	COLONIZATION
				MERCHANT MARINE
				STARBASE DUTY
				ACADEMY INSTRUCTOR
				Passed
				Honors
				High Honors
ACTIVE DUTY				

NAME Eiryn Siginq AGE 53
 SPECIES ANDORIAN P.O.B. CANARIS SEX M
 RANK CAPTAIN HT 5'10
 BRANCH NAV WT 200
 ASSIGNMENT HAIR WHITE
 EYES BLUE
 D.O.B.



CAPTAIN EIRYN SIGINQ

Personal/Family Notes
 Frosh tour as Captain

CREDITS
 81k

Awards, Honorifics and Notes
 Cadet Cruise - / - / -
 Constellation
 Dec for Consp Gallantry, Defiant
 Current Assign, 2yrs into Term

STR 80	END 80	INT 80	DEX 70	CHA 70	COOL 80	LUC 42	PSI 78
FOOLIES (CHA+COOL)/2 round down 75	PERCEPTION (INT+LUC)/2 round down 71	Andorian +10	FOCUS (INT+COOL)/2 round down 90	Andorian +10	PERSEVERANCE (END+LUC)/2 round down 61	(INT+LUC)/2 round down 61	

Administration . . . 40	Demolitions	Medicine Andor. 10	ST Sensors 50
Anthrop	Disguise		ST Services
	Ecology 10	Meteorology	ST Weapon Ops . . . 73
Appraisal	Electronics	Negot/Diplomacy. 35	ST Weapons Tech . . .
Archaeo	Enviosuit Ops . . . 28	Oceanography	Stealth/Hide
	Federation History . 30	Pers Wpn Tech	Streetwise
Art	Federation Law . . . 30	Philosophy	Survival
	Forgery		
Astron/Atrophys . . 40	Gaming	Physics	Track/Evade.
Biology	Gambling	Psych	Trade & Commerce. . .
Botany	Geology		Transporter Ops . . .
Bribery	Hvy Wpns Op/Tech. . .	Scrounge	Transporter Tech. . . .
Burglary	History	Seduction	Trivia
Carousing		Shuttle Pilot	
Chemistry	Holotechnology	Shuttle Sys Tech . . .	Variable-G Ops
Combat	Instruction 30	Sm Equip Tech. . . . 30	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	
Armed 10	Intimidate	Sports	Warp Drive Tech . . . 25
H-T-H 65	Lang Human. 10		Zoology
Modern 60		ST Cbt Tac/Str. . . . 62	
Computer Op . . . 30	Law	ST Comm Proc	
Computer Tech . . .		ST Comm Tech	
Culture	Leadership 64	ST Engineering 25	
	Life Support Tech . . .	ST Helm 40	
Dmg Ctrl Proc . . . 40	Materials Science. . .	ST Navigation 55	
Def Shield Tech . . 60	Mechanics	ST Security 10	

1

2

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10

11

UNCONSCIOUS

SAVES

NATURAL

80

CURRENT

SAVE
(END/2 rd)

40

SAVE
(END/4 rd)

20

UNC
(END/10 rd)

8

WOUND

FATIGUE

STUN

ATTRIBUTE

FATIGUE

EFFECTS

LUC Pool

42

NATURAL

PSI Vector

76

PSI Pool

NATURAL

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern..... 62 70 66 ...PER SETTING

H-T-H..... 65 70 67 ... 2d10+3

Axe .. 10 70 40 ... 4d10+14

.....

.....

.....

BARE HAND DAMAGE... 2d10

SKILL BONUS.....+ 3

TOTAL.....= 2d10+3

WEAPON DAMAGE

STR BONUS.....+ 4

SKILL BONUS.....+ 0

TOTAL.....= 4

Action Point Table

A Opportunity Action

Position Change

A Turn in Place 1

Stand-to-Sit or reverse 1

A Stand-to-Kneel or reverse 1

A Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

A Short Communication 1

Draw and Ready Device 2

A Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

A Quick-Draw and Fire 3

A Fire Ready Weapon 1

A Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

Combat and Emergency Evasion

A Attack min. 3

A Parry/Defend min. 2

A Dodge min. 3

A Duck Thrown Weapon 2

A Hide in Same Square 1

A Hide in Adjacent Square 4

A Roll Sideways 2

A Drop-to-Ready 1

A Drop-to-Prone 0

A Dive to Prone 2

A Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers

Dice Mod

Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

Attacker Modifiers

Aiming

Aimed Shot -25

Snapshot 0

Quick-Draw/Shoot +25

Wrong-Hand +20

Simultaneous Attacks +10 each

Movement

Stationary 0

Moving +5

Running +15

Evading +30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares -30

Surprised or Distracted -20

Alert and Aware +20

Aware of the Technique +40

23010101

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	EIRYN SIQINQ	AGE	53	STR	B	Top Skills	
SPECIES	P.O.B.	SEX	M	END	B	1. ST Wpns Op, C	
ANDORIAN	CANARIS	HT	5'10	INT	B	2. ST CBT, D	
BRANCH	NAV	WT	200	DEX	C	3. DefSh Tech, D	
RANK	CAPTAIN	HAIR	WHITE	CHA	C	4. CBT, HTH, D	
CURRENT ASSIGNMENT		EYES	BLUE	COOL	B	5. CBT, Mod, D	
		D.O.B.		LUC	E	...	
				PSI	C	Dept Head	Y <input checked="" type="radio"/> N <input type="radio"/>
						Cmd School	Y <input checked="" type="radio"/> N <input type="radio"/>
						Contact Team Certified?	Y <input checked="" type="radio"/> F <input type="radio"/>

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Service Record

Honors
Dec for Consp Gallantry



Assignments 17 Years Served

Cadet Starbase 14, 1yr / Starbase 20, 1yr / Colonization, 1yr

Term 1 Constellation, 5yrs

Term 2 Contact Team, 1yr

Term 3 Defiant, 4yrs

Term 4 Command School, 2yr

Term 5 Current Assign, 2yrs into 5yr Term

Term 6

Term 7

Term 8

Term 9

Term 10

Name Marta Nalini

Personal Notes and Lifepath

Family
Homeworld: Shipboard, S.S. Del Marta

Family Famous, Inherited family debt

Parents: Both Alive

Childhood: Restricted Zones

Siblings	LIVING	AGE	FEELINGS	STANDING
①	Y/N?	Y/O/T	Ht/ D / N / Lk / Lv	A/P/E

Lifepath
Academy -
Cadet Locals owe a favor

Term 1 Senseii, +9 CBT, HTH
2 Windfall, 9kcr
3 Fast Times
4 -
5 Enemy, Childhood Rival
6 Enemy, Relative
7 Fast Times
8 Current Assign
9
10

Areas of Improvement
Skills Attribute
1 Cbt HTH DEX
2 ST Security
3 Negot/Diplo

Awards and Honors
Cadet - / -

Term 1 -
2 -
3 -
4 -
5 -
6 Citation for Gallantry
7 Citation for Gallantry, Gold Palms
8 Current Assign
9
10

History and Notes

Born, raised and educated aboard ships, Marta finds open air environments disconcerting, far preferring the environmental predictability (and repairability) of fabricated systems. Not an agoraphobic by any means, Marta dove into wilderness survival to attune to such situations. Born to locally famous folks meant gaining their baggage and notoriety more than fame and fortune. The farther from home, the better.

Dreams and Direction

Loyalty of crew is everything to Marta and goes out of her way to ensure the lowest ranks are as well looked after as the highest. Even more so at times.

With 16yrs until retirement still a ways away, settling into a deep space station or planet-side environmental dome assignment would be ideal. There's no rush to retirement or ideas other than sailing the inky blackness to its eternal ends.



STARFLEET OFFICER RECORD

NAME Marta Nalini AGE 46
SPECIES HUMAN P.O.B. SHIPBOARD SEX F
RANK CAPTAIN HT 5'4
BRANCH NAV WT 110
ASSIGNMENT HAIR GRY/BL
EYES BLUE
D.O.B.



CAPTAIN MARTA NALINI

23010101

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE										
1st										
2nd										
3rd										
4th										
5th										
6th										
ACTIVE DUTY										
1st										
2nd										
3rd										
4th										
5th	C									
6th										
7th										
8th										
9th										
10th										

Personal/Family Notes
Frosh Tour as Captain/Commander.

CREDITS
29k

Term Length	Efficiency	Awards, Honorifics and Notes
3	AV	Cadet Cruise - / -
3	OU	
3	PO	
2	EX	
2		
3	AV	Citation for Gallantry
1	EX	Citation for Gallantry, Gold Palms, USS Enterprise
5		Current Assign, Just starting Term, 3rd Outpost Admin since establishment

STR	59	END	60	INT	75	DEX	63	CHA	70	COOL	60	LUC	16	PSI	01
FOOLIES (CHA+COOL)/2 round down		65	PERCEPTION (INT+LUC)/2 round down		45	FOCUS (INT+COOL)/2 round down		68	PERSEVERENCE (END+LUC)/2 round down		38	(INT+LUC)/2 round down		45	

Administration	50	Demolitions		Medicine		ST Sensors	32
Anthrop		Disguise				ST Services	
		Ecology	10	Meteorology		ST Weapon Ops	66
Appraisal		Electronics		Negot/Diplomacy	20	ST Weapons Tech	
Archaeo		Enviosuit Ops	10	Oceanography		Stealth/Hide	
		Federation History	30	Pers Wpn Tech		Streetwise	
Art	Music	Federation Law	30	Philosophy		Survival	Tropical
		Forgery					
Astron/Atrophys	40	Gaming		Physics		Track/Evade	
Biology		Gambling		Psych		Trade & Commerce	
Botany		Geology				Transporter Ops	16
Bribery		Hvy Wpns Op/Tech		Scrounge		Transporter Tech	
Burglary		History		Seduction		Trivia	
Carousing				Shuttle Pilot			
Chemistry		Holotechnology		Shuttle Sys Tech		Variable-G Ops	
Combat		Instruction	30	Sm Equip Tech	10	Vehicle Op	
Archaic		Interrogation		Sm Unit Tactics			
Baton Armed	10	Intimidate		Sports		Warp Drive Tech	20
H-T-H	34	Lang	Andorian			Zoology	
Modern	50			ST Cbt Tac/Str	40		
Computer Op	30	Law		ST Comm Proc	25		
Computer Tech				ST Comm Tech			
Culture		Leadership	60	ST Engineering			
		Life Support Tech	16	ST Helm	35		
Dmg Ctrl Proc	25	Materials Science		ST Navigation	40		
Def Shield Tech	40	Mechanics		ST Security	10		

1

2

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4

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6

7

8

9

10

UNCONSCIOUS

SAVES

NATURAL
60

CURRENT

SAVE
(END/2 rd)
30

SAVE
(END/4 rd)
15

UNC
(END/10 rd)
6

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE... 1d10+5

SKILL BONUS.....+ 1

TOTAL.....= 1d10+6

WEAPON DAMAGE

STR BONUS.....+ 2

SKILL BONUS.....+ 0

TOTAL.....= 2

Action Point Table

A Opportunity Action

Position Change

▲ Turn in Place 1

▲ Stand-to-Sit or reverse 1

▲ Stand-to-Kneel or reverse 1

▲ Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

▲ Short Communication 1

Draw and Ready Device 2

▲ Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

▲ Quick-Draw and Fire 3

Fire Ready Weapon 1

▲ Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

Combat and Emergency Evasion

▲ Attack min. 3

▲ Parry/Defend min. 2

▲ Dodge min. 3

▲ Duck Thrown Weapon 2

▲ Hide in Same Square 1

▲ Hide in Adjacent Square 4

▲ Roll Sideways 2

▲ Drop-to-Ready 1

▲ Drop-to-Prone 0

▲ Dive to Prone 2

▲ Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

LUC Pool 16

NATURAL

PSI Vector 48

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern..... 50 63 66 ...PER SETTING

H-T-H..... 34 63 48 ... 1d10+6

Baton .. 10 63 36 ... 2d10+2

To-Hit Modifiers

Target Modifiers

Dice Mod

Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

Attacker Modifiers

Aiming

Aimed Shot -25

Snapshot 0

Quick-Draw/Shoot +25

Wrong-Hand +20

Simultaneous Attacks +10 each

Movement

Stationary 0

Moving +5

Running +15

Evading +30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares -30

Surprised or Distracted -20

Alert and Aware +20

Aware of the Technique +40

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	MARTA NALINI	AGE	46	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	F	END	D	1. ST Wpn Op, D	
HUMAN	SHIPBOARD	HT	5'4	INT	C	2. Leadership, D	
BRANCH	SS DEL MARTA	WT	110	DEX	D	3. Admin, D	
	NAV	HAIR	GRY/BL	CHA	C	4. CBT, Mod, D	
RANK	CAPTAIN	EYES	BLUE	COOL	D	5. DefShTech, E	
CURRENT ASSIGNMENT		D.O.B.		LUC	G	...	
				PSI	H	Dept Head	Y/N
						Cmd School	Y/N
						Contact Team Certified?	Y/N

23010101



Service Record

Honors

Citation for Gallantry
Citation for Gallantry
Gold Palms



Assignments 24 Years Served

Cadet Exploration, 1yr / Starbase 12, 1yr
Term 1 Merchant Marines, 3yrs
Term 2 Merchant Marines, 3yrs
Term 3 Military, 3yrs
Term 4 Colonization, 2yrs
Term 5 Command School, 2yrs
Term 6 Colonization, 3yrs
Term 7 Enterprise, 1yr (replaced former #1 on Maternity leave for 1yr.)
Term 8 Current Assign, Just starting Term, 5yrs
Term 9
Term 10

Name M'Bifuth Ipe

Personal Notes and Lifepath

Family
Homeworld: Finlorra

Family Common Folk, Okay

Parents: Father, Deceased

Childhood: Outskirts of Town

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Tragic Love, Incompatible DNA/Anatomy
Cadet -

Term 1 Romance, Probs, My Fr seek Split
2 -
3 -
4 Locals owe a Favor
5 Mentor, +14 Gambling
6 Current Assign
7
8
9
10

Areas of Improvement	
Skills	Attribute
1 Leadership	COOL
2 ST Wpns Op	
3 CBT, HTH	

Awards and Honors

Cadet Grad High Honors / -

Term 1 -
2 -
3 Dec for Consp Gallantry
4 -
5 Commendation
6 Current Assign
7
8
9
10

History and Notes

One of the more amiable Tellarites you'll meet, Ipe understands that friendship comes from comradery and leadership requires trust and amiability and love transcends all bounds.

