

STAR TREK

ROLEPLAYING GAME

CHARACTER RECORD SHEET



CHARACTER NAME				PERSONAL DEVELOPMENT								
PROFESSION				PROFESSIONAL DEVELOPMENT								
ELITE PROFESSION				AGE	HEIGHT	EYES						
EXPERIENCE POINTS				GENDER	WEIGHT	HAIR						
ADVANCEMENTS				SPECIES								
ATTRIBUTES	SPECIES MODIFIER	NUMBER ROLLED	TOTAL	ATTRIBUTE MODIFIER	REACTIONS	ATTRIBUTE MODIFIER	MISC. MODIFIER	TOTAL	INITIATIVE	QUICKNESS	MISC. MODIFIER	TOTAL
<input type="checkbox"/> STRENGTH					<input type="checkbox"/> QUICKNESS							
<input type="checkbox"/> AGILITY					<input type="checkbox"/> SAVVY							
<input type="checkbox"/> INTELLECT					<input type="checkbox"/> STAMINA				DEFENSE	AGILITY MODIFIER	MISC. MODIFIER	TOTAL
<input type="checkbox"/> VITALITY					<input type="checkbox"/> WILLPOWER							
<input type="checkbox"/> PRESENCE												
<input type="checkbox"/> PERCEPTION												

SKILL NAME	SPECIALTIES	TEST CAT.	ATT.	ATT. MOD.	LEVELS	MISC.	TOTAL	SKILL NAME	SPECIALTIES	TEST CAT.	ATT.	ATT. MOD.	LEVELS	MISC.	TOTAL
APPRAISE		ACAD	INT					KNOWLEDGE		ACAD	INT				
ARMED COMBAT ♦		PHYS	AGL												
								LANGUAGE		ACAD	INT				
ATHLETICS ♦		PHYS	STR												
COMPUTER USE		ACAD	INT												
CONCEAL ♦		PHYS	INT					MEDICINE		ACAD	INT				
CONSTRUCT		PHYS	INT					NEGOTIATE ♦		SOC	INT				
CRAFT		PHYS	AGL					OBSERVE ♦		PHYS	PER				
								PERSUADE ♦		SOC	PRS				
								RANGED COMBAT ♦		PHYS	AGL				
DEMOLITIONS		PHYS	INT												
ENGINEERING		ACAD	INT												
								REPAIR		PHYS	INT				
								SCIENCE		ACAD	INT				
ENTERPRISE ♦		ACAD	INT												
ENTERTAIN ♦		SOC	PRS					SLEIGHT OF HAND		PHYS	AGL				
FIRST AID ♦		PHYS	INT					SPORT ♦		PHYS	AGL				
FORGERY		PHYS	AGL					STEALTH ♦		PHYS	AGL				
GAMING ♦		SOC	INT					SURVIVAL ♦		PHYS	PER				
GYMNASTICS ♦		PHYS	AGL					SYSTEM OPS		PHYS	INT				
IMPERSONATE ♦		SOC	PRS					TACTICS		ACAD	INT				
INDOCTRINATE		PHYS	INT					UNARMED COMBAT ♦		PHYS	AGL				
INFLUENCE ♦		SOC	PRS												
INQUIRE ♦		SOC	PRS												
INVESTIGATE ♦		PHYS	PER												

□ USE THE BOXES TO RECORD FAVORED ATTRIBUTES, REACTIONS AND SKILLS

♦ SKILL CAN BE USED UNTRAINED (0 SKILL LEVELS)

