

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									
<input type="checkbox"/> VITALITY						<input type="checkbox"/> WILLPOWER									
<input type="checkbox"/> PRESENCE															
<input type="checkbox"/> PERCEPTION															
												DEFENSE	AGILITY MODIFIER	MISC. MODIFIER	TOTAL
												7 +			

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

USE THE BOXES TO RECORD FAVORED ATTRIBUTES, REACTIONS AND SKILLS

♦ SKILL CAN BE USED UNTRAINED (0 SKILL LEVELS)