Prior to meeting her mentor in gambling, Ipe had not been one to take great chances. It was this enlightenment through odds making that she came to see the world in a new light and herself become more 'adventuresome'.

Dreams and Direction

Recapture lost love, for love does not know form or function, it just is.

Not many Tellarites make it to command fully integrated starships; Ipe is one of those few who just might make it and is being tested for such in this current term.



NAME	M'Bifuth Ipe	AGE	38
SPECIES	P.O.B.	SEX	F
TELLARITE	FINLORRA	HT	5'5
RANK	COMMANDER	WT	150
BRANCH	HELM	HAIR	GRAY
ASSIGNMENT		EYES	MARCON
		D.O.B.	

COMMANDER M'BIFUTH IPE

[illegible]

Personal/Family Notes	CREDITS 58k
Awards, Honorifics and Notes	
Cadet Cruise	Grad High Honors / -
Consp Gallantry, USS Hood	
Foundation	
Assign, 3yrs into Term	

STR 70	END 71	INT 74	DEX 55	CHA 65	COOL 51	LUC 76	PSI 15
FOOLIES (CHA+COOL)/2 round down 58		PERCEPTION (INT+LUC)/2 round down 75		FOCUS (INT+COOL)/2 round down 62		PERSEVERANCE (END+LUC)/2 round down 73 (INT+LUC)/2 round down 75	

Administration . . .	<u>40</u>	Demolitions	_____	Medicine_____	_____	ST Sensors	<u>41</u>
Anthrop_____	_____	Disguise	_____	_____	_____	ST Services	_____
_____	_____	Ecology	<u>13</u>	Meteorology	_____	ST Weapon Ops . . .	<u>40</u>
Appraisal	_____	Electronics	_____	Negot/Diplomacy.	<u>61</u>	ST Weapons Tech .	<u>15</u>
Archaeo_____	_____	Enviosuit Ops	_____	Oceanography	_____	Stealth/Hide	_____
_____	_____	Federation History .	<u>20</u>	Pers Wpn Tech	_____	Streetwise	<u>16</u>
Art_____Appreciation.	<u>13</u>	Federation Law	<u>20</u>	Philosophy_____	_____	Survival_____	_____
_____	_____	Forgery	_____	_____	_____	_____	_____
Astron/Atrophys . .	<u>40</u>	Gaming	_____	Physics	_____	Track/Evade.	_____
Biology	_____	Gambling	<u>14</u>	Psych_____	_____	Trade & Commerce.	_____
Botany	_____	Geology	_____	_____	_____	Transporter Ops . . .	_____
Bribery	_____	Hvy Wpns Op/Tech . .	_____	Scrounge	_____	Transporter Tech. .	_____
Burglary	_____	History_____	_____	Seduction	_____	Trivia_____	_____
Carousing	<u>75</u>	_____	_____	Shuttle Pilot	<u>40</u>	_____	_____
Chemistry	<u>10</u>	Holotechnology	_____	Shuttle Sys Tech . .	_____	Variable-G Ops . . .	_____
Combat_____	_____	Instruction	<u>20</u>	Sm Equip Tech. . . .	<u>10</u>	Vehicle Op_____	_____
_____Archaic	_____	Interrogation	_____	Sm Unit Tactics . . .	_____	_____	_____
Baton Armed	<u>10</u>	Intimidate	_____	Sports_____	_____	Warp Drive Tech . . .	<u>15</u>
_____H-T-H	<u>25</u>	Lang_____Human.	<u>10</u>	_____	_____	Zoology	_____
_____Modern	<u>31</u>	_____	_____	ST Cbt Tac/Str. . . .	<u>62</u>	_____	_____
Computer Op	<u>30</u>	Law_____	_____	ST Comm Proc	<u>30</u>	_____	_____
Computer Tech	_____	_____	_____	ST Comm Tech	_____	_____	_____
Culture_____Human.	<u>10</u>	Leadership	<u>30</u>	ST Engineering	<u>15</u>	_____	_____
_____	_____	Life Support Tech . .	_____	ST Helm	<u>46</u>	_____	_____
Dmg Ctrl Proc	_____	Materials Science. . .	_____	ST Navigation	<u>35</u>	_____	_____
Def Shield Tech	_____	Mechanics	_____	ST Security	<u>10</u>	_____	_____

1

2

3

4

5

6

7

8

9

NATURAL

71

CURRENT

SAVE

(END/2 rd)

35

SAVE

(END/4 rd)

17

UNC

(END/10 rd)

7

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE... 1d10+5

SKILL BONUS.....+ 0

TOTAL.....= 1d10+5

WEAPON DAMAGE

STR BONUS.....+ 3

SKILL BONUS.....+ 0

TOTAL.....= 3

LUC

Pool

76

NATURAL

PSI Vector

51

PSI Pool

NATURAL

((INT+CHA+PSI)/3) rd

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern..... 31 55 43 ...PER SETTING

H-T-H..... 15 55 35 ... 1d10+5

Baton .. 10 55 32 ... 2d10+3

.....

.....

.....

TO-HIT MODIFIERS

Target Modifiers

Dice Mod

Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

Attacker Modifiers

Aiming

Aimed Shot -25

Snapshot 0

Quick-Draw/Shoot +25

Wrong-Hand +20

Simultaneous Attacks +10 each

Movement

Stationary 0

Moving +5

Running +15

Evading +30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares -30

Surprised or Distracted -20

Alert and Aware +20

Aware of the Technique +40

Action Point Table

A Opportunity Action

Position Change

A Turn in Place 1

Stand-to-Sit or reverse 1

A Stand-to-Kneel or reverse 1

A Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

A Short Communication 1

Draw and Ready Device 2

A Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

A Quick-Draw and Fire 3

A Fire Ready Weapon 1

A Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

Combat and Emergency Evasion

A Attack min. 3

A Parry/Defend min. 2

A Dodge min. 3

A Duck Thrown Weapon 2

A Hide in Same Square 1

A Hide in Adjacent Square 4

A Roll Sideways 2

A Drop-to-Ready 1

A Drop-to-Prone 0

A Dive to Prone 2

A Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	M'BIFUTH IPE	AGE	38	STR	C	Top Skills	
SPECIES	P.O.B.	SEX	F	END	C	1. ST CBT, D	
TELLARITE	FINLORRA	HT	5'5	INT	C	2. Negot/Diplo, D	
BRANCH	HELM	WT	150	DEX	D	3. Carousing, C	
RANK	COMMANDER	HAIR	GRAY	CHA	D	4. ST Helm, D	
CURRENT ASSIGNMENT		EYES	MAROON	COOL	D	5. ST Sensors, E	
		D.O.B.		LUC	C	...	
				PSI	G	Dept Head	Cmd School
						<input checked="" type="radio"/> Y <input type="radio"/> N	<input type="radio"/> Y <input checked="" type="radio"/> N
						Contact Team Certified? <input type="radio"/> Y <input checked="" type="radio"/> F	

23010101



Service Record

Honors

Grad High Honors
Dec for Consp Gallantry
Commendation



Assignments 16 Years Served

Cadet Starbase 17, 1yr
Term 1 Colonization, 2yrs
Term 2 Colonization, 4yrs
Term 3 USS Hood, 3yrs
Term 4 Department Head School, 1yr
Term 5 Military, 2yrs
Term 6 Current Assign, 3yrs into 3yr Term
Term 7
Term 8
Term 9
Term 10

Name Ishii Yamanoshiba

Personal Notes and Lifepath

Family

Homeworld: Cavalier, Small Colony World,
Est 90yrs, Deep Underground

Family Famous, Okay

Parents: Separated, Both Alive

Childhood: Small Village

Siblings	LIVING	AGE	FEELINGS	STANDING
1. Only Child	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Fast Times

Cadet Illness

Term

1 -

2 -

3 Enemy, Ex-lover, Don't like ea other

4 -

5 Friend, Colleague

6 Current Term

7

8

9

10

Areas of Improvement

Skills	Attribute
1 Negot/Diplo	DEX
2 CBT, HTH	
3 Culture, Orion	

Awards and Honors

Cadet Commendation

Term

1 -

2 -

3 -

4 -

5 -

6 Current Term

7

8

9

10

History and Notes

While a skilled starship tactician, Ishii does not have the typical spread of skills you find of such command-material. Rather, Ishii has relied on his exceptional luck and timing, being right where he needed to be with whatever was needed right at hand to land him where he is today, bigger responsibilities than his experience may long support.

Dreams and Direction

Nearly 20 years into his career, Ishii has gotten himself to where he is well and fast enough, but has never found occasion to genuinely shine and demonstrate inherent greatness by skill, deed or given act of prowess.



STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT, (C)	COMMAND, (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLOSION	MILITARY	COLONIZATION
	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed
				Honors
				High Honors
	1st			
	2nd			
	3rd			
	4th			
	5th			
	6th			
ACTIVE DUTY				Term Length
				Efficiency
	1st			5 EX -
	2nd	D		1
	3rd			4 OU -
	4th	C		1
	5th			3 AV -
	6th			4
	7th			
	8th			
9th				
10th				

NAME Ishii Yamanoshiba AGE 39
 SPECIES HUMAN P.O.B. CAVALIER SEX M
 RANK COMMANDER HT 5'2
 BRANCH NAV WT 150
 ASSIGNMENT HAIR BLACK
 EYES BROWN
 D.O.B.



COMMANDER ISHII YAMANOSHIBA

Personal/Family Notes	CREDITS 67k
-----------------------	----------------

Awards, Honorifics and Notes	
Cadet Cruise	Commendation
Current Assign, 2yrs into Term	

STR 64	END 60	INT 75	DEX 56	CHA 70	COOL 64	LUC 91	PSI 39
FOOLIES (CHA+COOL)/2 round down 66		PERCEPTION (INT+LUC)/2 round down 83		FOCUS (INT+COOL)/2 round down 69		PERSEVERANCE (END+LUC)/2 round down 75	

Administration . . . 40	Demolitions	Medicine	ST Sensors 21
Anthrop	Disguise	ST Services	
Appraisal	Ecology	Meteorology	ST Weapon Ops . . . 20
Archaeo	Electronics	Negot/Diplomacy . . 20	ST Weapons Tech . . .
Earth 19	Enviosuit Ops	Oceanography	Stealth/Hide
Art	Federation History . . 30	Pers Wpn Tech	Streetwise 8
Music Apprec. 25	Federation Law . . . 30	Philosophy	Survival 31
Astron/Atrophys . . 50	Forgery	Physics	Track/Evade
Biology	Gaming 15	Psych	Trade & Commerce . . .
Botany	Gambling 25	Scrounge	Transporter Ops
Bribery	Geology	Seduction	Transporter Tech . . .
Burglary	Hvy Wpns Op/Tech . . .	Shuttle Pilot	Trivia
Carousing 18	History	Shuttle Sys Tech . . .	Variable-G Ops
Chemistry	Holotechnology	Sm Equip Tech . . . 10	Vehicle Op
Combat	Instruction 30	Sm Unit Tactics	Warp Drive Tech . . . 20
Archaic	Interrogation	Sports 9	Zoology
Knife Armed . . . 10	Intimidate	ST Cbt Tac/Str . . . 60	
H-T-H 40	Lang Orion 30	ST Comm Proc . . . 20	
Modern 60	Law	ST Comm Tech	
Computer Op . . . 30	Leadership 40	ST Engineering	
Computer Tech . . .	Life Support Tech . . .	ST Helm 25	
Culture Orion 11	Materials Science . . .	ST Navigation 40	
Klingon 13	Mechanics	ST Security 10	
Dmg Ctrl Proc . . .			
Def Shield Tech . . 35			

1

2

3

4

5

6

7

8

9

UNCONSCIOUS

SAVES

NATURAL

60

CURRENT

SAVE
(END/2 rd)

30

SAVE
(END/4 rd)

15

UNC
(END/10 rd)

6

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE... 1d10+5

SKILL BONUS.....+ 2

TOTAL.....= 1d10+7

WEAPON DAMAGE

STR BONUS.....+ 3

SKILL BONUS.....+ 0

TOTAL.....= 3

LUC Pool

91

NATURAL

PSI Vector

61

PSI Pool

NATURAL

((INT+CHA+PSI)/3) rd

Action Point Table

A Opportunity Action

Position Change

A Turn in Place 1

Stand-to-Sit or reverse 1

A Stand-to-Kneel or reverse 1

A Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

A Short Communication 1

Draw and Ready Device 2

A Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

A Quick-Draw and Fire 3

A Fire Ready Weapon 1

A Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

Combat and Emergency Evasion

A Attack min. 3

A Parry/Defend min. 2

A Dodge min. 3

A Duck Thrown Weapon 2

A Hide in Same Square 1

A Hide in Adjacent Square 4

A Roll Sideways 2

A Drop-to-Ready 1

A Drop-to-Prone 0

A Dive to Prone 2

A Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers

Dice Mod

Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

Attacker Modifiers

Aiming

Aimed Shot -25

Snapshot 0

Quick-Draw/Shoot +25

Wrong-Hand +20

Simultaneous Attacks +10 each

Movement

Stationary 0

Moving +5

Running +15

Evading +30

Vulcan Nerve Pinch

Target is: Die Mod

Totally Unawares -30

Surprised or Distracted -20

Alert and Aware +20

Aware of the Technique +40

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	ISHII YAMANOSHIBA	AGE	39	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	M	END	D	1. ST CBT, D	
HUMAN	CAVALIER	HT	5'2	INT	C	2. CBT, Mod, D	
BRANCH	NAV	WT	150	DEX	D	3. Astron/Astro, D	
RANK	COMMANDER	HAIR	BLACK	CHA	C	4. ST Nav, D	
CURRENT ASSIGNMENT		EYES	BROWN	COOL	D	5. CBT, HTH, D	
		D.O.B.		LUC	A	...	
				PSI	E	Dept Head	Cmd School
						<input checked="" type="radio"/> Y <input type="radio"/> N	<input checked="" type="radio"/> Y <input type="radio"/> N
						Contact Team Certified? <input checked="" type="radio"/> Y <input type="radio"/> F <input type="radio"/> N	

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Service Record

Honors
Commendation



Assignments 17 Years Served

Cadet Exploration, 1yr

Term 1 Exploration, 5yrs

Term 2 Department Head School, 1yr

Term 3 Colonization, 4yrs

Term 4 Command School, 1yr

Term 5 Exploration, 3yrs

Term 6 Current Term, 2yrs into 4yr Term

Term 7

Term 8

Term 9

Term 10

Name Wazerii Sparcks

Personal Notes and Lifepath

Family
Homeworld: Earth

Family Federation, Okay

Parents: Both Alive

Childhood: Large City

Siblings	LIVING	AGE	FEELINGS	STANDING
①	Y/N?	Y/O/T	Ht / Dis / N / Lk / Q	A/P/E

Lifepath
Academy Fast Times
Cadet Enemy, Underling, Hates me, Pers. refusal

Term 1 -
2 SB Staffer owes a Favor
3 Headache, Lose 1kcr
4 Enemy, Underling, Hates me, Foiled Plans
5 Current Term
6
7
8
9
10

