

CHARACTER SHEET

NAME:

PLAYER:

RANK:

POSITION:

SPECIES:

CURRENT ASSIGNMENT:

ATTRIBUTES

FITNESS

STRENGTH

VITALITY

COORDINATION

DEXTERITY

REACTION

INTELLECT

LOGIC

PERCEPTION

PRESENCE

WILLPOWER

EMPATHY

PSI

RANGE

FOCUS

BACKGROUND HISTORY

STAGE DESCRIPTION OR ASSIGNMENT

EARLY LIFE:

ACADEMY LIFE:

CADET CRUISE:

TOURS OF DUTY:



ROLE PLAYING GAME

SKILLS (SPECIALIZATION) LEVEL

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ADVANTAGES

<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

DISADVANTAGES

<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

COURAGE

RENOWN

AGGRESSION

DISCIPLINE

INITIATIVE

OPENESS

SKILL

RESISTANCE

WOUND LEVELS

HEALTHY

STUNNED (+1)

INJURED (+1)

WOUNDED (+2)

INCAPACITATED (-)

NEAR DEATH (-)

KILLED

NOTES



CHARACTER SHEET

NAME: _____

RANK: _____

SPECIES: _____

PLAYER: _____

POSITION: _____

CURRENT ASSIGNMENT: _____

ATTRIBUTES

FITNESS: _____	PRESENCE: _____
STRENGTH: _____	WILLPOWER: _____
VITALITY: _____	EMPATHY: _____
COORDINATION: _____	PSI: _____
DEXTERITY: _____	RANGE: _____
REACTION: _____	FOCUS: _____
INTELLECT: _____	
LOGIC: _____	
PERCEPTION: _____	

BACKGROUND HISTORY

STAGE: _____	DESCRIPTION OR ASSIGNMENT: _____
EARLY LIFE: _____	
WAR COL. LIFE: _____	
SERONA: _____	
TOURS OF DUTY: _____	



SKILLS (SPECIALIZATION) LEVEL

ADVANTAGES

DISADVANTAGES

GLORY: _____

REOWN: _____

AGGRESSION: _____

DISCIPLINE: _____

SKILL: _____

INITIATIVE: _____

OPENESS: _____

RESISTANCE: _____

WOUND LEVELS

HEALTHY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
STUNNED (+1)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INJURED (+1)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WOUNDED (+2)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INCAPACITATED (-)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
NEAR DEATH (-)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
KILLED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

NOTES

ALIEN SPECIES TEMPLATE

NAME

HOMEWORLD

HOME REGION OR SOVEREIGN TERRITORY

SUGGESTED ATTRIBUTE AND EDGE RANGES

FITNESS

STRENGTH

VITALITY

COORDINATION

DEXTEROTU

AGILITY

INTELLECT

LOGIC

PERCEPTION

PRESENCE

EMPATHY

WILLPOWER

PSI

FOCUS

RANGE

SKETCH

DESCRIPTION

SPECIAL OR UNIQUE ABILITIES

SPECIAL OR UNIQUE SKILLS

TRAITS COMMON TO THE SPECIES

STORY NOTES

SIZE



CREATURE TEMPLATE

SYSTEM TEMPLATE

NAME

TYPE

SIZE

FORM

ATTRIBUTES

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BASE MOVEMENT

RESISTANCE

SPECIAL ABILITIES/UNUSUAL SKILLS

WEAPONS

DESCRIPTION AND ADDITIONAL NOTES

SYSTEM NAME

AFFILIATION

SYSTEM TYPE

INHABITED PLANETS

OTHER PLANETS

OTHER STELLAR OBJECTS

ARTIFICIAL OBJECTS

SIS

ROLEPLAYING GAME



PLANETARY TEMPLATE

NAME

CLASS

SYSTEM DATA

GRAVITY

YEAR AND DAY

ATMOSPHERE

HYDROSPHERE

CLIMATE



**STAR
TREK**
THE NEXT
GENERATION

ROLEPLAYING GAME

SAPIENT SPECIES

TECH LEVEL

GOVERNMENT

CULTURE

AFFILIATION

RESOURCES

PLACES OF NOTE

SHIP FACILITIES

OTHER DETAILS

PLOT CARD

SCENE

SUMMATION

NPCs

SETTING

NOTES

PLOT CARD

SCENE

SUMMATION

NPCs

SETTING

NOTES

PLOT CARD

SCENE

SUMMATION

NPCs

SETTING

NOTES

PLOT CARD

SCENE

SUMMATION

NPCs

SETTING

NOTES