Areas of Improvement
Skills Attribute
1 Negot/Diplo DEX
2 Leadership
3 CBT, HTH

Awards and Honors
Cadet Grad Honors, Legion of Honor

Term 1 Purple Heart
2 -
3 Karagite Order of Heroism, Purple Heart
4 -
5 Current Term
6
7
8
9
10

History and Notes

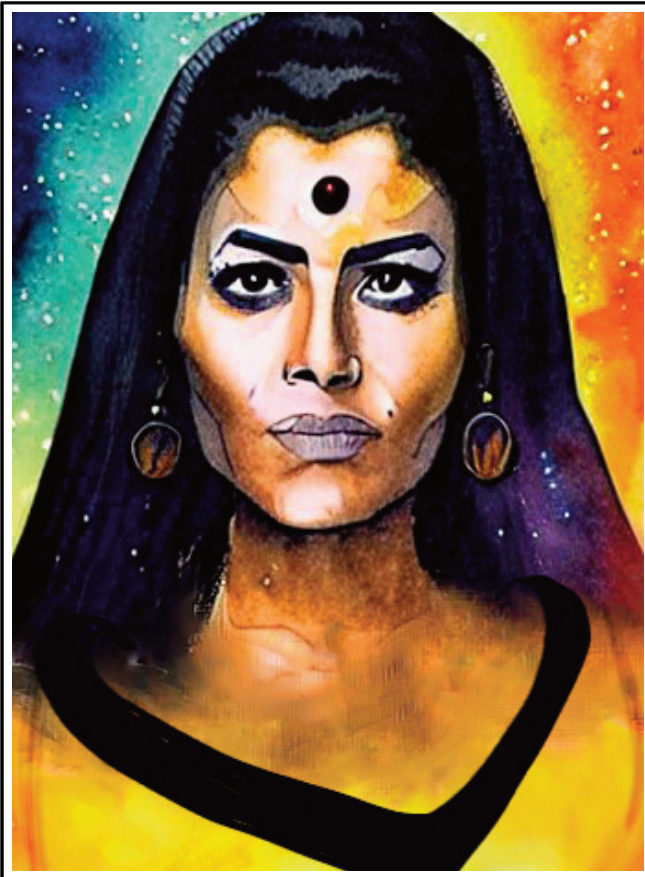
Purple Heart Therapy, Dex
Year Att+die mod
1 54+0
2 54+3
3 57+1
4 58+2
5 60+0
6 60+2
7 62+? Current year,
Roll pending

If anything is to hold Wazerii back from the captaincy, it is her willingness to throw a punch as hold a conversation. Equally comfortable at starship weapons or helm or command seat in a fight. Wazerii hails from the rough-and-tumble school of living with Commodore Earls a personal hero. Whether piloting a Shuttle or skydiving out the door, Wazerii will land anywhere and get the action moving.

Dreams and Direction

Wazerii's sole aspiration is to return aboard her first love as captain, USS Excalibur.

A child, Wazerii was steeped in tales of the exploration of strange planets and peoples, of amazing wonders and grave dangers. As such, she focused her life to meeting those ends and now finds herself amongst the very action she once only dreamed of, only to find it more amazing than imagined. Every day is a new thrill of discovery and chance for hard fought achievements won.



STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT, (C)	COMMAND, (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLORATION	MILITARY	COLONIZATION
			MERCHANT MARINE	STARBASE DUTY
			ACADEMY INSTRUCTOR	Passed
				Honors
				High Honors
1st				
2nd				
3rd				
4th				
5th				
6th				
ACTIVE DUTY				Term Length
1st				Efficiency
2nd				4 EX Purple Heart, Scratch
3rd				2 OU Excalibur
4th	C			2 OU Karagite Order of Heroism, Purple Heart, Serious, -6 Dex, Potemkin
5th				2 -
6th				5 Current Assign, 4yrs into Term
7th				
8th				
9th				
10th				

NAME Wazerii Sparcks AGE 37
 SPECIES HUMAN P.O.B. EARTH SEX F
 RANK COMMANDER HT 5'8
 BRANCH HELM WT 115
 ASSIGNMENT HAIR BLACK
 EYES HAZEL
 D.O.B.



COMMANDER WAZERII SPARCKS

Personal/Family Notes

CREDITS

13k

14k - 1k Headache = 13k

Awards, Honorifics and Notes

Cadet Cruise Grad Honors, Legion of Honor

STR	55	END	59	INT	75	DEX	60/54	CHA	70	COOL	61	LUC	64	PSI	41
							62								
							-6 Serious								
FOOLIES (CHA+COOL)/2 round down	65	PERCEPTION (INT+LUC)/2 round down	69	FOCUS (INT+COOL)/2 round down	68	PERSEVERANCE (END+LUC)/2 round down	61	(INT+LUC)/2 round down	69						

Administration	40	Demolitions		Medicine		ST Sensors	30
Anthrop		Disguise				ST Services	
		Ecology		Meteorology	11	ST Weapon Ops	60
Appraisal		Electronics		Negot/Diplomacy	20	ST Weapons Tech	
Archaeo		Enviosuit Ops		Oceanography		Stealth/Hide	
		Federation History	30	Pers Wpn Tech		Streetwise	
Art	Digital	Federation Law	30	Philosophy		Survival	Tropical
		Forgery					
Astron/Atrophys	40	Gaming		Physics	18	Track/Evade	
Biology		Gambling	12	Psych		Trade & Commerce	
Botany		Geology				Transporter Ops	
Bribery		Hvy Wpns Op/Tech		Scrounge		Transporter Tech	
Burglary		History		Seduction		Trivia	
Carousing				Shuttle Pilot	40		
Chemistry		Holotechnology		Shuttle Sys Tech		Variable-G Ops	
Combat		Instruction	30	Sm Equip Tech	10	Vehicle Op	
Archaic		Interrogation		Sm Unit Tactics			
Sword Armed	10	Intimidate		Sports	Skydiving	28	Warp Drive Tech
H-T-H	57	Lang	Edoan				Zoology
Modern	71			ST Cbt Tac/Str		61	
Computer Op	30	Law		ST Comm Proc		30	
Computer Tech				ST Comm Tech			
Culture		Leadership	40	ST Engineering			
		Life Support Tech		ST Helm		56	
Dmg Ctrl Proc		Materials Science		ST Navigation		25	
Def Shield Tech		Mechanics		ST Security		10	

ACTION POINTS	NATURAL 59	WOUND FATIGUE STUN	LUC Pool 64 NATURAL	PSI Vector 62
1	CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL
2				
3	SAVE (END/2 rd) 29			
4	SAVE (END/4 rd) 14	BARE HAND DAMAGE... $1d10+5$	TO HIT TABLE	
5	UNC (END/10 rd) 5	Skill Bonus..... + 2	(Skill + Dex)/2 = TOHIT DMG	
		TOTAL.....= $1d10+7$	Modern..... 71 62 66 ...PER SETTING	
		WEAPON DAMAGE	H-T-H..... 57 62 59 ... 1d10+7	
		STR BONUS.....+ 2	Sword .. 10 62 36 ... 4d10+2	
		Skill Bonus.....+ 0		
		TOTAL.....= 2		
Action Point Table A Opportunity Action				
<i>Position Change</i>				
A Turn in Place 1				
Stand-to-Sit or reverse 1				
A Stand-to-Kneel or reverse 1				
A Kneel-to-Prone or reverse 1				
<i>Movement</i>				
Walk 1sq orthogonal 1				
diagonal 1.5				
Evade 1sq orthogonal 2				
diagonal 3				
Crawl 1sq orthogonal 2				
diagonal 3				
Run for full Turn 1/2 all AP				
Climb Stairs or Ladder 2x AP				
Climb Rope 3x AP				
Swim 2x AP				
<i>Equipment and Weapon Use</i>				
A Short Communication 1				
Draw and Ready Device 2				
A Operate Familiar Device 2				
Draw and Ready Weapon 2				
Aim Weapon 2				
A Quick-Draw and Fire 3				
A Fire Ready Weapon 1				
A Throw Ready Weapon 1				
Adjust Weapon Settings 2				
Reload Weapon 2				
<i>Combat and Emergency Evasion</i>				
A Attack min. 3				
A Parry/Defend min. 2				
A Dodge min. 3				
A Duck Thrown Weapon 2				
A Hide in Same Square 1				
A Hide in Adjacent Square 4				
A Roll Sideways 2				
A Drop-to-Ready 1				
A Drop-to-Prone 0				
A Dive to Prone 2				
A Dive Roll 4				
Flying Tackle min. 4				
<i>Terrain Modifiers</i>				
Clear, Road or Path 1x AP				
Hills, Light Vegetation 2x AP				
Swampy, Rocky, Hvy Veg 3x AP				
Cliffs, Rough Terrain 2x - 4x AP				

Target Modifiers	Dice Mod
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
≥ 2/3	+30 or more
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

23010101

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	WAZERII SPARCKS	AGE	37	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	F	END	D	1. ST Wpns Op, D	
HUMAN	EARTH	HT	5'8	INT	C	2. ST CBT, D	
BRANCH	NAV	WT	115	DEX	D	3. CBT Mod, C	
RANK	COMMANDER	HAIR	BLACK	CHA	C	4. CBT HTH, D	
CURRENT ASSIGNMENT		EYES	HAZEL	COOL	D	5. ST Helm, D	
		D.O.B.		LUC	D	...	
				PSI	E	Dept Head	Y <input type="checkbox"/> N <input checked="" type="checkbox"/>
						Cmd School	Y <input checked="" type="checkbox"/> N <input type="checkbox"/>
						Contact Team Certified?	Y <input type="checkbox"/> F <input checked="" type="checkbox"/>

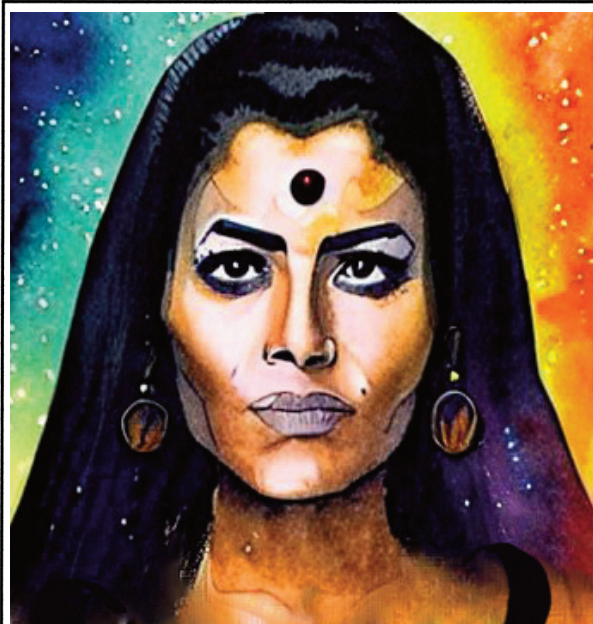
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Service Record

Honors

Grad Honors
Legion of Honor
Purple Heart
Purple Heart
Karagite Order of Heroism



Assignments 15 Years Served

Cadet Starbase 27, 1yr
Term 1 Starbase 27, 4yrs
Term 2 Excalibur, 2yrs
Term 3 Potemkin, 2yrs
Term 4 Command School, 2yrs
Term 5 Current Assign, 4yrs into 5yr Term
Term 6
Term 7
Term 8
Term 9
Term 10

Name Kraxor Zel

Personal Notes and Lifepath

Family
Homeworld: Edo

Family Law Enforcement, Okay

Parents: Both Alive

Childhood: Large City

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Friend, like a Kid Brother

Cadet Romance, Probs, Apart for long time

Term 1 Senseii, +2 CBT, Mod
2 -
3 Enemy, Locals, Hate them, Foiled plans
4 Fast Times
5 Friend, Like a Grandmother
6 Current Assign
7
8
9
10

History and Notes

What got Zel into Starfleet was seeing a visiting crew's musical performance aboard their ship on the hangar deck. With his parents background in law enforcement, Starfleet was not too out of range. Culturally, while Edoans are highly wary of traveling off planet, much less joining Starfleet, Zel's intrepid spirit and the music in his soul demanded he go forth and see all that was new for himself.

Dreams and Direction

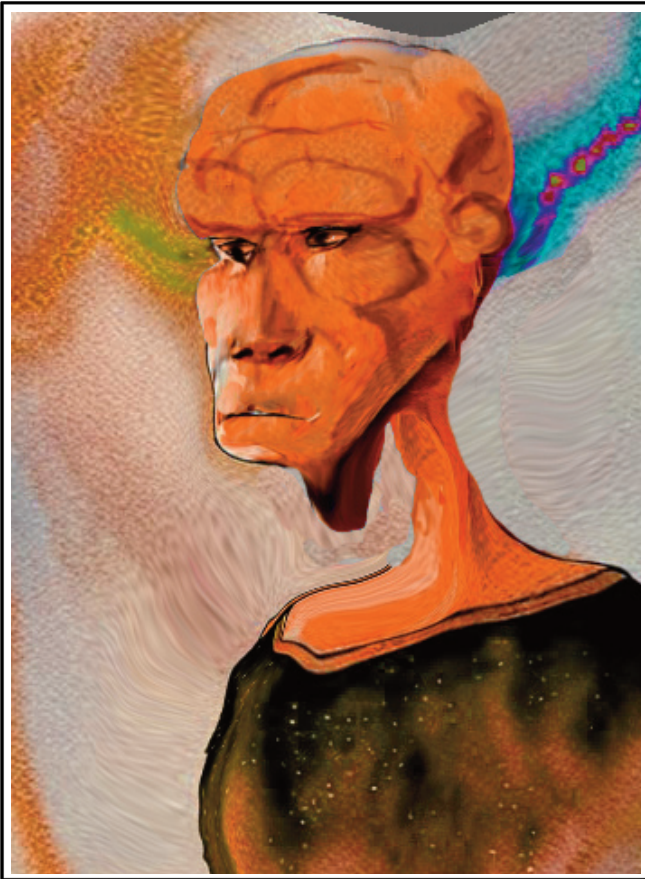
While his 3yrs in the military was the least pleasant, Zel hopes to serve again aboard the Lexington if not be assigned to Exploration division in general. With his recent stint at Department Head School, Zel is ready for the next steps in his career.

Areas of Improvement
Skills Attribute
1 Carousing COOL
2 Survival, Arctic
3 Culture, Human

Awards and Honors

Cadet Grad High Honors, Decoration for Valor

Term 1 -
2 -
3 -
4 -
5 -
6 Current Assign
7
8
9
10



1

2

3

4

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9

10

11

12

13

14

UNCONSCIOUS SAVES

NATURAL
55

CURRENT

SAVE
(END/2 rd)
27

SAVE
(END/4 rd)
13

UNC
(END/10 rd)
5

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE... 1d10+5

SKILL BONUS.....+ 0

TOTAL.....= 1d10+5

WEAPON DAMAGE

STR BONUS.....+ 2

SKILL BONUS.....+ 0

TOTAL.....= 2

LUC Pool 50
NATURAL

PSI Vector
41

PSI Pool
NATURAL

((INT+CHA+PSI)/3) rd

Action Point Table

A Opportunity Action

Position Change

A Turn in Place1

Stand-to-Sit or reverse1

A Stand-to-Kneel or reverse1

A Kneel-to-Prone or reverse1

Movement

Walk 1sq orthogonal1

diagonal1.5

Evade 1sq orthogonal2

diagonal3

Crawl 1sq orthogonal2

diagonal3

Run for full Turn1/2 all AP

Climb Stairs or Ladder2x AP

Climb Rope3x AP

Swim2x AP

Equipment and Weapon Use

A Short Communication1

Draw and Ready Device2

A Operate Familiar Device2

Draw and Ready Weapon2

Aim Weapon2

A Quick-Draw and Fire3

A Fire Ready Weapon1

A Throw Ready Weapon1

Adjust Weapon Settings2

Reload Weapon2

Combat and Emergency Evasion

A Attackmin. 3

A Parry/Defendmin. 2

A Dodgemin. 3

A Duck Thrown Weapon2

A Hide in Same Square1

A Hide in Adjacent Square4

A Roll Sideways2

A Drop-to-Ready1

A Drop-to-Prone0

A Dive to Prone2

A Dive Roll4

Flying Tacklemin. 4

Terrain Modifiers

Clear, Road or Path1x AP

Hills, Light Vegetation2x AP

Swampy, Rocky, Hwy Veg3x AP

Cliffs, Rough Terrain2x - 4x AP

To-Hit Modifiers

Target Modifiers

Dice Mod

Range

Point-Blank-15

Short0

Medium+15

Long+30

Extreme+45

Size

Very Small+30

Small+15

Man-size0

Large-15

Specific Location+15

Position

Standing0

Crouched+5

Prone-10

Concealment

≤ 1/30

1/3 - 2/3+10

2/3 ≥+30 or more

Movement

Stationary-15

Moving0

Running+5

Attacker Modifiers

Aiming

Aimed Shot-25

Snapshot0

Quick-Draw/Shoot+25

Wrong-Hand+20

Simultaneous Attacks+10 each

Movement

Stationary0

Moving+5

Running+15

Evading+30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares-30

Surprised or Distracted-20

Alert and Aware+20

Aware of the Technique+40

23010101

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	KRAXOR ZEL	AGE	46	STR	D	Top Skills 1. ST Wpns Op, D 2. ST Helm, E 3. ST Nav, E 4. ST Sensors, E 5. Astron/Astro, E ...			
SPECIES	P.O.B.	SEX	M	END	D				
EDOAN	EDO	HT	5'0	INT	C				
BRANCH		WT	100	DEX	B				
	HELM	HAIR	NONE	CHA	D				
RANK	LT. CMDR	EYES	YELLOW	COOL	D	Dept Head	<input checked="" type="radio"/> Y <input type="radio"/> N	Cmd School	<input type="radio"/> Y <input checked="" type="radio"/> N
CURRENT ASSIGNMENT		D.O.B.		LUC	D	Contact Team Certified?			
				PSI	H	<input checked="" type="radio"/> Y <input type="radio"/> F <input type="radio"/> N			

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Service Record

Honors
 Grad High Honors
 Decoration for Valor



Assignments 14 Years Served

Cadet Lexington, 1yr
 Term 1 Military, 2yrs
 Term 2 Military, 1yr
 Term 3 Colonization, 3yrs
 Term 4 Colonization, 3yrs
 Term 5 Department Head School, 1yr
 Term 6 Current Assign, 3yrs into 4yr Term
 Term 7
 Term 8
 Term 9
 Term 10

Name Erund Bortavo

Personal Notes and Lifepath

Family
Homeworld: Morning Garen
Non-Member World
Family Nomadic, Scattered by Misfortune
Parents: Both Alive
Childhood: On Street

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	+ / Dis / N / Lk / Lv	A/ P /E
3.	Y/N/?	Y/O/T	+ / Dis / N / Lk / Lv	A/P/ E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/ P /E

Lifepath

Academy Enemy, Colleague, caused -3 END, Serious
Cadet -

Term 1 Enemy, Boss, Hate them, Lost face
2 Friend, Former Enemy
3 Windfall, +9kcr
4 Happy Romance
5 Friend, Former Lover
6 Current Assign
7
8
9
10

History and Notes

Erund is one of the very few brought into Starfleet from non-member worlds. In this case, he is on an advanced cultural exchange program, brought into the Academy at 18yrs old. The first years were very difficult for though graduating with various honors, Erund was involved with lab work that caused injury to another. Fault was meted fully around, but that did not stop Erund's first commanding officer from publicly lambasting him at every opportunity. Years later that same officer apologized for ignorance as to the details. Erund's performance bettered to the point of Dept School where the new level of responsibilities weigh like nothing ever before.

Dreams and Direction

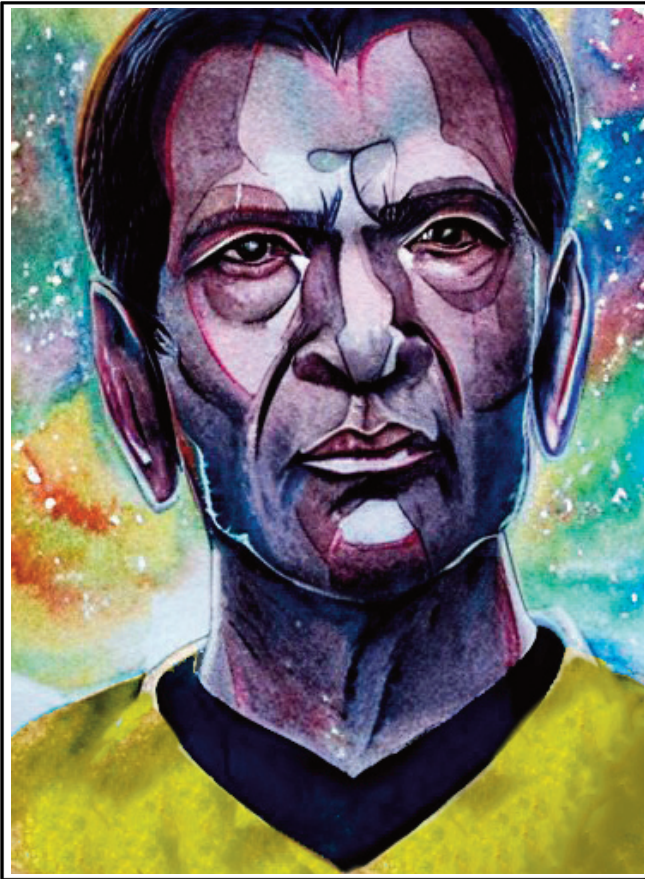
Starfleet appeals to Erund's nomadic wanderlust, but does constrain in other ways. With Morning Garen's back-and-forth over joining the Federation or not, Erund is torn between that loyalty. For though his actions will not affect planetary-level affairs, a certain level of ambassadorship must be maintained for personal integrity reasons. Whether Starfleet continues to be right for Garen or not remains to be seen. There are numerous opportunities back home and wandering the galaxy at large. Never get stuck in one place is all...

Areas of Improvement
Skills Attribute
1 Gaming COOL
2 Cbt, Mod
3 Hobby

Awards and Honors

Cadet Grad Honors, Silver Palms

Term 1 -
2 -
3 -
4 -
5 -
6 Current Assign
7
8
9
10



STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT, (C)	COMMAND, (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLORATION	MILITARY	COLONIZATION
			MERCHANT MARINE	STARBASE DUTY
			ACADEMY INSTRUCTOR	Passed
				Honors
				High Honors
1st				
2nd				
3rd				
4th				
5th				
6th				
ACTIVE DUTY				Term Length
				Efficiency
1st				3 PO -
2nd				1 AV -
3rd				3 EX -
4th	D			1 -
5th				3 AV -
6th				4 Current Assign, 1yr into Term
7th				
8th				
9th				
10th				

NAME Erund Bortavo AGE 35
 SPECIES P.O.B. SEX M
 HUMAN MORNING GAREN HT 6'0
 RANK LT. CMDR WT 210
 BRANCH NAV HAIR BLONDE
 ASSIGNMENT EYES BROWN
 D.O.B.



LT. COMMANDER ERUND BORTAVO

Personal/Family Notes	CREDITS 19k
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Awards, Honorifics and Notes
Cadet Cruise Grad Honors, Silver Palms

STR 55	END 60	INT 75	DEX 61	CHA 70	COOL 64	LUC 20	PSI 50
FOOLIES (CHA+COOL)/2 round down 67		PERCEPTION (INT+LUC)/2 round down 47		FOCUS (INT+COOL)/2 round down 69		PERSEVERANCE (END+LUC)/2 round down 40 (INT+LUC)/2 round down 47	

Administration . . . 40	Demolitions	Medicine	ST Sensors 25
Anthrop	Disguise	ST Services
.	Ecology 6	Meteorology 25	ST Weapon Ops . . . 30
Appraisal	Electronics	Negot/Diplomacy . 10	ST Weapons Tech . . .
Archaeo	Enviosuit Ops	Oceanography . . . 10	Stealth/Hide
.	Federation History . 20	Pers Wpn Tech . . .	Streetwise
Art Scale Models . 25	Federation Law . . . 20	Philosophy	Survival
.	Forgery
Astron/Atrophys . 40	Gaming 16	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce . .
Botany	Geology	Transporter Ops . . .
Bribery	Hvy Wpns Op/Tech . 16	Scrounge	Transporter Tech . . .
Burglary	History	Seduction	Trivia Tabletop Hobbyist . 35
Carousing	Shuttle Pilot
Chemistry	Holotechnology . . .	Shuttle Sys Tech . .	Variable-G Ops
Combat	Instruction 20	Sm Equip Tech . . . 16	Vehicle Op
. Archaic	Interrogation	Sm Unit Tactics
Baton Armed . . . 16	Intimidate	Sports	Warp Drive Tech . . . 30
. H-T-H 25	Lang Andorian . 10	Zoology 10
. Modern 30	ST Cbt Tac/Str . . . 25
Computer Op . . . 30	Law	ST Comm Proc . . . 30
Computer Tech	ST Comm Tech
Culture	Leadership 39	ST Engineering
.	Life Support Tech . .	ST Helm 40
Dmg Ctrl Proc . . .	Materials Science . . 10	ST Navigation 50
Def Shield Tech . . 40	Mechanics	ST Security 10

1

2

3

4

5

6

7

8

9

10

UNCONSCIOUS

SAVES

NATURAL

60

CURRENT

SAVE
(END/2 rd)

30

SAVE
(END/4 rd)

15

UNC
(END/10 rd)

6

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool

20

NATURAL

PSI Vector

65

PSI Pool

NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+5

SKILL BONUS.....+ 1

TOTAL.....= 1d10+6

WEAPON DAMAGE

STR BONUS.....+ 2

SKILL BONUS.....+ 0

TOTAL.....= 2

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern..... 30 61 45 ...PER SETTING

H-T-H..... 25 61 43 ... 1d10+6

Baton .. 16 61 38 ... 2d10+2

.....

.....

.....

Action Point Table

A Opportunity Action

Position Change

A Turn in Place 1

Stand-to-Sit or reverse 1

A Stand-to-Kneel or reverse 1

A Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

A Short Communication 1

Draw and Ready Device 2

A Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

A Quick-Draw and Fire 3

A Fire Ready Weapon 1

A Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

Combat and Emergency Evasion

A Attack min. 3

A Parry/Defend min. 2

A Dodge min. 3

A Duck Thrown Weapon 2

A Hide in Same Square 1

A Hide in Adjacent Square 4

A Roll Sideways 2

A Drop-to-Ready 1

A Drop-to-Prone 0

A Dive to Prone 2

A Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers

Dice Mod

Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

Attacker Modifiers

Aiming

Aimed Shot -25

Snapshot 0

Quick-Draw/Shoot +25

Wrong-Hand +20

Simultaneous Attacks +10 each

Movement

Stationary 0

Moving +5

Running +15

Evading +30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares -30

Surprised or Distracted -20

Alert and Aware +20

Aware of the Technique +40

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	ERUND BORTAVO	AGE	35	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	M	END	D	1. ST Nav, D	
HUMAN	MORNING GAREN	HT	6'0	INT	C	2. ST Helm, E	
BRANCH	NAV	WT	210	DEX	D	3. DefShTech, E	
RANK	LT. CMDR	HAIR	BLONDE	CHA	C	4. Astron/Astro, E	
CURRENT ASSIGNMENT		EYES	BROWN	COOL	D	5. Leadership, F	
		D.O.B.		LUC	G	...	
				PSI	D	Dept Head	Cmd School
						Y N	Y N
						Contact Team Certified?	Y N

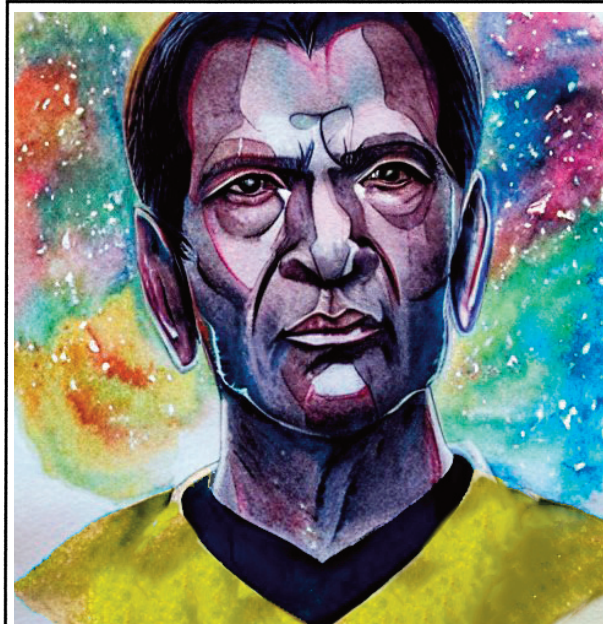
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Service Record

Honors

Grad Honors
Silver Palms



Assignments 13 Years Served

Cadet Exploration, 1yr

Term 1 Exploration, 3yrs

Term 2 Exploration, 1yr

Term 3 Exploration, 3yrs

Term 4 Department Head School, 1yr

Term 5 Colonization, 3yrs

Term 6 Current Assign, 1yr into 4yr Term

Term 7

Term 8

Term 9

Term 10

Name Desta Koronis

Personal Notes and Lifepath

Family

Homeworld: Gamma Vertis,
Large Research Station

Family Researchers, Okay

Parents: Mother, Deceased

Childhood: Station Outskirts

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Q / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Q / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Happy Romance

Cadet Headache, Lost 1kcr

Term 1 -
2 -
3 -
4 Happy Romance
5 Friend, Childhood Friend
6 Enemy, Locals, Mutual, Loss of Lover
7 -
8 Current Term
9
10

Areas of Improvement

Skills Attribute

- 1 Philosophy, W&P COOL
2 Negot/Diplo
3 Crafting

Awards and Honors

Cadet Grad High Honors, Silver Palms

Term 1 -
2 -
3 -
4 Legion of Honor
5 -
6 -
7 Prantares Ribbon of Excellence, Gold Palms
8 Current Term
9
10

History and Notes

Standing before the Federation Assembly and guests, having the Legion of Honor pinned to her jacket will certainly stand as a shining moment for Desta. That her Mother lived to see the day was the only thing that really mattered in that moment. That Desta would soon lose her mother (and later her lover to the betrayal of a new people she was trying to help) has been a blow. Desta has since withdrawn into her work, shunning most all contact that doesn;t directly affect the matter at hand. She has no time for personal time anymore.

Dreams and Direction

When things are going so well and then you get hit. Then hit again. And again. There are no ribbons to compensate, there are no palms or laurels so freshly cut nor so well adorned that can fill the holes left behind. What can one do but to work? Get things done. Occupy the time so the rest of it all goes away.



STARFLEET OFFICER RECORD

	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD									
	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE										
1st										
2nd										
3rd										
4th										
5th										
6th										
ACTIVE DUTY										
1st										
2nd										
3rd										
4th										
5th										
6th										
7th										
8th										
9th										
10th										

NAME Desta Koronis AGE 36
 SPECIES HUMAN P.O.B. GAMMA VERTIS SEX F HT 5'2
 RANK ASS'T FED COMMISH WT 110
 BRANCH DIPLOMAT MINOR LEGAL HAIR BLACK
 ASSIGNMENT AMB. W/O PORTFOLIO EYES BROWN
 D.O.B.

π

AMBASSADOR DESTA KORONIS

Personal/Family Notes	CREDITS 29k
Awards, Honorifics and Notes	
Cadet Cruise Grad High Honors, Silver Palms	
Legion of Honor	
Prantares Ribbon of Excellence, Gold Palms	
Current Assign, Just starting Term	

STR 47	END 45	INT 75	DEX 52	CHA 80	COOL 43	LUC 25	PSI 45
FOOLIES (CHA+COOL)/2 round down 61		PERCEPTION (INT+LUC)/2 round down 50		FOCUS (INT+COOL)/2 round down 59		PERSEVERANCE (END+LUC)/2 round down 35 (INT+LUC)/2 round down 50	

Administration 60	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	Meteorology	ST Services
Appraisal	Ecology	Negot/Diplomacy . 70	ST Weapon Ops
Archaeo	Electronics	Oceanography	ST Weapons Tech
Art	Enviosuit Ops	Pers Wpn Tech	Stealth/Hide
Crafting . 24	Federation History . 39	Philosophy War & Peace . 40	Streetwise
Astron/Atrophys . 10	Federation Law . . 45	Physics	Survival
Biology	Forgery	Psych	Track/Evade
Botany	Gaming 40	Xeno . 25	Trade & Commerce
Bribery	Gambling	Scrounge	Transporter Ops
Burglary	Geology	Seduction	Transporter Tech
Carousing 30	Hvy Wpns Op/Tech	Shuttle Pilot	Trivia
Chemistry	History	Shuttle Sys Tech	Variable-G Ops
Combat	Holotechnology	Sm Equip Tech . . . 10	Vehicle Op
Archaic	Instruction 24	Sm Unit Tactics . . 10	Warp Drive Tech
Baton Armed . . . 10	Interrogation 15	Sports	Zoology
H-T-H 15	Intimidate 10	ST Cbt Tac/Str	
Modern 15	Lang Orion . 30	ST Comm Proc	
Computer Op . . . 17	Andorian . 25	ST Comm Tech	
Computer Tech	Law	ST Engineering	
Culture Fed Survey . 61	Leadership 39	ST Helm	
Dmg Ctrl Proc . . . 10	Life Support Tech	ST Navigation	
Def Shield Tech	Materials Science	ST Security 10	
	Mechanics		

1

2

3

4

5

6

7

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NATURAL
45

CURRENT

SAVE
(END/2 rd)
22

SAVE
(END/4 rd)
11

UNC
(END/10 rd)
4

UNCONSCIOUS SAVES

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE... 1d10+5

SKILL BONUS.....+ 0

TOTAL.....= 1d10+5

WEAPON DAMAGE

STR BONUS.....+ 2

SKILL BONUS.....+ 0

TOTAL.....= 2

Action Point Table

A Opportunity Action

Position Change

▲ Turn in Place1

▲ Stand-to-Sit or reverse1

▲ Stand-to-Kneel or reverse1

▲ Kneel-to-Prone or reverse1

Movement

Walk 1sq orthogonal1

diagonal1.5

Evade 1sq orthogonal2

diagonal3

Crawl 1sq orthogonal2

diagonal3

Run for full Turn1/2 all AP

Climb Stairs or Ladder2x AP

Climb Rope3x AP

Swim2x AP

Equipment and Weapon Use

▲ Short Communication1

Draw and Ready Device2

▲ Operate Familiar Device2

Draw and Ready Weapon2

Aim Weapon2

▲ Quick-Draw and Fire3

▲ Fire Ready Weapon1

▲ Throw Ready Weapon1

Adjust Weapon Settings2

Reload Weapon2

Combat and Emergency Evasion

▲ Attackmin. 3

▲ Parry/Defendmin. 2

▲ Dodgemin. 3

▲ Duck Thrown Weapon2

▲ Hide in Same Square1

▲ Hide in Adjacent Square4

▲ Roll Sideways2

▲ Drop-to-Ready1

▲ Drop-to-Prone0

▲ Dive to Prone2

▲ Dive Roll4

Flying Tacklemin. 4

Terrain Modifiers

Clear, Road or Path1x AP

Hills, Light Vegetation2x AP

Swampy, Rocky, Hvy Veg3x AP

Cliffs, Rough Terrain2x - 4x AP

LUC Pool 25

NATURAL

PSI Vector 66

PSI Pool

NATURAL

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern..... 15..... 52..... 33...PER SETTING

H-T-H..... 15..... 52..... 33... 1d10+5

Baton .. 10..... 52..... 31... 2d10+2

.....

.....

.....

To-Hit Modifiers

Target Modifiers

Dice Mod

Range

Point-Blank-15

Short0

Medium+15

Long+30

Extreme+45

Size

Very Small+30

Small+15

Man-size0

Large-15

Specific Location+15

Position

Standing0

Crouched+5

Prone-10

Concealment

≤ 1/30

1/3 - 2/3+10

2/3 ≥+30 or more

Movement

Stationary-15

Moving0

Running+5

Attacker Modifiers

Aiming

Aimed Shot-25

Snapshot0

Quick-Draw/Shoot+25

Wrong-Hand+20

Simultaneous Attacks+10 each

Movement

Stationary0

Moving+5

Running+15

Evading+30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares-30

Surprised or Distracted-20

Alert and Aware+20

Aware of the Technique+40

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	DESTA KORONIS	AGE	36	STR	E	Top Skills 1. Negot/Diplo, C 2. Cult, Fed, D 3. Fed Law, E 4. Philo, W&P, E 5. Admin, D ...			
SPECIES	P.O.B.	SEX	F	END	E				
HUMAN	GAMMA VERTIS	HT	5'2	INT	C				
BRANCH		WT	110	DEX	D				
	DIPLOMAT, MINOR LEGAL	HAIR	BLACK	CHA	B				
RANK	ASS'T FED COMMISSIONER	EYES	BROWN	COOL	E	Dept Head	Y/ <input checked="" type="radio"/> N	Cmd School	Y/ <input checked="" type="radio"/> N
CURRENT ASSIGNMENT	AMB. W/O PORTFOLIO	D.O.B.		LUC	F	Contact Team Y/ Certified? <input checked="" type="radio"/> F			
				PSI	E				

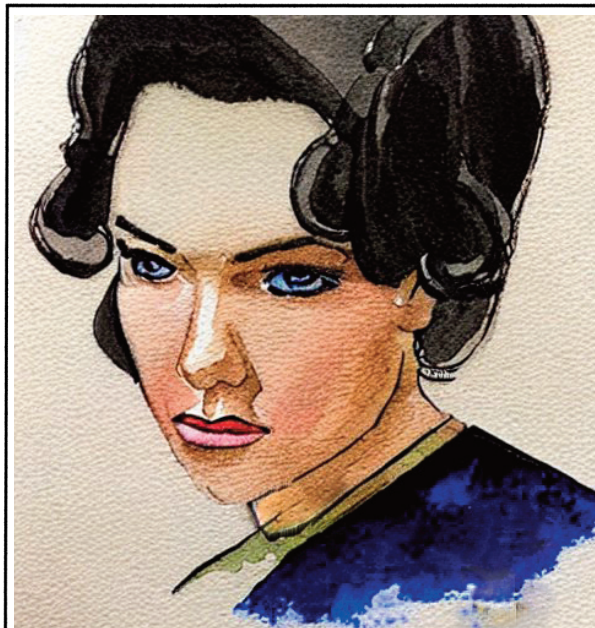
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Service Record

Honors

Grad High Honors
 Silver Palms
 Legion of Honor
 Prantares Ribbon of Excellence
 Gold Palms



Assignments 13 Years Served

Cadet Constellation, 1yr
 Term 1 Exploration, 2yrs
 Term 2 Exploration, 1yr
 Term 3 Colonization, 1yr
 Term 4 Exploration, 2yrs
 Term 5 Starbase 5, 3yrs
 Term 6 Exploration, 2yrs
 Term 7 Academy Instructor, 1yr
 Term 8 Current Assign, Just starting 3yr Term
 Term 9
 Term 10

Name Gulzar

Personal Notes and Lifepath

Family
Homeworld: Mindara XII

Family Scientists, Okay

Parents: Mother, Deceased

Childhood: Open Air, Village

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath
Academy -
Cadet -

Term 1 -
2 Romance, Probs, Incompatible
3 -
4 -
5 Mentor, +2 Botany
6 Happy Romance
7 Current Assign
8
9
10

Areas of Improvement
Skills Attribute
1 Admin COOL
2 AgroTech
3 Botany

Awards and Honors
Cadet Grad Honors / -
Term 1 -
2 Commendation
3 -
4 -
5 Dec for Gallantry
6 -
7 Current Assign
8
9
10

History and Notes
Farmer turned scientist turned trade representative turned to Undersecretary of the UFP representing New Worlds Agricultural Bureau. What can one do but otherwise credit diligent record keeping, personal organizational skills and devotion to the cause. A steady hand moving forward with methodical precision.

Dreams and Direction
From simple farmer to Fed-eration Quadrant leadership, the 25yr road has been a surprise. With another 16yrs ahead, is that enough time to get everything done? Perhaps. What else would there be to do?



STARFLEET OFFICER RECORD

	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD									
	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE										
1st										
2nd										
3rd										
4th										
5th										
6th										
ACTIVE DUTY										
1st										
2nd										
3rd										
4th										
5th										
6th	C									
7th										
8th										
9th										
10th										

NAME Gulzar AGE 48
 SPECIES HUMAN P.O.B. MINDARA XII SEX M HT 5'8
 RANK UNDERSECRETARY WT 225
 BRANCH DIPLOMAT HAIR BROWN
 ASSIGNMENT QUADRANT UNDERSECRETARY OF AGRICULTURAL AFFAIRS EYES BROWN D.O.B. 23070101

π

UNDERSECRETARY GULZAR

Personal/Family Notes	CREDITS 48k
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Awards, Honorifics and Notes	
Cadet Cruise	Grad Honors, Commendation
Term Length	Efficiency
1st	5 AV -
2nd	4 AV -
3rd	5 AV Commendation
4th	3 AV Dec for Gallantry
5th	4 AV -
6th	2 -
7th	4 -
8th	Current Assign, Just starting Term
9th	
10th	

STR	51	END	50	INT	80	DEX	53	CHA	60	COOL	45	LUC	50	PSI	34
FOOLIES (CHA+COOL)/2 round down		52	PERCEPTION (INT+LUC)/2 round down		65	FOCUS (INT+COOL)/2 round down		62	PERSEVERENCE (END+LUC)/2 round down		50	(INT+LUC)/2 round down		65	

Administration75	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services
.	Ecology43	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy60	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
.	Federation History30	Pers Wpn Tech	Streetwise
Art	Federation Law60	Philosophy	Survival
.	Forgery
Astron/Atrophys10	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce20
Botany52	Geology	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia History of Agro29
Carousing30	Shuttle Pilot
Chemistry20	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction58	Sm Equip Tech	Vehicle Op
.	Interrogation	Sm Unit Tactics
Baton Armed10	Intimidate	Sports	Warp Drive Tech
H-T-H15	LangOrion10	Zoology20
Modern15Tellarite15	ST Cbt Tac/Str	Agricultural Techno/niques60
Computer Op55	Law	ST Comm Proc
Computer Tech	ST Comm Tech
Culture	Leadership30	ST Engineering
.	Life Support Tech	ST Helm
Dmg Ctrl Proc10	Materials Science	ST Navigation
Def Shield Tech	Mechanics	ST Security

1

2

3

4

5

6

7

8

9

10

UNCONSCIOUS

SAVES

NATURAL

50

CURRENT

SAVE
(END/2 rd)

25

SAVE
(END/4 rd)

12

UNC
(END/10 rd)

5

WOUND

FATIGUE

STUN

ATTRIBUTE

FATIGUE

EFFECTS

LUC Pool

50

NATURAL

PSI Vector

58

PSI Pool

NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+5

SKILL BONUS.....+ 0

TOTAL.....= 1d10+5

WEAPON DAMAGE

STR BONUS.....+ 2

SKILL BONUS.....+ 0

TOTAL.....= 2

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern..... 15 53 34 ...PER SETTING

H-T-H..... 15 53 34 ... 1d10+5

Baton .. 10 53 31 ... 2d10+2

.....

.....

.....

Action Point Table

A Opportunity Action

Position Change

▲ Turn in Place 1

▲ Stand-to-Sit or reverse 1

▲ Stand-to-Kneel or reverse 1

▲ Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

▲ Short Communication 1

▲ Draw and Ready Device 2

▲ Operate Familiar Device 2

▲ Draw and Ready Weapon 2

▲ Aim Weapon 2

▲ Quick-Draw and Fire 3

▲ Fire Ready Weapon 1

▲ Throw Ready Weapon 1

▲ Adjust Weapon Settings 2

▲ Reload Weapon 2

Combat and Emergency Evasion

▲ Attack min. 3

▲ Parry/Defend min. 2

▲ Dodge min. 3

▲ Duck Thrown Weapon 2

▲ Hide in Same Square 1

▲ Hide in Adjacent Square 4

▲ Roll Sideways 2

▲ Drop-to-Ready 1

▲ Drop-to-Prone 0

▲ Dive to Prone 2

▲ Dive Roll 4

▲ Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers

Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

Attacker Modifiers

Aiming

Aimed Shot -25

Snapshot 0

Quick-Draw/Shoot +25

Wrong-Hand +20

Simultaneous Attacks +10 each

Movement

Stationary 0

Moving +5

Running +15

Evading +30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares -30

Surprised or Distracted -20

Alert and Aware +20

Aware of the Technique +40

23010101

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	GULZAR	AGE	48	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	M	END	D	1. Admin, C	
	MINDARA XII	HT	5'8	INT	B	2. Agro Tech, D	
BRANCH	DIPLOMAT	WT	225	DEX	D	3. Negot/Diplo, D	
	MINOR SCI	HAIR	BROWN	CHA	D	4. Fed Law, D	
RANK	UNDERSECRETARY	EYES	BROWN	COOL	E	5. Instruction, D	
CURRENT ASSIGNMENT		D.O.B.		LUC	D	...	
				PSI	F	Dept Head	Y/N
						Cmd School	Y/N
						Contact Team	Y/N
						Certified?	(N)

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Service Record

Honors

Grad Honors
Commendation
Commendation
Dec for Gallantry



Assignments 25 Years Served

Cadet Academy Instructor, 1yr
Term 1 Colonization, 5yrs
Term 2 Academy Instructor, 4yrs
Term 3 Exploration, 5yrs
Term 4 Exploration, 3yrs
Term 5 Colonization, 5yrs
Term 6 "Command School", 2yrs
Term 7 Current Assign, Just starting 4yr Term
Term 8
Term 9
Term 10

Family

Homeworld: Starbase 1, Open air, natural

Family Common Folk, Vanished, Only I escaped

Parents: Unknown

Childhood: Large City

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N	Y/O	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N	Y/O	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N	Y/O	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N	Y/O	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Headache, Local Trouble

Cadet Friend, Mentor

Term

1

2

3

4

5

6

7

8

9

10

Current Assign

Awards and Honors

Cadet Grad Honors / -

Term

1

2

3

4

5

6

7

8

9

10

Current Assign

Areas of Improvement

SkillsAttribute

1 AdminCHA

2 Negot/Diplo

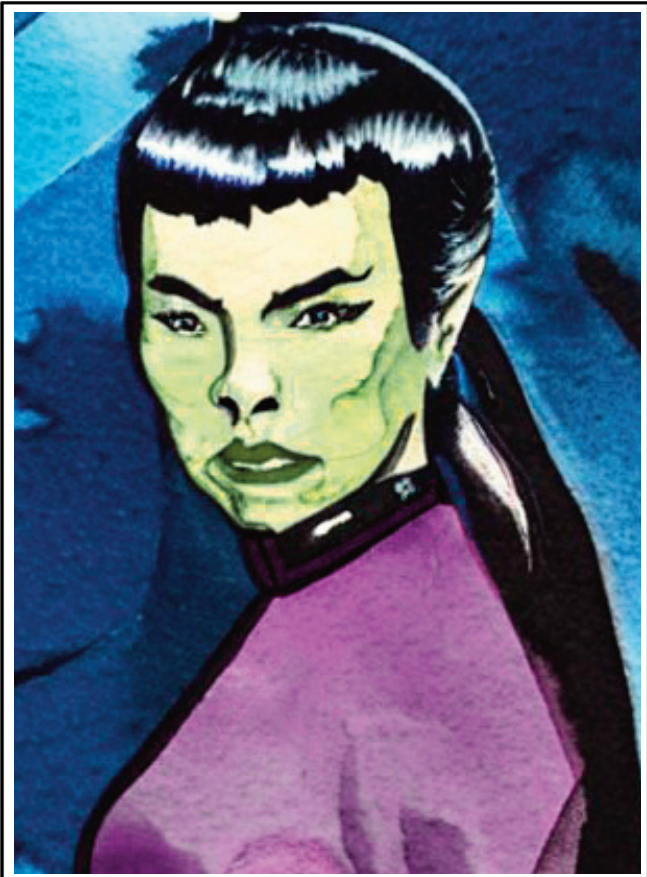
3 Culture, Human

History and Notes

The humans would call it a whirlwind, but the individual events clearly had no bearing to the others. No. That the delegation's transport was lost en route and T'Gan's ship and credentials were redirected as they were was only logical. T'Gan as the nearest and only Vulcanian in the region was sufficient grounds enough for transfer. That T'Gan was herself en route to a posting elsewhere has caused some stress, but this is simply the IDIC at work. One must celebrate the unexpected for the diverse array of options opened thereby.

Dreams and Direction

With this the start of a career, T'Gan can only strive to make this first unexpected assignment successful in every possible way. Clearly there is no logical means by which long-term future decision can be made when there are so many mitigating factors in the present. As the humans would say, "Wherever the winds take you." Still, it would someday be interesting to discover the fate of T'Gan's family. For though there is no sense in mourning if they still live, to hold out hope for after years is a futile exercise.



STARFLEET OFFICER RECORD

	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD									
	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE										
1st										
2nd										
3rd										
4th										
5th										
6th										
ACTIVE DUTY										
1st										
2nd										
3rd										
4th										
5th										
6th										
7th										
8th										
9th										
10th										

NAME T'Gan AGE 49
 SPECIES VULCANIAN P.O.B. STARBASE 1 SEX F HT 5'10
 RANK CHARGE D'AFFAIR WT 135
 BRANCH DIPLOMAT HAIR BLACK
 ASSIGNMENT MINOR ENG EYES BROWN
 D.O.B.

π

CHARGE D'AFFAIR T'GAN

Personal/Family Notes	CREDITS 3k
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Awards, Honorifics and Notes	
Efficiency	Cadet Cruise
Just Starting/Ending Assign, 1st year into 1yr Term	

STR 88	END 70	INT 75	DEX 60	CHA 60	COOL 83	LUC 10	PSI 99
--------	--------	--------	--------	--------	---------	--------	--------

FOOLIES (CHA+COOL)/2 round down	Vulcan -10 61	PERCEPTION (INT+LUC)/2 round down	Vulcan +10 52	FOCUS (INT+COOL)/2 round down	Vulcan +10 89	PERSEVERANCE (END+LUC)/2 round down	Vulcan +10 50	52
---------------------------------------	------------------	---	------------------	-------------------------------------	------------------	---	------------------	----

Administration . . . 30	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services
.	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics 7	Negot/Diplomacy 40	ST Weapons Tech
Archaeo Vulcan. 13	Enviosuit Ops 5	Oceanography	Stealth/Hide
.	Federation History 40	Pers Wpn Tech	Streetwise
Art Human. 10	Federation Law 40	Philosophy Poli Sci. 40	Survival Desert. 12
.	Forgery
Astron/Atrophys . . . 10	Gaming 39	Physics	Track/Evade.
Biology	Gambling	Psych	Trade & Commerce.
Botany	Geology	Transporter Ops 10
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech. 12
Burglary	History Earth. 20	Seduction	Trivia
Carousing 15	Shuttle Pilot
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction 10	Sm Equip Tech. 15	Vehicle Op
.	Interrogation	Sm Unit Tactics 10
.	Intimidate	Sports	Warp Drive Tech 15
Baton Armed 10	Lang Human. 25	Zoology
. Orion. 25	ST Cbt Tac/Str.	LANG Caitian. 25
.	ST Comm Proc
Computer Op 10	Law	ST Comm Tech
Computer Tech	ST Engineering 20
Culture Human. 25	Leadership 40	ST Helm
. Tellarite. 17	Life Support Tech 10	ST Navigation
Dmg Ctrl Proc 10	Materials Science.	ST Security 10
Def Shield Tech 7	Mechanics 7

1

2

3

4

5

6

7

8

9

10

UNCONSCIOUS

SAVES

NATURAL

70

CURRENT

SAVE (END/2 rd)

35

SAVE (END/4 rd)

17

UNC (END/10 rd)

7

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool

10

NATURAL

PSI Vector

78

PSI Pool

78

NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE...

2d10

SKILL BONUS.....+

0

TOTAL.....=

2d10

WEAPON DAMAGE

STR BONUS.....+

4

SKILL BONUS.....+

0

TOTAL.....=

4

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....

15

60

37

PER SETTING

H-T-H.....

15

60

37

2d10

Baton ..

10

60

35

2d10+4

Action Point Table

A Opportunity Action

Position Change

A Turn in Place

1

Stand-to-Sit or reverse

1

A Stand-to-Kneel or reverse

1

A Kneel-to-Prone or reverse

1

Movement

Walk 1sq orthogonal

1

diagonal

1.5

Evade 1sq orthogonal

2

diagonal

3

Crawl 1sq orthogonal

2

diagonal

3

Run for full Turn

1/2 all AP

Climb Stairs or Ladder

2x AP

Climb Rope

3x AP

Swim

2x AP

Equipment and Weapon Use

A Short Communication

1

Draw and Ready Device

2

A Operate Familiar Device

2

Draw and Ready Weapon

2

Aim Weapon

2

A Quick-Draw and Fire

3

A Fire Ready Weapon

1

A Throw Ready Weapon

1

Adjust Weapon Settings

2

Reload Weapon

2

Combat and Emergency Evasion

A Attack

min. 3

A Parry/Defend

min. 2

A Dodge

min. 3

A Duck Thrown Weapon

2

A Hide in Same Square

1

A Hide in Adjacent Square

4

A Roll Sideways

2

A Drop-to-Ready

1

A Drop-to-Prone

0

A Dive to Prone

2

A Dive Roll

4

Flying Tackle

min. 4

Terrain Modifiers

Clear, Road or Path

1x AP

Hills, Light Vegetation

2x AP

Swampy, Rocky, Hvy Veg

3x AP

Cliffs, Rough Terrain

2x - 4x AP

To-Hit Modifiers

Target Modifiers

Dice Mod

Range

Point-Blank

-15

Short

0

Medium

+15

Long

+30

Extreme

+45

Size

Very Small

+30

Small

+15

Man-size

0

Large

-15

Specific Location

+15

Position

Standing

0

Crouched

+5

Prone

-10

Concealment

≤ 1/3

0

1/3 - 2/3

+10

2/3 ≥

+30 or more

Movement

Stationary

-15

Moving

0

Running

+5

Attacker Modifiers

Aiming

Aimed Shot

-25

Snapshot

0

Quick-Draw/Shoot

+25

Wrong-Hand

+20

Simultaneous Attacks

+10 each

Movement

Stationary

0

Moving

+5

Running

+15

Evading

+30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares

-30

Surprised or Distracted

-20

Alert and Aware

+20

Aware of the Technique

+40

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FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	T'GAN	AGE	49	STR	B	Top Skills	
SPECIES	P.O.B.	SEX	F	END	C	1. Philo PoliSci, E	
VULCANIAN	STARBASE I	HT	5,10	INT	C	2. Negot/Diplo, E	
BRANCH	DIPLOMAT,	WT	135	DEX	D	3. Leadership, E	
	MINOR ENG	HAIR	BLACK	CHA	D	4. Fed Law, E	
RANK	CHARGE D'AFFAIR	EYES	BROWN	COOL	B	5. Fed History, E	
CURRENT ASSIGNMENT		D.O.B.		LUC	H	...	
				PSI	A	Dept Head	Y/N
						Cmd School	Y/N
						Contact Team	Y/N
						Certified?	(N)

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Service Record

Honors

Grad Honors



Assignments 1 Years Served

Cadet Exploration, 1yr

Term 1 Current Assign, Just starting 1yr Term

Term 2

Term 3

Term 4

Term 5

Term 6

Term 7

Term 8

Term 9

Term 10

Name Ranmilik Lenfenen

Personal Notes and Lifepath

Family
Homeworld: Edo

Family Starfleet, Sole Survivor

Parents: Both K.I.A.

Childhood: Town Outskirts

Siblings	LIVING	AGE	FEELINGS	STANDING
1. Only Child	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Enemy, Underling, Mutual, Accused of Cowardice

Cadet Friend, Like Big Brother

Term	1	-	10
	2	-	
	3	Fast Times	
	4	Friend, Local Planetary Authority	
	5	Mentor, +15 Trivia (s)	
	6	Enemy, Childhood Rival, Mutual, Foiled plans	
	7	Current Term	
	8		
	9		
	10		

Awards and Honors

Cadet -

Term	1	-
	2	-
	3	-
	4	-
	5	-
	6	-
	7	Current Term
	8	
	9	
	10	

Areas of Improvement	
Skills	Attribute
1 Psych, Xeno	COOL
2 Culture, Tellarite	
3 Carousing	

History and Notes

Ran is second generation Starfleet with his parents amongst the first Edoans to join. That they were both killed in action was a blow to Ran and testament to their devotion and an example for all Edoans to follow. It was their loss that encouraged Ran's childhood friend to plot the destruction of a Starfleet recruiting office. That Ran found out and was able to stop it will be one of Ran's more distinct memories. Even if they had offered a medal, he wouldn't have accepted it.

Dreams and Direction

With 20yrs down, it's only another 20 for that pension, so why not. Returning home to Edo that last time and saving the recruiting office, it showed that you can't go home. But Ran knew that when the parents were killed. There's not a lot left behind, so up ahead is the only other way to go Experience what there is while it can be for the world is ever-changing around one.



STARFLEET OFFICER RECORD

NAME Ranmilik Lenfenen AGE 52
SPECIES EDOAN P.O.B. EDO SEX M
RANK SUB-MINISTER HT 5'0
BRANCH DIPLOMAT WT 110
ASSIGNMENT HAIR NONE
EYES YELLOW
D.O.B.

π

SUB-MINISTER RANMILIK LENFENEN

	SCHOOL (T)	CONTACT (C)	COMMAND (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLORATION	MILITARY	COLONIZATION
				MERCHANT MARINE
				STARBASE DUTY
				ACADEMY INSTRUCTOR
				Passed
				Honors
				High Honors
1st				
2nd				
3rd				
4th				
5th				
6th				
ACTIVE DUTY				
				Term Length
				Efficiency
1st				1 AV -
2nd				3 AV -
3rd				4 OU -
4th				3 AV -
5th				4 AV -
6th	D			1
7th				3
8th				
9th				
10th				

Personal/Family Notes

CREDITS
48k

Awards, Honorifics and Notes

Cadet Cruise - / - / -

Current Assign, 1yr into Term

STR	55	END	60	INT	70	DEX	83	CHA	62	COOL	45	LUC	54	PSI	29
FOOLIES (CHA+COOL)/2 round down	53	PERCEPTION (INT+LUC)/2 round down	62	FOCUS (INT+COOL)/2 round down	57	Edoan -05	PERSEVERENCE	Edoan -05							

Administration	83	Demolitions		Medicine	Edoan	10	ST Sensors	
Anthrop		Disguise					ST Services	
		Ecology	15	Meteorology	10		ST Weapon Ops	
Appraisal		Electronics		Negot/Diplomacy	60		ST Weapons Tech	
Archaeo		Enviosuit Ops		Oceanography			Stealth/Hide	
		Federation History	40	Pers Wpn Tech			Streetwise	
Art		Federation Law	60	Philosophy			Survival	
Appreciation	25	Forgery						
Dance	41	Gaming		Physics			Track/Evade	
Astron/Atrophys	10	Gambling		Psych	Xeno	55	Trade & Commerce	
Biology		Geology					Transporter Ops	
Botany		Hvy Wpns Op/Tech		Scrounge			Transporter Tech	
Bribery		History		Seduction			Trivia	History of Dance
Burglary				Shuttle Pilot				
Carousing	49			Shuttle Sys Tech			Variable-G Ops	
Chemistry		Holotechnology		Sm Equip Tech			Vehicle Op	
Combat		Instruction	20	Sm Unit Tactics	10			
Archaic		Interrogation		Sports			Warp Drive Tech	
Staff Armed	10	Intimidate					Zoology	
H-T-H	30	Lang	English					
Modern	30			ST Cbt Tac/Str				
Computer Op	50	Law		ST Comm Proc				
Computer Tech				ST Comm Tech				
Culture	Human	Leadership	40	ST Engineering				
	Tellarite	Life Support Tech		ST Helm				
Dmg Ctrl Proc	10	Materials Science		ST Navigation				
Def Shield Tech		Mechanics		ST Security	10			

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL 60 CURRENT SAVE (END/2 rd) 30 SAVE (END/4 rd) 15 UNC (END/10 rd) 6	WOUND FATIGUE STUN	LUC Pool 54 NATURAL	PSI Vector 53 PSI Pool NATURAL	((INT+CHA+PSI)/3) rd
1			ATTRIBUTE FATIGUE EFFECTS			
2						
3						
4			BARE HAND DAMAGE... 1d10+5 SKILL BONUS.....+ 1 TOTAL.....= 1d10+6	TO HIT TABLE (SKILL + DEX)/2=TOHIT DMG Modern..... 30 83 56 ... PER SETTING H-T-H..... 30 83 56 ... 1d10+6 Staff .. 10 83 46 ... 4d10+3		
5			WEAPON DAMAGE STR BONUS.....+ 2 SKILL BONUS.....+ 1 TOTAL.....= 3			
6			Action Point Table A Opportunity Action			
7			Position Change			
8			A Turn in Place 1			
9			A Stand-to-Sit or reverse 1			
10			A Stand-to-Kneel or reverse 1			
11			A Kneel-to-Prone or reverse 1			
12			Movement			
13			Walk 1sq orthogonal 1			
14			diagonal 1.5			
			Evade 1sq orthogonal 2			
			diagonal 3			
			Crawl 1sq orthogonal 2			
			diagonal 3			
			Run for full Turn 1/2 all AP			
			Climb Stairs or Ladder 2x AP			
			Climb Rope 3x AP			
			Swim 2x AP			
			Equipment and Weapon Use			
			A Short Communication 1			
			A Draw and Ready Device 2			
			A Operate Familiar Device 2			
			A Draw and Ready Weapon 2			
			A Aim Weapon 2			
			A Quick-Draw and Fire 3			
			A Fire Ready Weapon 1			
			A Throw Ready Weapon 1			
			A Adjust Weapon Settings 2			
			A Reload Weapon 2			
			Combat and Emergency Evasion			
			A Attack min. 3			
			A Parry/Defend min. 2			
			A Dodge min. 3			
			A Duck Thrown Weapon 2			
			A Hide in Same Square 1			
			A Hide in Adjacent Square 4			
			A Roll Sideways 2			
			A Drop-to-Ready 1			
			A Drop-to-Prone 0			
			A Dive to Prone 2			
			A Dive Roll 4			
			Flying Tackle min. 4			
			Terrain Modifiers			
			Clear, Road or Path 1x AP			
			Hills, Light Vegetation 2x AP			
			Swampy, Rocky, Hvy Veg 3x AP			
			Cliffs, Rough Terrain 2x - 4x AP			
			To-Hit Modifiers			
			Target Modifiers			
			Range			
			Point-Blank -15			
			Short 0			
			Medium +15			
			Long +30			
			Extreme +45			
			Size			
			Very Small +30			
			Small +15			
			Man-size 0			
			Large -15			
			Specific Location +15			
			Position			
			Standing 0			
			Crouched +5			
			Prone -10			
			Concealment			
			≤ 1/3 0			
			1/3 - 2/3 +10			
			2/3 ≥ +30 or more			
			Movement			
			Stationary -15			
			Moving 0			
			Running +5			
			Attacker Modifiers			
			Aiming			
			Aimed Shot -25			
			Snapshot 0			
			Quick-Draw/Shoot +25			
			Wrong-Hand +20			
			Simultaneous Attacks +10 each			
			Movement			
			Stationary 0			
			Moving +5			
			Running +15			
			Evading +30			
			Vulcan Nerve Pinch			
			Target is:			
			Totally Unawares -30			
			Surprised or Distracted -20			

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	RANMILIK LENFENEN	AGE	52	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	M	END	D	1. Admin, B	
EDOAN	EDO	HT	5'0	INT	C	2. Negot/Diplo, D	
BRANCH	DIPLOMAT	WT	110	DEX	B	3. Fed Law, D	
RANK	SUB-MINISTER	HAIR	NONE	CHA	D	4. Psych, Xeno, D	
CURRENT ASSIGNMENT		EYES	YELLOW	COOL	E	5. Carousing, E	
		D.O.B.		LUC	D	...	
				PSI	F	Dept Head	Y <input checked="" type="radio"/> N <input type="radio"/>
						Cmd School	Y <input type="radio"/> N <input checked="" type="radio"/>
						Contact Team Certified?	Y <input type="radio"/> F <input checked="" type="radio"/>

230101.01



Service Record

Honors
-



Assignments	20 Years Served
Cadet Colonization, 1yr / Exploration, 1yr / Starbase 6, 1yr	
Term 1 Colonization, 1yr	
Term 2 Colonization, 3yrs	
Term 3 Merchant Marine, 4yrs	
Term 4 Merchant Marine, 3yrs	
Term 5 Colonization, 4yrs	
Term 6 Department Head School, 1yr	
Term 7 Current Assign, 1yr into 3yr Term	
Term 8	
Term 9	
Term 10	

Name Alesis Bellaqua

Personal Notes and Lifepath

Family
Homeworld: Daran V, Lg Colony World, Est 40yrs+

Family Merchants, Okay

Parents: Father, deceased

Childhood: Starfleet

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath
Academy Enemy, SB Staff, Mutual, Accused of Flaw
Cadet -

Term 1 Friend, Childhood
2 -
3 Lover Killed in Accident
4 Current Term
5
6
7
8
9
10

Areas of Improvement
Skills Attribute
1 Shuttle Sys Tech END
2 Intimidate
3 Carousing

Awards and Honors
Cadet Grad High Honors, - / -

Term 1 Silver Palms
2 Dec for Valor
3 -
4 Current Term
5
6
7
8
9
10

History and Notes

Growing up around merchants, there was seemingly a shady-side Alesis didn't quite understand, but was aware of. The loss of her father may have been another contributing factor to joining Starfleet Intelligence services. A beautiful and sensual person already, Alesis was almost too cliché for the 'honey pot' role so familiar to Intelligence gathering. Nevertheless with training and now years of experience, Alesis demonstrates what a variety of skillsets and a modest bankroll can achieve.

Dreams and Direction

That Alesis met up with a childhood sweetheart again after decades apart and then to lose him so few years later is a scar that Alesis is still quietly tending. It's good that the work doesn't require love, because she just lost all she ever had. Time to get back to work. That intelligence isn't going to collect itself. Get back to mod'ing that old Shuttle craft in the hangar and keep on keeping on.



STARFLEET OFFICER RECORD

	SCHOOL (T)	CONTACT, (C)	COMMAND, (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLORATION	MILITARY	COLONIZATION
			MERCHANT MARINE	STARBASE DUTY
			ACADEMY INSTRUCTOR	Passed
				Honors
				High Honors
1st				
2nd				
3rd				
4th				
5th				
6th				
ACTIVE DUTY				Term Length
1st				Efficiency
2nd				2 EX Silver Palms, Republic
3rd				3 AV Dec for Valor, Constellation
4th				3 AV -
5th				4 Current Assign, 3yrs into 4yr Term
6th				
7th				
8th				
9th				
10th				

NAME Alesis Bellaqua AGE 36
 SPECIES HUMAN P.O.B. DARAN V SEX F
 RANK OPERATIVE HT 5'5
 BRANCH INTELLIGENCE WT 100
 ASSIGNMENT MINOR DIPLOMAT HAIR BLACK
 EYES HAZEL
 D.O.B.

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OPERATIVE ALESIS BELLAQUA

Personal/Family Notes	CREDITS 9k
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Awards, Honorifics and Notes
Cadet Cruise Grad High Honors, - / -, Hood on both Tours

STR	56	END	64	INT	75	DEX	60	CHA	80	COOL	60	LUC	55	PSI	29
FOOLIES (CHA+COOL)/2 round down		70	PERCEPTION (INT+LUC)/2 round down		65	FOCUS (INT+COOL)/2 round down		67	PERSEVERENCE (END+LUC)/2 round down		59	(INT+LUC)/2 round down		65	

Administration 20	Demolitions	Medicine	ST Sensors
Anthrop	Disguise 24		ST Services
	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy 40	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide 18
	Federation History 15	Pers Wpn Tech	Streetwise 20
Art Appreciation 5	Federation Law 28	Philosophy	Survival
	Forgery		
Astron/Atrophys 20	Gaming	Physics	Track/Evade 10
Biology	Gambling	Psych Human 40	Trade & Commerce
Botany	Geology		Transporter Ops 25
Bribery 26	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction 70	Trivia
Carousing 77		Shuttle Pilot 25	
Chemistry	Holotechnology	Shuttle Sys Tech 28	Variable-G Ops
Combat	Instruction 10	Sm Equip Tech 20	Vehicle Op Grav. 15
Archaic	Interrogation 36	Sm Unit Tactics 14	
Club Armed 26	Intimidate 20	Sports	Warp Drive Tech
H-T-H 34	Lang Orion 25		Zoology
Modern 33		ST Cbt Tac/Str	
Computer Op 30	Law	ST Comm Proc	
Computer Tech		ST Comm Tech	
Culture Orion 40	Leadership 20	ST Engineering	
K'Zinti 11	Life Support Tech	ST Helm	
Dmg Ctrl Proc 10	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security 10	

[illegible]

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME	ALESIS BELLAQUA	AGE	36	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	F	END	D	1. Seduction, C	
	HUMAN	HT	5'5	INT	C	2. Carousing, C	
BRANCH	INTELLIGENCE, MINOR DIPLOMAT	WT	100	DEX	D	3. Psych, Human, E	
RANK	OPERATIVE	HAIR	BLACK	CHA	B	4. Negot/Diplo, E	
CURRENT ASSIGNMENT		EYES	HAZEL	COOL	D	5. Interrogation, F	
		D.O.B.		LUC	E	...	
				PSI	F	Dept Head	Y/N
						Cmd School	Y/N
						Contact Team	Y/N
						Certified?	(N)

23010101



Service Record

Honors

Grad High Honors
Silver Palms
Dec for Valor



Assignments

13 Years Served

Cadet Hood, 1yr, Hood 1yr
Term 1 Republic, 2yrs
Term 2 Constellation, 3yrs
Term 3 Academy Instructor, 3yrs
Term 4 Current Assign, 3yrs into 4yr Term
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10

Family

Homeworld:

Family

Parents:

Areas of Improvement

Skills

Attribute

1

2

3

Childhood:

Awards and Honors

Cadet

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy

Cadet

Term

1

2

3

4

5

6

7

8

9

10

Term

1

2

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STARFLEET OFFICER RECORD

NAME

	SCHOOL (T)	CONTACT, (C)	COMMAND, (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLORATION	MILITARY	COLONIZATION
				MERCHANT MARINE
				STARBASE DUTY
				ACADEMY INSTRUCTOR
				Passed
				Honors
				High Honors
ACTIVE DUTY				

NAME	AGE
SPECIES	SEX
P.O.B.	HT
RANK	WT
BRANCH	HAIR
ASSIGNMENT	EYES
	D.O.B.

23010101

Personal/Family Notes	CREDITS
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Term Length	Awards, Honorifics and Notes
Efficiency	Cadet Cruise

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERENCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services
.	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
.	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
.	Forgery
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	Shuttle Pilot
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
.	Interrogation	Sm Unit Tactics
.	Intimidate	Sports	Warp Drive Tech
.	Lang	Zoology
.	ST Cbt Tac/Str
Computer Op	Law	ST Comm Proc
Computer Tech	ST Comm Tech
Culture	Leadership	ST Engineering
.	Life Support Tech	ST Helm
Dmg Ctrl Proc	Materials Science	ST Navigation
Def Shield Tech	Mechanics	ST Security

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16

UNCONSCIOUS

SAVES

NATURAL

CURRENT

SAVE
(END/2 rd)

SAVE
(END/4 rd)

UNC
(END/10 rd)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool

NATURAL

PSI Vector

PSI Pool

NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE.....

SKILL BONUS.....+

TOTAL.....=

WEAPON DAMAGE

STR BONUS.....+

SKILL BONUS.....+

TOTAL.....=

TO HIT TABLE

(SKILL + DEX)/2=TOHIT

DMG

Modern.....

H-T-H.....

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Action Point Table

▲ Opportunity Action

Position Change

▲ Turn in Place 1

Stand-to-Sit or reverse 1

▲ Stand-to-Kneel or reverse 1

▲ Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

▲ Short Communication 1

Draw and Ready Device 2

▲ Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

▲ Quick-Draw and Fire 3

▲ Fire Ready Weapon 1

▲ Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

Combat and Emergency Evasion

▲ Attack min. 3

▲ Parry/Defend min. 2

▲ Dodge min. 3

▲ Duck Thrown Weapon 2

▲ Hide in Same Square 1

▲ Hide in Adjacent Square 4

▲ Roll Sideways 2

▲ Drop-to-Ready 1

▲ Drop-to-Prone 0

▲ Dive to Prone 2

▲ Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers

Dice Mod

Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

Attacker Modifiers

Aiming

Aimed Shot -25

Snapshot 0

Quick-Draw/Shoot +25

Wrong-Hand +20

Simultaneous Attacks +10 each

Movement

Stationary 0

Moving +5

Running +15

Evading +30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares -30

Surprised or Distracted -20

Alert and Aware +20

Aware of the Technique +40

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

23010101



Honors

Honors

[illegible]

Years Served

Term 10

Family

Homeworld:

Family

Parents:

Areas of Improvement

Skills

Attribute

1

2

3

Childhood:

Awards and Honors

Cadet

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy

Cadet

Term

1

2

3

4

5

6

7

8

9

10

Term

1

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STARFLEET OFFICER RECORD

NAME

	SCHOOL (T)	CONTACT, (C)	COMMAND, (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLORATION	MILITARY	COLONIZATION
				MERCHANT MARINE
				STARBASE DUTY
				ACADEMY INSTRUCTOR
				Passed
				Honors
				High Honors
ACTIVE DUTY				

NAME	AGE
SPECIES	SEX
P.O.B.	HT
RANK	WT
BRANCH	HAIR
ASSIGNMENT	EYES
	D.O.B.

23010101

Personal/Family Notes	CREDITS
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Term Length	Awards, Honorifics and Notes
Efficiency	Cadet Cruise

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERENCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services
.	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
.	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
.	Forgery
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	Shuttle Pilot
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
.	Interrogation	Sm Unit Tactics
.	Intimidate	Sports	Warp Drive Tech
.	Lang	Zoology
.	ST Cbt Tac/Str
Computer Op	Law	ST Comm Proc
Computer Tech	ST Comm Tech
Culture	Leadership	ST Engineering
.	Life Support Tech	ST Helm
Dmg Ctrl Proc	Materials Science	ST Navigation
Def Shield Tech	Mechanics	ST Security

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14

15

16

UNCONSCIOUS

SAVES

NATURAL

CURRENT

SAVE
(END/2 rd)

SAVE
(END/4 rd)

UNC
(END/10 rd)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool

NATURAL

PSI Vector

PSI Pool

NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE.....

SKILL BONUS.....+

TOTAL.....=

WEAPON DAMAGE

STR BONUS.....+

SKILL BONUS.....+

TOTAL.....=

TO HIT TABLE

(SKILL + DEX)/2=TOHIT

DMG

Modern.....

H-T-H.....

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Action Point Table

▲ Opportunity Action

Position Change

▲ Turn in Place 1

Stand-to-Sit or reverse 1

▲ Stand-to-Kneel or reverse 1

▲ Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

▲ Short Communication 1

Draw and Ready Device 2

▲ Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

▲ Quick-Draw and Fire 3

▲ Fire Ready Weapon 1

▲ Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

Combat and Emergency Evasion

▲ Attack min. 3

▲ Parry/Defend min. 2

▲ Dodge min. 3

▲ Duck Thrown Weapon 2

▲ Hide in Same Square 1

▲ Hide in Adjacent Square 4

▲ Roll Sideways 2

▲ Drop-to-Ready 1

▲ Drop-to-Prone 0

▲ Dive to Prone 2

▲ Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers

Dice Mod

Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

Attacker Modifiers

Aiming

Aimed Shot -25

Snapshot 0

Quick-Draw/Shoot +25

Wrong-Hand +20

Simultaneous Attacks +10 each

Movement

Stationary 0

Moving +5

Running +15

Evading +30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares -30

Surprised or Distracted -20

Alert and Aware +20

Aware of the Technique +40

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

230101.01

Honors

Honors

[illegible]

Years Served

Term 10



Family

Homeworld:

Family

Parents:

Childhood:

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy

Cadet

Term

1

2

3

4

5

6

7

8

9

10

Areas of Improvement

SkillsAttribute

1

2

3

Awards and Honors

Cadet

Term

1

2

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STARFLEET OFFICER RECORD

NAME

	SCHOOL (T)	CONTACT, (C)	COMMAND, (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLORATION	MILITARY	COLONIZATION
				MERCHANT MARINE
				STARBASE DUTY
				ACADEMY INSTRUCTOR
				Passed
				Honors
				High Honors
ACTIVE DUTY				

NAME	AGE
SPECIES	SEX
P.O.B.	HT
RANK	WT
BRANCH	HAIR
ASSIGNMENT	EYES
	D.O.B.

23010101

Personal/Family Notes	CREDITS
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Term Length	Awards, Honorifics and Notes
Efficiency	Cadet Cruise

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERENCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services
.	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
.	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
.	Forgery
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	Shuttle Pilot
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang	Zoology
Modern	ST Cbt Tac/Str
Computer Op	Law	ST Comm Proc
Computer Tech	ST Comm Tech
Culture	Leadership	ST Engineering
.	Life Support Tech	ST Helm
Dmg Ctrl Proc	Materials Science	ST Navigation
Def Shield Tech	Mechanics	ST Security

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UNCONSCIOUS

SAVES

NATURAL

CURRENT

SAVE
(END/2 rd)

SAVE
(END/4 rd)

UNC
(END/10 rd)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE...
SKILL BONUS.....+
TOTAL.....=

WEAPON DAMAGE
STR BONUS.....+
SKILL BONUS.....+
TOTAL.....=

LUC Pool

NATURAL

PSI Vector

PSI Pool

NATURAL

((INT+CHA+PSI)/3) rd

TO HIT TABLE

(SKILL + DEX)/2=TOHIT

DMG

Modern.....

H-T-H.....

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Action Point Table

▲ Opportunity Action

Position Change

▲ Turn in Place 1

Stand-to-Sit or reverse 1

▲ Stand-to-Kneel or reverse 1

▲ Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

▲ Short Communication 1

Draw and Ready Device 2

▲ Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

▲ Quick-Draw and Fire 3

▲ Fire Ready Weapon 1

▲ Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

Combat and Emergency Evasion

▲ Attack min. 3

▲ Parry/Defend min. 2

▲ Dodge min. 3

▲ Duck Thrown Weapon 2

▲ Hide in Same Square 1

▲ Hide in Adjacent Square 4

▲ Roll Sideways 2

▲ Drop-to-Ready 1

▲ Drop-to-Prone 0

▲ Dive to Prone 2

▲ Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers

Dice Mod

Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

Attacker Modifiers

Aiming

Aimed Shot -25

Snapshot 0

Quick-Draw/Shoot +25

Wrong-Hand +20

Simultaneous Attacks +10 each

Movement

Stationary 0

Moving +5

Running +15

Evading +30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares -30

Surprised or Distracted -20

Alert and Aware +20

Aware of the Technique +40

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

23010101

Honors

Honors

[illegible]

Years Served

Cadet
Term 1
Term 2
Term 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10



Family

Homeworld:

Family

Parents:

Childhood:

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy

Cadet

Term

1

2

3

4

5

6

7

8

9

10

Areas of Improvement

SkillsAttribute

1

2

3

Awards and Honors

Cadet

Term

1

2

3

4

5

6

7

8

9

10



STARFLEET OFFICER RECORD

NAME

	SCHOOL (T)	CONTACT, (C)	COMMAND, (D)	DEPT. HEAD
CADET CRUISE	STARSHIP	EXPLORATION	MILITARY	COLONIZATION
				MERCHANT MARINE
				STARBASE DUTY
				ACADEMY INSTRUCTOR
				Passed
				Honors
				High Honors
ACTIVE DUTY				

NAME	AGE
SPECIES	SEX
P.O.B.	HT
RANK	WT
BRANCH	HAIR
ASSIGNMENT	EYES
	D.O.B.

23010101

Personal/Family Notes	CREDITS
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Term Length	Awards, Honorifics and Notes
Efficiency	Cadet Cruise

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERENCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services
.	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
.	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
.	Forgery
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	Shuttle Pilot
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
.	Interrogation	Sm Unit Tactics
.	Intimidate	Sports	Warp Drive Tech
.	Lang	Zoology
.	ST Cbt Tac/Str
Computer Op	Law	ST Comm Proc
Computer Tech	ST Comm Tech
Culture	Leadership	ST Engineering
.	Life Support Tech	ST Helm
Dmg Ctrl Proc	Materials Science	ST Navigation
Def Shield Tech	Mechanics	ST Security

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND FATIGUE STUN	LUC Pool NATURAL	PSI Vector	((INT+CHA+PSI)/3) rd
		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
		SAVE (END/2 rd)				
		SAVE (END/4 rd)				
		UNC (END/10 rd)				
			BARE HAND DAMAGE..... SKILL BONUS.....+ TOTAL.....=		TO HIT TABLE ((SKILL + DEX)/2)=TOHIT DMG Modern..... H-T-H.....	
	WEAPON DAMAGE STR BONUS.....+ SKILL BONUS.....+ TOTAL.....=					

Action Point Table ▲ Opportunity Action

Position Change

- ▲ Turn in Place 1
- Stand-to-Sit or reverse 1
- ▲ Stand-to-Kneel or reverse 1
- ▲ Kneel-to-Prone or reverse 1

Movement

- Walk 1sq orthogonal 1
- diagonal 1.5
- Evade 1sq orthogonal 2
- diagonal 3
- Crawl 1sq orthogonal 2
- diagonal 3
- Run for full Turn 1/2 all AP
- Climb Stairs or Ladder 2x AP
- Climb Rope 3x AP
- Swim 2x AP

Equipment and Weapon Use

- ▲ Short Communication 1
- Draw and Ready Device 2
- ▲ Operate Familiar Device 2
- Draw and Ready Weapon 2
- Aim Weapon 2
- ▲ Quick-Draw and Fire 3
- ▲ Fire Ready Weapon 1
- ▲ Throw Ready Weapon 1
- Adjust Weapon Settings 2
- Reload Weapon 2

Combat and Emergency Evasion

- ▲ Attack min. 3
- ▲ Parry/Defend min. 2
- ▲ Dodge min. 3
- ▲ Duck Thrown Weapon 2
- ▲ Hide in Same Square 1
- ▲ Hide in Adjacent Square 4
- ▲ Roll Sideways 2
- ▲ Drop-to-Ready 1
- ▲ Drop-to-Prone 0
- ▲ Dive to Prone 2
- ▲ Dive Roll 4
- Flying Tackle min. 4

Terrain Modifiers

- Clear, Road or Path 1x AP
- Hills, Light Vegetation 2x AP
- Swampy, Rocky, Hvy Veg 3x AP
- Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers	Dice Mod
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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STARFLEET INFONET PUBLIC PERSONNEL RECORDS

23010101



Honors

Honors

[illegible]

Years Served

Term 10

Family

Homeworld:

Family

Parents:

Childhood:

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Lifepath

Academy

Cadet

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				ACADEMY INSTRUCTOR
				Passed
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		CURRENT					
		SAVE (END/2 rd)					ATTRIBUTE FATIGUE EFFECTS
		SAVE (END/4 rd)					
		UNC (END/10 rd)					
		1		BARE HAND DAMAGE.....	TO HIT TABLE ((SKILL + DEX)/2)=TOHIT DMG Modern..... H-T-H.....		
2		SKILL BONUS.....+					
3		TOTAL.....=					
4							
5		WEAPON DAMAGE					
6		STR BONUS.....+					
7		SKILL BONUS.....+					
8		TOTAL.....=					
9							
10							
11							
12							
13							
14							
15							
16							

Action Point Table ▲ Opportunity Action

Position Change

- ▲ Turn in Place 1
- Stand-to-Sit or reverse 1
- ▲ Stand-to-Kneel or reverse 1
- ▲ Kneel-to-Prone or reverse 1

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- ▲ Fire Ready Weapon 1
- ▲ Throw Ready Weapon 1
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- ▲ Drop-to-Prone 0
- ▲ Dive to Prone 2
- ▲ Dive Roll 4
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Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
<i>Size</i>	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
<i>Position</i>	
Standing	0
Crouched	+5
Prone	-10
<i>Concealment</i>	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
<i>Movement</i>	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
<i>Aiming</i>	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
<i>Movement</i>	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/ N
			PSI	Cmd School	Y/ N
				Contact Team	Y/ N
				Certified?	Y/ N

Service Record

Honors

[illegible]

Assignments	Years Served
Cadet	
Term 1	
Term 2	
Term 3	
Term 4	
Term 5	
Term 6	
Term 7	
Term 8	
Term 9	
Term 10	

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Jack Photon's 4.0th Fantaversary Revision

NPC Pack: Command Division

Twenty Pre-Rolled NPCs and five blanks to customize.

Throw those cardboard NPCs away!
Bring your games to life with living NPCs;
each a unique persona with notes such
as *'that time when'* to give you
story hooks and leads to explore
with the players in your campaign.

21st Century
 π HOUSE RULES π
for 23rd Century Gaming

"To explore strange new worlds.
To seek out new life and new civilizations.
To boldly go where none a'gone a'fore. A'yup."

FASA-RPG

Jack Photon's
4.0th Fantaversary Revision

HOUSE
RULES

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